101 Spells for the Common Man



Zenith Games



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101 Spells

the Common Man

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101 Spells for the Common Man



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Jeff Gomez, Zenith Games

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INTRODUCTION

Why are there so many spells for flinging fire, but none for harvesting crops? *101 Spells for the Common Man* brings the arcane power back to the people.

Magic isn't just for adventurers anymore. As the common folk go about their daily business, a select few augment their efforts using magic. No matter how rare magic is in your world, those working folk who possess the gift make good use of the following spells. Build out the realism and depth of your world with common folk who function in a magical environment.

While these spells make life easier for the common man, a clever adventurer may find use for them as well. Rob a bank with *silenced work*, or create a distraction with *awaken instruments*. Jot down a confession with *recorder's quill* or put a guard to sleep with *bed-time story*. Remove a watery obstacle with *expeditious evaporation* or track the passage of time with *shadowdial*. These spells bring life to your world while providing a fun, creative new toolkit for PCs.

Enjoy!

SPELLS BY PROFESSION

This book presents 101 spells to be used by the common man and adventurers alike. The following lists show example spells contained within this book that could be used by magical NPCs.

Artisans & Doctors

1st — distill cure, euthanize, miner's expulsion, projection of memory, restorative sleep, shepherd's sermon, silenced work, soften metal, verminweave, warp glass

2nd — road ward, greater warp glass, secret cache, surgeon's watch

Artists & Performers

0th — enhance voice, perfect pitch **1st** — awaken instruments, extract pigment, polypigmentation, share image

Bankers & Merchants

0th — abernathy's abacus, coiner's honesty, instantaneous inventory, recorder's quill, trader's weight

1st — categorical organization, exquisite display case, illusion of quality, mirrorquill, moneylender's mark

2nd — track property, pledge brand

Cooks & Innkeepers

0th — boil water, cork seal, create ice, game board, game specialist, oven sight, peaceful ear, taste sample

1st — butler's bell, chef's crew, fortify wine, invite house spirit, louse screen, mature sample, phantom mannequin, preserve rations, scent wall

2nd — bonds of hospitality, castellan's dungball, game field, pleasing facade, verminsphere

Farmer

0th — cork seal, personal shade, pluck

1st — butcher carcass, conjure cart, create soil, displaced load, draft infusion, enhanced metabolism, euthanize, greenery light, herder's ward, husbandry's touch, locate stock, long ride, pasturage, plant resilience, prize vegetable, raise irrigation, roots to plowshares, sow seeds, stockman's proof

2nd — enhanced metabolism communal, fruitful multiplication, harvest, scarecrow, symbol of fascinate animal

Parents & Homekeepers

0th — bed-time story, candle of the hours, chandler's friend, cock crow, expeditious evaporation, guide's wisdom, inner clock, marked arrows, read nonmagic, shadowdial, wood chop

1st — fey gift, greater read nonmagic, mass bed-time story, shadow lockpick, track child, watchdog

2nd — schedule, greater starsight, spirit gift, uproot

101 Spells for the Common Man



SPELLS BY CLASS

Adept

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Oth — abernathy's abacus, bed-time story, boil water, candle of the hours, chandler's friend, coiner's honesty, cork seal, create ice, create smoke, enhance voice, expeditious evaporation, game board, game specialist, instantaneous inventory, marked arrows, oven sights, peaceful ear, perfect pitch, personal shade, pluck, read nonmagic, recorder's quill, shadowdial, taste sample, trader's weight

1st — awaken instruments, butcher carcass, butler's bell, categorical, wood chop organization, chef's crew, cock crow, create soil, displaced load, distill cure, draft infusion, enhanced metabolism, euthanize, exquisite display case, extract pigment, fey gift, fortify wine, greater read nonmagic, greenery light, guide's wisdom, herder's ward, husbandry's touch, illusion of quality, inner clock, locate stock, long ride, louse screen, mass bed-time story, mature sample, miner's expulsion, mirrorquill, moneylender's mark, pasturage, phantom mannequin, plant resilience, polypigmentation, preserve rations, prize vegetable, projection of memory, raise irrigation, restorative sleep, roots to plowshares, scent wall, shadow lockpick, share image, shepherd's sermon, silenced work, soften metal, sow seeds, stockman's proof, track child, verminweave, warp glass, watchdog

2nd — bonds of hospitality, castellan's dungball, communal enhanced metabolism, fruitful multiplication, game field, greater starsight, greater warped glass, harvest, invite house spirit, pleasing facade, pledge brand, road ward, scarecrow, schedule, secret cache, spirit gift, surgeon's watch, symbol of fascinate animal, track property, uproot, verminsphere

Alchemist

1st — distill cure, enhance voice, husbandry's touch, inner clock, louse screen, pasturage, restorative sleep

2nd — bonds of hospitality, greater starsight

Bard

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0th — bed-time story, boil water, cork seal, create smoke, enhance voice, game board, game specialist, instantaneous inventory, oven sights, peaceful ear, perfect pitch, read nonmagic, taste sample

1st — awaken instruments, butler's bell, categorical organization, chef's crew, displaced load, extract pigment, fortify wine, greater read nonmagic, husbandry's touch, illusion of quality, inner clock, mass bed-time story, mature sample, mirrorquill, phantom mannequin, polypigmentation, preserve rations, prize vegetable, projection of memory, restorative sleep, shepherd's sermon

2nd — bonds of hospitality, game field, greater starsight, harvest, pleasing facade, pledge brand, scarecrow, surgeon's watch

Cleric/Oracle

0th — abernathy's abacus, bed-time story, boil water, create ice, enhance voice, expeditious evaporation, instantaneous inventory, peaceful ear, personal shade, read nonmagic, taste sample

1st — butcher carcass, categorical organization, chef's crew, displaced load, distill cure, enhanced metabolism, euthanize, extract pigment, fortify wine, greater read nonmagic, husbandry's touch, long ride, mass bed-time story, mature sample, mirrorquill, moneylender's mark, preserve rations, prize vegetable, raise irrigation, restorative sleep, scent wall, shepherd's sermon, warp glass

2nd — castellan's dungball, communal enhanced metabolism, greater starsight, greater warped glass, harvest, pledge brand, scarecrow

Druid

0th — boil water, create smoke, read nonmagic, taste sample

1st — butcher carcass, cock crow, create soil, distill cure, draft infusion, enhanced metabolism, fey gift, fortify wine, greenery light, greater read nonmagic, guide's wisdom, husbandry's touch, long ride, mature sample, miner's expulsion, pasturage, plant resilience, preserve rations, prize vegetable, raise irrigation, restorative sleep, roots to plowshares, sow seeds, verminweave, warp glass, watchdog

2nd — castellan's dungball, communal enhanced metabolism, fruitful multiplication, greater starsight, greater warped glass, harvest, road ward, secret cache, spirit gift, uproot, verminsphere

Inquisitor

0th — coiner's honesty, create smoke, enhance voice, trader's weight

1st — displaced load, moneylender's mark, restorative sleep, shadow lockpick

2nd — *pledge brand, surgeon's watch*

Medium

1st — butler's bell, categorical organization, cock crow, chef's crew, fey gift, phantom mannequin, projection of memory **2nd** — pleasing facade, spirit gift, surgeon's watch

Mesmerist

0th — bed-time story, enhance voice, game board, game specialist, peaceful ear

1st —butler's bell, categorical organization, chef's crew, euthanize, fey gift, herder's ward, illusion of quality, inner clock, mass bed-time story, pasturage, shepherd's sermon

2nd — game field, pleasing facade, surgeon's watch





Occultist Oth — butler's bell, candle of the hours, recorder's quill 1st — fey gift, soften metal 2nd — pleasing facade, spirit gift, symbol of fascinate animal Paladin

1st — butler's bell, euthanize, greater read nonmagic, long ride, track child

2nd — pledge brand, surgeon's watch

Psychic

0th — abernathy's abacus, game board, game specialist, instantaneous inventory, peaceful ear, recorder's quill

1st — categorical organization, chef's crew, herder's ward, husbandry's touch, inner clock, locate stock, mature sample, mirrorquill, pasturage, projection of memory, share image, track child **2nd** — game field

Ranger

1st — butcher carcass, butler's bell, create ice, create soil, displaced load, draft infusion, enhanced metabolism, fortify wine, greater read nonmagic, guide's wisdom, herder's ward, husbandry's touch, inner clock, louse screen, marked arrows, pasturage, plant resilience, preserve rations, raise irrigation, restorative sleep, sow seeds, verminweave, watchdog, wood chop

2nd — communal enhanced metabolism, fruitful multiplication, greater starsight, road ward, surgeon's watch, symbol of fascinate animal, track property

Shaman

0th — create ice, create smoke, taste sample

1st — butcher carcass, cock crow, create soil, fey gift, husbandry's touch, locate stock, louse screen, mature sample, miner's expulsion, pasturage, plant resilience, preserve rations, raise irrigation, restorative sleep, sow seeds, stockman's proof, track child, verminweave

2nd — invite house spirit, pledge brand, secret cache, spirit gift, verminsphere

Oth — abernathy's abacus, bed-time story, boil water, candle of the hours, chandler's friend, coiner's honesty, cork seal, create ice, create smoke, enhance voice, expeditious evaporation, game board, game specialist, instantaneous inventory, marked arrows, oven sights, peaceful ear, personal shade, pluck, read nonmagic, recorder's quill, shadowdial, taste sample, trader's weight

1st — butcher carcass, butler's bell, categorical organization, chef's crew, cock crow, create soil, displaced load, draft infusion, euthanize, exquisite display case, extract pigment, fey gift, fortify wine, greater read nonmagic, greenery light, guide's wisdom, herder's ward, husbandry's touch, illusion of quality, inner clock, locate stock, louse screen, mass bed-time story, mature sample, miner's expulsion, mirrorquill, moneylender's mark, pasturage, phantom mannequin, plant resilience, polypigmentation, preserve rations, prize vegetable, projection of memory, raise irrigation, roots to plowshares, scent wall, shadow lockpick, share image, silenced work, soften metal, sow seeds, stockman's proof, track child, verminweave, warp glass, watchdog

2nd — bonds of hospitality, castellan's dungball, game field, harvest, invite house spirit, pleasing facade, greater starsight, greater warped glass, pledge brand, road ward, scarecrow, schedule, secret cache, spirit gift, surgeon's watch, symbol of fascinate animal, track property, uproot, verminsphere

Spiritualist

1st — *euthanize, fey gift, projection of memory* **2nd** — *spirit gift, surgeon's watch*

Summoner

0th — cork seal, create ice, create smoke, instantaneous inventory **1st** — chef's crew, create soil, phantom mannequin, shadow lockpick

2nd — scarecrow, secret cache

Witch

0th — boil water, create smoke, instantaneous inventory, oven sights, personal shade, pluck, shadowdial, taste sample

1st — butcher carcass, categorical organization, distill cure, draft infusion, enhanced metabolism, euthanize, exquisite display case, fey gift, greenery light, husbandry's touch, locate stock, long ride, mature sample, prize vegetable, raise irrigation, shadow lockpick, silenced work, sow seeds, stockman's proof, track child, verminweave

2nd — bonds of hospitality, communal enhanced metabolism, fruitful multiplication, greater starsight, invite house spirit, pledge brand, scarecrow, secret cache, spirit gift, surgeon's watch, track property, verminsphere



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SPELLS Abernathy's Abacus

School divination; **Level** adept 0, cleric 0, mesmerist 0, psychic 0, sorcerer/wizard 0

CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 10 min./level Saving Throw none; Spell Resistance no DESCRIPTION

You create a purely mental abacus inside your thoughts. By spending a move action, you can manipulate the abacus at the speed with which you use a normal abacus. Even if you divert your attention elsewhere, you can return to the abacus as long as the spell has not expired. The abacus retains its last state for the duration of the spell, allowing you to remember extremely large numbers with absolute certainty.

AWAKEN INSTRUMENTS

School transmutation; Level adept 1, bard 1 CASTING Casting Time 1 standard action Components V EFFECT Range close (25 ft. + 5 ft./level) Target up to 2 nonmagical upattended instrum

Target up to 2 nonmagical unattended instruments/level **Duration** concentration

Saving Throw Will negates (object); **Spell Resistance** no

DESCRIPTION

You animate several nonmagical unattended instruments within your range, and direct them to create music, ambient noise, or a cacophony of sound. Each instrument uses your relevant Perform skill.

BED-TIME STORY

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** adept 0, bard 0, cleric 0, mesmerist 0, sorcerer/wizard 0

CASTING

Casting Time 1 minute Components V, S EFFECT

Range 10 ft. Target a creature of the same type as you Duration concentration, up to 1 minute per level Saving Throw Will negates (see text); Spell Resistance no

DESCRIPTION

You tell a story as part of the verbal components of *bed-time story*. Every minute you tell the story, starting at the end of the casting time, your target may attempt a Will save. If it fails, it becomes fatigued until the spell ends. If it is already fatigued, it becomes exhausted until the spell ends. If it is already exhausted, it falls into a natural eight hour sleep. Slapping, wounding, or loud noises awaken the creature.

If the target is being threatened or attacked, it is immune to this effect.

If a creature succeeds on all Will saves on a particular casting on *bed-time story*, it is immune to your *bed-time stories* for 24 hours.

BED-TIME STORY, MASS

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** adept 1, bard 1, cleric 1, mesmerist 1, sorcerer/wizard 1

CASTING

Casting Time 1 minute **Components** V, S

EFFECT

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

Target any number of creatures of the same type as you **Duration** concentration, up to 1 minute per level

Saving Throw Will negates (see text); Spell Resistance no

DESCRIPTION

This spell works like *bed-time story*, except that it affects every creature in range.

BOIL WATER

School evocation [fire, water]; Level adept 0, bard 0, cleric 0, druid 0, sorcerer/wizard 0, witch 0
CASTING
Casting Time 1 standard action
Components V, S, M (a pinch of salt)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target up to 1 gallon of water/level
Duration concentration + 1 min./level (D)
Saving Throw Fortitude negates (object); Spell
Resistance no
DESCRIPTION
As you maintain concentration, you apply heat to a

As you maintain concentration, you apply heat to a quantity of fresh or salt water. The heat is enough to bring 1 gallon per level of room temperature water to a boil over the course of a minute. If the target water is part of a larger body, you slowly raise the overall temperature of the water as if directing a campfire's heat into the liquid.

You cannot target creatures with this spell. You can only have one *boil water* spell active at any one time.

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BOND OF HOSPITALITY

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** adept 2, alchemist 2, bard 2, sorcerer/wizard 2, witch 2

CASTING

Concentration of the second of

Casting Time 1 minute **Components** V, S, M (the food or drink) **EFFECT**

Range close (25 ft. + 5 ft./2 levels) **Target** you and up to 2 other creatures/level **Duration** 24 hours

Saving Throw Will negates (see below); Spell Resistance yes

DESCRIPTION

When you provide food or drink to others, you explain the sacred bonds of hospitality. You and those who accept the refreshment are bound by those rules for the next 24 hours (no save). A creature that is unable to hear or understand the rules being laid forth is not affected by the bonds.

Over the next 24 hours, any affected creature attempting to directly attack another affected creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the creature can't follow through with the attack and that part of the attack is lost, and the creature is nauseated for one round and then sickened for 1 hour. However, the *bonds of hospitality* are broken for all parties and the creature may attack the next round. All parties are immediately aware that the bonds have been broken, though they do not know which creature broke it. If the save fails, the opponent is nauseated for one minute, can't follow through with the attack, and that part of its action is lost.

If the bonds are broken through any means, for example by the application of *dispel magic*, the spell ends on all targets.

BUTCHER CARCASS

School necromancy; Level adept 1, cleric 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1
CASTING
Casting Time 1 round
Components V, S, F (knife or other blade)
EFFECT
Range touch
Target a Large or smaller corpse
Duration Instantaneous
Saving Throw none; Spell Resistance no
You separate the skin, flesh, intestines, tendons, organs,

and bones of a Large or smaller carcass. You can set aside specific organs and collect blood in a suitable container if you have one within your reach. You can butcher corpses of Huge creatures at 3rd level, Gargantuan corpses at 7th level, and Colossal corpses at 11th level. **School** divination; **Level** adept 1, bard 1, medium 1, mesmerist 1, occultist 1, paladin 1, ranger 1, sorcerer/wizard 1 **CASTING**

Casting Time 1 standard action **Components** V, S

EFFECT

Range touch

Target a device capable of issuing sound or an *alarm* spell, and you or a willing creature

Duration~l~day/level~(D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You attune yourself or a willing creature touched to a bell, whistle, gong, or a similar device capable of issuing sound, or an *alarm* spell. The target automatically becomes aware when the device is sounded or the *alarm* triggered as long as the target is within medium range (100 feet + 10 ft./caster level) of the source of the sound. This notification wakes the target. As a free action, the target may sever its connection to *butler's bell*.

CANDLE OF THE HOURS

School transmutation; Level adept 0, occultist 0, sorcerer/wizard 0 CASTING Casting Time 1 minute Components V, S, F (a clear crystal) EFFECT Range touch Target one non-magical candle Duration up to 8 hours + 2 hours/level Saving Throw none; Spell Resistance yes DESCRIPTION

Candle of the hours guarantees that a candle burns for an exact amount of time, even if the candle would normally burn for shorter or longer. You choose this time when casting the spell, though it cannot exceed the spell's duration. When the candle is extinguished, either once the time has elapsed or prematurely, it produces an audible chime which wakes any characters within 30 feet from non-magical sleep. You may place marks on the candle with ink or chalk with precise knowledge of the time it takes to burn to each mark. As the candle burns, it produces a different chime when it reaches each mark.

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CASTELLAN'S DUNGBALL

School transmutation; **Level** adept 2, cleric 2, druid 2, sorcerer/wizard 2

CASTING

Concentration (C)

Casting Time 1 standard action

 $\begin{array}{l} \textbf{Components} \; S, M \; (a \; small \; ball \; of \; wax) \\ \textbf{EFFECT} \end{array}$

Range personal

Area 5 ft./level (centered on the caster)

Target debris or clutter weighing no more than 10 lb./level

Duration 1 min./level (D) + permanent (see below) **Saving Throw** none; **Spell Resistance** no **DESCRIPTION**

This spell attracts physical clutter (worth no more than 1cp and weighting no more than 1/4 lb.) within 5 ft./level and compacts it into a rock-like ball that follows you either until you direct it to stop or the spell ends. The ball rolls along and follows you. Cast outdoors, the ball picks up light materials such as leaves, twigs, sand, dust, and other detritus.

When the spell runs its course, the ball remains tightly compacted and solid with a hardness of 1/level (max. 5) and 1 hp/level. It may be used as ammunition for cannons, catapults, and similar siege weapons.

CATEGORICAL ORGANIZATION

School conjuration (creation); **Level** adept 1, bard 1, cleric 1, medium 1, mesmerist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

CASTING

Casting Time 1 standard action **Components** V, S, M (a scrap of paper) **EFFECT**

Range close (25 ft. + 5 ft./2 levels) Area 5 ft./level (centered on the caster) Target similar objects of up to 5 lbs./level; see text Duration 1 minute

Saving Throw none; Spell Resistance no DESCRIPTION

You conjure an unseen force to reorganize a set of objects according to a simple schematic of no more than 5 words. The force quickly arranges the chosen objects as desired in a specified location, or simply stacks the items in front of you if no location is specified. The force can only sort objects of a similar type or function meeting the schematic. It cannot sort objects by unknown criteria or that you would otherwise be unable to organize yourself (for example, sorting unattributed books by their unknown authors).

CHANDLER'S FRIEND

School transmutation; **Level** adept 0, sorcerer/wizard 0 **CASTING**

Casting Time 1 standard action

Components V, S, M (a short length of string, twine, or wick.)

EFFECT

Range touch

Target wax remains of a candle or one willing humanoid creature

Duration instantaneous

Saving Throw none; Spell Resistance yes (harmless) DESCRIPTION

This spell reforms the melted remains of a candle into a new candle. The new candle is identical to the old, except that it burns for half as long. If used on the remains of a magical candle, the result is a non-magical candle.

If this spell is cast upon a willing humanoid creature

with ears, the spell creates a small, yellow candle in that creature's hand that burns for up to 1 minute. Each creature may only be the target of *chandler's friend* once per day. Additional castings have no effect.

CHEF'S CREW

School conjuration (creation); **Level** adept 1, bard 1, cleric 1, medium 1, mesmerist 1, psychic 1, sorcerer/wizard 1, summoner 1

CASTING

Casting Time 1 standard action **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./2 levels) **Effect** up to 2 + 1/level invisible, mindless, shapeless servants

Duration 1 hour/level

Saving Throw none; Spell Resistance no DESCRIPTION

You summon invisible, mindless, shapeless forces to assist in running a kitchen. Each unseen chef can perform a simple, repetitive task for cooking as directed, such as turning a spit, cutting vegetables, stirring soup, or kneading bread. They cannot change to a different task until directed by you as a free action. The unseen chefs use your Profession (brewer, butcher, or cook) check when performing the relevant tasks.

Unseen chefs act in all other ways like *unseen servants*. They cannot fly, climb, or swim, cannot attack, dissipate if they take more than 6 points of damage, and cease to exist if they are sent out of the spell's range.



COCK CROW

School divination; **Level** adept 1, druid 1, medium 1, shaman 1, sorcerer/wizard 1

CASTING

Concentration of the second of

Casting Time 1 standard action **Components** V, S, M (a feather from a rooster) **EFFECT**

Range touch

Effect one magical sensor

Duration 1 week/level (D) **Saving Throw** none; **Spell Resistance** none **DESCRIPTION**

Cock crow creates an invisible sensor which activates after an hour of darkness, at which time the sensor looks like an intangible rooster. When sunlight strikes the sensor, and for 5 minutes thereafter, the sensor produces a sound designated when the spell is cast (usually, that of a rooster's crow). Any spell or effect producing bright light (such as *daylight*) also activates the sensor. The sensor deactivates until another hour of darkness passes.

COINER'S HONESTY

School divination; Level adept 0, inquisitor 0, sorcerer/wizard 0 CASTING Casting Time Instant Components V, S, F (any coin) EFFECT Range touch Target up to ten coins Duration Instant Saving Throw none; Spell Resistance yes DESCRIPTION Touched coins glow if they are counterfeit or have been shaved *Coiner's honesty* works on coins even if you are

shaved. *Coiner's honesty* works on coins even if you are unfamiliar with the currency involved. If the coins have been magically altered, you must make a caster level check (DC = 11 + the spell's caster level) to identify them as counterfeit. Once you have been fooled by a counterfeiting spell, *coiner's honesty* does not reveal coins modified by that same spell for 24 hours.

CONJURE CART

School conjuration (creation); **Level** adept 1, bard 1, sorcerer/wizard 1, summoner 1, witch 1

CASTING

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Casting Time 1 round **Components** V, S, M (a spoke from a cart wheel) **EFFECT**

Range close (25 ft. + 5 ft./2 levels) **Effect** one quasi-real cart **Duration** 1 hour/level (D) **Saving Throw** none; **Spell Resistance** no **DESCRIPTION** You create a simple, unadorned wooden cart with two wheels. The cart is sturdily constructed, but functionally no different from an ordinary mundane cart. The cart is not conjured with any horses or other beasts of burden, but does appear with the harness required to hitch the cart to a single horse or other beast of burden.

At the end of the spell's duration, the cart dissolves into nothingness. Anything on the cart is gently deposited onto the ground, while any creature hitched to it is untethered.

CORK SEAL

School conjuration; Level adept 0, bard 0, sorcerer/wizard 0, summoner 0 CASTING Casting Time 1 minute Components V, S, M (a cork or stopper) EFFECT Range touch Target 1 bottle or vial Duration permanent Saving Throw Fortitude negates (object); Spell Resistance no DESCRIPTION

DESCRIPTION

You conjure a rubbery magical cork or other seal to stopper a bottle or vial of liquid. As you cast the spell, you declare a range of appropriate temperatures. If the bottle exceeds or goes below the temperature range, the cork turns red. If someone breaches the vessel, or if the vessel cracks, you receive an immediate mental alert.

CREATE ICE

School conjuration (creation) [cold, water]; **Level** adept 0, cleric 0, ranger 1, shaman 0, sorcerer/wizard 0, summoner 0

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Effect up to 5 pounds of ice/level Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

You create flakes of frozen water which pile on the touched surface or fall from your hand. The ice is pure and melts into drinkable water over time. This water and ice disappear after 1 day if not consumed.

If created in a calm body of fresh water, the flakes freeze the surrounding water to create a solid mass. A 5-foot square of water gains an inch of ice on its surface for every 10 pounds summoned into it. Turbulent or hot water breaks up or melts the ice before it forms into a solid surface. A 4-inch covering of ice generally supports up to 200 pounds and is safe for a Medium creature to walk on.



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CREATE SMOKE

School conjuration (creation); **Level** adept 0, bard 0, druid 0, inquisitor 0, shaman 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

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Casting Time 1 round **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./2 levels) Effect a column of smoke Duration 1 minute Saving Throw none; Spell Resistance no DESCRIPTION

With a word and a gesture, you create a pillar of harmless smoke. The created smoke covers a single 5-ft. square and rises to 100 feet in windless conditions. It does not provide concealment. Moderate or stronger wind disperses the smoke immediately. The smoke is in any one color selected by you at the moment of casting.

CREATE SOIL

School conjuration (creation) [earth]; **Level** adept 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1, summoner

CASTING

Casting Time 1 minute **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./2 levels) **Effect** up to 1 cubic foot of soil/level

Duration instantaneous

Saving Throw none; Spell Resistance no DESCRIPTION

This spell generates rich, arable soil appropriate for crops or other plants. The soil is loose and dry, weighing about 75 pounds per cubic foot.

DISPLACED LOAD

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School transmutation; **Level** adept 1, bard 1, cleric 1, inquisitor 1, ranger 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action **Components** V, S, M/DF (a set of calibrated metal weights)

EFFECT

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Range touch

Target one touched object as well as yourself plus an additional touched willing creature/level **Duration** 1 hour/level (D) **Saving Throw** none and Will negates (object); **Spell Resistance** no and yes (object) **DESCRIPTION** You evenly distribute the weight of one touched object between yourself and a number of other willing creatures, burdening all parties with an equal fraction of the object's weight. The item's actual weight is unchanged for all effects (such as whether *mage hand* can move it or *shatter* can destroy it). Additional creatures do not count as carrying the object for magical effects or purposes, nor are they affected by items which affect the wearer or possessor. Creatures are never damaged by accepting this weight. Accepting a new *displaced load* replaces the previous one.

In order to maintain the link, all creatures involved must remain within 100 feet of you. If a target moves beyond 100 feet of you, the spell's effect ends on that creature and the object's weight is re-divided amongst the remaining creatures. Moving back into range does not re-establish the link. Dispelling the link from a creature ends the link for that target only. Dispelling it from you ends it for all targets. Targets may voluntarily end their participation in the link as a free action at any time. If you lose contact with the object, the spell ends.

DISTILL CURE

School transmutation; **Level** adept 1, alchemist 1, cleric 1, druid 1, witch 1

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one non-magical cure

Duration 1 min./level Saving Throw none; Spell Resistance no DESCRIPTION

You dramatically increase the effectiveness of a nonmagical consumed item which provides a bonus to Fortitude saves against disease, nausea, sickness, or poison (such as antiplague, antitoxin or soothe syrup). Whenever the user would attempt a saving throw with a bonus due to the cure, the user rolls the saving throw twice and takes the higher result.

As long as the item is consumed within the spell's duration, the improved effects continue until the end of the alchemical cure's normal duration.

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DRAFT INFUSION

School transmutation; **Level** adept 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1

CASTING Casting Time 1 round Components V, S EFFECT

Range touch Target one touched animal

Duration 10 minutes/2 levels

Saving Throw Fortitude negates (harmless); Spell Resistance yes

DESCRIPTION

You enhance one animal, transforming it into a stockier, stronger version of itself. The animal gains a +4 enhancement bonus to Strength for the purposes of weight, encumbrance, and dragging or pulling loads, and also receives a +4 enhancement bonus to Constitution for the purposes of any check where the Endurance feat would apply. While this spell is active, the animal is considered to have the work trick in regards to pulling or dragging vehicles and heavy loads.

ENHANCE VOICE

School transmutation [sonic]; **Level** adept 0, alchemist 1, bard 0, cleric 0, inquisitor 0, mesmerist 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action **Components** V, S **EFFECT**

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

Target one willing creature

Duration concentration (D)

Saving Throw none; Spell Resistance yes (harmless) DESCRIPTION

You strengthen the target's voice, making it firm and clear. The recipient can be easily heard within 50 ft./level regardless of the background noise (Perception DC 0). *Enhance voice* does not increase the range, radius, or strength of any extraordinary or magical effects, such as bardic performance.

ENHANCED METABOLISM

School transmutation; **Level** adept 1, cleric 1, druid 1, ranger 1, witch 1 **CASTING**

Casting Time 1 standard action

 $\begin{array}{l} \textbf{Components} \ V, \ S, \ M/DF \ (a \ small \ bag \ of \ animal \ feed) \\ \textbf{EFFECT} \end{array}$

Range touch Target animal touched

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Duration 1 day + 1 day/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

DESCRIPTION

You enhance one animal's metabolism to become more efficient. While affected by this spell, the target requires half as much food and water, and produces half as much waste as normal.

ENHANCED METABOLISM, COMMUNAL

School transmutation; Level adept 2, cleric 2, druid 2, ranger 2, witch 2 CASTING Casting Time 1 standard action Components V, S, M/DF (a small bag of animal feed) EFFECT Range touch Target animals touched Duration 1 day + 1 day/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes DESCRIPTION

This spell functions as *enhanced metabolism*, except you divide the duration in 1-day intervals among the creatures touched.

EUTHANIZE

School necromancy [death]; **Level** adept 1, cleric 1, mesmerist 1, paladin 1, sorcerer/wizard 1, spiritualist 1, witch 1

CASTING

Casting Time 1 minute

Components V, S, DF

EFFECT

Range touch

Target one willing or helpless creature

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

You instantly and painlessly end the life of a target creature. The target is aware of the intent of the spell, and can change whether they are willing before they are affected. You cannot *euthanize* creatures under the effects of a mind-affecting spell or ability.

Unlike most death effects, *euthanize* does not prevent the target from being brought back to life.

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EXPEDITIOUS EVAPORATION

School transmutation [air, water]**; Level** adept 0, cleric 0, sorcerer/wizard 0

CASTING

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Casting Time 1 standard action **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./ 2 levels) Targets 1 gallon or less of water Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

You cause a small amount of water to instantly evaporate. The spell may be used to remove water from an object, or to slowly evaporate a body of water. Liquids that are composed primarily of water are dehydrated, leaving behind a dusty residue. Creatures and magical liquids are immune to this effect.

EXQUISITE DISPLAY CASE

School abjuration (force); Level adept 1, sorcerer/wizard 1, witch 1 CASTING Casting Time 1 round Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target surface, up to one 5-ft. square Duration 1 day/level (D)

Saving Throw none (object); **Spell Resistance** no (object)

DESCRIPTION

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You transform one small surface into a perfect display case. The warded surface assumes a dark velvet color and texture. Objects that weight less than 5 lbs. that you place on the surface are firmly attached for the purposes of being affected by wind, violent motion and similar hazards. They are completely warded against any moisture or other minor environmental damage, such as tiny wind-borne debris.

The exquisite display case forms an invisible shield of force around the object. The shield has hardness 20 and a number of hit points equal to 5 per caster level. You may reach into the case and move objects to and from the case as if the shield of force did not exist, but the force impedes other creatures and objects (including objects inside the case). If the shield is broken, the display case activates both a mental and audible alarm as per the *alarm* spell.

EXTRACT PIGMENT

School transmutation; Level adept 1, bard 1, cleric 1, sorcerer/wizard 1 CASTING Casting Time 1 round

 $\begin{array}{l} \textbf{Components} \ V, \ S, \ F \ (a \ roc \ feather \ quill \ worth \ 25 \ gp) \\ \textbf{EFFECT} \end{array}$

Range touch

Target one unattended object weighing up to 15 lbs. **Duration** permanent; see text

Saving Throw Fortitude negates (object); Spell Resistance no

DESCRIPTION

You drain the color out of a non-transparent object, converting it into one ounce of high-quality pigment inside an empty quill. The pigment matches the exact shade that was drained from the object—if the object had multiple colors, you can choose to either select a single color or mix them all together. Either way, the targeted color is entirely drained from the targeted object, replaced by a neutral, gray tone.

A painting targeted by this effect either loses a single color or becomes a dull mass of difficult-to-distinguish shapes, depending on how you choose to drain it. This spell has minimal effect on normal writing; the words remain, albeit slightly harder to read due to their faint ink.

The pigment cannot be removed from the quill without applying it to something. When applied, the pigment can be used as paint, ink or dye, at the user's discretion. It can be used to write, draw, or dye hair or clothing.

Magic items and items worth more than 100 gp regain their color within one day. The pigment in the quill is not lost.

FEY GIFT

School enchantment (compulsion); **Level** adept 1, druid 1, medium 1, mesmerist 1, occultist 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1

CASTING Casting Time 1 hour

Components V, S, M (straw or raw bread dough)

EFFECT

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

Effect completed gift

Duration 24 hours

Saving Throw Will negates; Spell Resistance no DESCRIPTION

At the completion of this spell's casting, the raw material used for the spell transforms into an item attractive to fey creatures. After the completed item is placed on a threshold to a house, a visiting fey creature (up to 1 HD per caster level) must succeed at a Will save to resist taking the gift. If the fey does take the gift, it cannot attempt to enter the house for 24 hours.



Jeff Gomez, Zenith Games

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FORTIFY WINE

School transmutation; **Level** adept 1, bard 1, cleric 1, druid 1, ranger 1, sorcerer/ wizard 1

CASTING

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Casting Time 1 standard action **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./ 2 levels) Targets 1 gallon of alcoholic beverages/level Duration permanent Saving Throw Will negates (object); Spell Resistance yes (object) DESCRIPTION

DESCRIPTION

Fortify wine heightens the potency of alcoholic beverages without changing its taste or other characteristics. Affected beverages count as two drinks when determining how many can be imbibed without being sickened. Those drinking affected exotic drinks, such as dwarven fireale and elven absinthe, have a -2 penalty to Fortitude saves to avoid addiction and negative effects, and the duration of all effects (both positive and negative) is doubled. Additional castings of *fortify wine* on the same drink have no effect.

FRUITFUL MULTIPLICATION

School transmutation; **Level** adept 2, druid 2, ranger 2, witch 2

CASTING

Casting Time 10 minutes

Components V, S, M (an egg, a piece of placenta, and herbs worth 10 gp)

EFFECT

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Range touch

Target a willing creature touched

Duration Until discharged, up to 1 month

Saving Throw none; Spell Resistance yes (harmless) DESCRIPTION

You bless the subject with increased fertility. If the subject becomes pregnant (if female) or sires a child (if male) within the next month, there is one additional offspring in addition to the normal results of the union. This spell does not overcome sterility or racial incompatibility, and cannot increase the number of additional

offspring by more than one per union. Creatures with Intelligence 2 or lower are always considered

GAME BOARD

School illusion (shadow) [shadow]; Level adept 0, bard 0, mesmerist 0, psychic 0, sorcerer/wizard 0 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target a flat surface up to 1 square ft./level Duration 1 hour/level Saving Throw Will disbelief (if interacted with); Spell Resistance yes (item)

DESCRIPTION

You touch and transform any flat surface so that it can be used to play a specific game of your choice. You conjure shadowy dice, playing cards, or other small implements as needed. Any weapons or complex pieces of equipment are not summoned. Creatures who interact with the *game board* may make a Will save to disbelieve its existence, but their belief has no bearing on the game. A creature who believes it is playing with an illusory board may still play as normal.

GAME FIELD

School illusion (shadow) [shadow]; Level adept 2, bard 2, mesmerist 2, psychic 2, sorcerer/wizard 2 CASTING Casting Time 10 minutes Components V, S

EFFECT

Range long (400 ft. + 40 ft./level) **Target** circle with a radius of up to 400 ft. + 40 ft./level **Duration** 2 hours/level

Saving Throw Will disbelief (if interacted with); Spell Resistance no

DESCRIPTION

You temporarily transform a field (or any other flat area) so that it can be used for any game or sport of your choice. If that game needs terrain accessories, such as barriers, sand, or goals, they appear. Balls also appear if needed, but any weapons or complex pieces of equipment are not summoned.

Creatures who interact with the game field may

make a Will save to disbelieve its existence, but their belief has no bearing on the game. If the creature is currently being threatened or attacked by you or your allies, however it receives a +5 bonus

on its saving throw. A creature who believes it is playing on an illusory field may still play as normal.

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GAME SPECIALIST

School divination; **Level** adept 0, bard 0, mesmerist 0, psychic 0, sorcerer/wizard 0

CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you

Duration permanent **DESCRIPTION**

You learn the rules of a game you have seen played. If the game you watched did not follow the "normal" rules, you learn an altered version fitting the example you saw.

GREENERY LIGHT

School evocation [light]; **Level** adept 1, druid 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 full round

Components V, S, F (a half of a crystal druse or a cutglass lamp)

EFFECT

Range touch Target focus object touched Effect 20-feet violet light emanation

Duration 1 day/level

Saving Throw none; Spell Resistance no DESCRIPTION

Pale violet light, equivalent in brightness to a torch, springs forth from the spell's focus. Its dim radiation is particularly nourishing for plants within 20 feet, who can use it as a substitute for natural daylight (plants harmed by sunlight are not affected). Creatures gain a +4 circumstance bonus to Profession (farmer and gardener) checks on plants within 20 feet of the light. Plant creatures within 20 feet of the *greenery light* regain an additional hit point per 8 hours rested.

GUIDE'S WISDOM

School divination; Level adept 1, druid 1, ranger 1, sorcerer/wizard 1 CASTING Casting Time 1 full-round action Components V, S EFFECT Range personal Target you Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION As long as you are within 1 mile from a location you know School transmutation; Level adept 2, bard 2, cleric 2, druid 2, sorcerer/wizard 2 CASTING Casting Time 1 round Components V, S, M (a sickle or scythe) EFFECT Range medium (100 ft. + 10 ft./level) Area circle with a radius of 400 ft. + 40 ft./level Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

Arable crops in the area, such as wheat, cotton, rice, sugarcane, or maize, are instantaneously cut and fall to the ground as though harvested by workers. Vegetables and other crops that grow in the ground are pulled up, while fruits and berries that grow on trees, bushes, and vines are plucked and fall gently to the ground without causing damage.





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ILLUSION OF QUALITY

HERDER'S WARD

School illusion (phantasm) [emotion, fear, mind-affecting]; **Level** adept 1, psychic 1, ranger 1, mesmerist 1, sorcerer/wizard 1

CASTING

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Casting Time 1 minute **Components** V, S, M (a piece of wire) **EFFECT**

Range close (25 ft. + 5ft./2 levels). **Area** circle with a radius of up to 20 ft./level centered on a point in space

Duration 24 hours (D)

Saving Throw Will negates; Spell Resistance yes Description DESCRIPTION

You set a ward on an area you select. When an animal attempts to enter or exit the ward, it is met with an illusionary threat such as a fire or predator. The animal makes a Will save. On a failure, the animal is shaken for one minute and cannot willingly enter or exit the warded area for 1 hour. On a success, the animal may traverse the boundary normally. Animals branded by your *arcane mark* take a -5 penalty on this save.

You may exclude any number of specific known animals from the ward.

HUSBANDRY'S TOUCH

School divination, transmutation; **Level** adept 1, alchemist 1, bard 1, cleric 1, druid 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

CASTING Casting Time 1 minute Components V, S, M (honeycomb)

EFFECT Range personal Duration 1 hour/level Saving Throw none; Spell Resistance no DESCRIPTION

You enhance your ability to draw forth toxins or lessen symptoms of illness, and otherwise augment natural healing in animals. You gain an insight bonus to all Heal checks made to aid animals of 3 HD or less. The insight bonus is equal to 4 + 1/level. School illusion (figment); Level adept 1, bard 1, mesmerist 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target 1 object up to Medium size Duration 1 hour/level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no

DESCRIPTION

You cloak an item in an illusion, altering its coloration, visual shape, sound, smell, and texture but leaving the size, general shape, and type unchanged. The item appears to increase in quality, and may be appraised at twice the value of the original.

INNER CLOCK

School divination; Level adept 1, alchemist 1, bard 1, mesmerist 1, psychic 1, ranger 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action

Components V, S

EFFECT Range personal

Target you

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no DESCRIPTION

You perceive passing time with a high precision and can accurately tell what time it is within seconds.

INSTANTANEOUS INVENTORY

School divination; **Level** adept 0, bard 0, cleric 0, psychic 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, F (tiny wooden replica of an abacus) **EFFECT**

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

Effect counts all objects of a specific type in an area up to 10 cu. ft.

Duration instantaneous; Saving Throw none; Spell Resistance no

DESCRIPTION

You immediately determine the total number of a specific objects (i.e. gold coins, iron nails, sheets of parchment, or bags of flour) in an area up to 10 cu. ft. The individual items must be larger than a grain of sand. You must be able to see and identify at least one item.

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LONG RIDE

School transmutation; Level adept 1, cleric 1, druid 1, paladin 1, witch 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one animal touched Duration 24 hours Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You imbue a creature of the animal type with long-lasting vigor. The animal does not become fatigued or take nonlethal damage from hustling and forced marching, even while bearing a rider.

LOUSE SCREEN

School abjuration; **Level** adept 1, alchemist 1, ranger 1, shaman 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S, M (pinch of citronella or lemongrass oil)

EFFECT

Range touch

Target one willing creature

Duration 8 hours + 1 hour/level

Saving Throw none; Spell Resistance no DESCRIPTION

This spell grants the recipient DR 1/— against the natural attacks of mindless vermin, such as lice, bedbugs, spiders, scorpions, or mosquitoes. *Louse screen* prevents the feeding of many relatively harmless (but possibly disease carrying) insects, and is typically cast before sleeping to ward off vermin during the night.

MARKED ARROWS

School enchantment; Level adept 0, ranger 1, sorcerer/wizard 0 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target up to 10 non-magic arrows or bolts Duration 1 hour/level Saving Throw none; Spell Resistance no DESCRIPTION You enchant projectiles so you can easily find them after

You enchant projectiles so you can easily find them after firing. The chance of finding this ammo increases to 75% for missed shots. *Marked arrows* that strike their target lose this enchantment even if not destroyed.

INVITE HOUSE SPIRIT

School conjuration (calling); **Level** adept 2, shaman 2, sorcerer/wizard 2, witch 2

CASTING

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Casting Time 10 minutes

Components V, S, M (an offering of food and drink) **EFFECT**

Range touch

Effect calls one non-evil fey or foo creature of no more than 5 HD

Duration instantaneous

Saving Throw None; Spell Resistance no DESCRIPTION

By using this magic ritual, you call a non-evil fey or foo creature and invite it into a home. The creature that responds varies by environment, though brownies (Bestiary 2), domovoi (Bestiary 5), ovinnik (Bestiary 5), or minor foo creatures (Bestiary 3) are the most common. It arrives within the next 24 hours, and may not make its presence immediately known. The creature that appears is not magically controlled or compelled to follow your orders. It is a free creature interested in finding a new house to inhabit. If mistreated or offended, it may leave.

LOCATE STOCK

School divination; **Level** adept 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 standard action

Components V, S, F (representation of your brand or *arcane mark*)

EFFECT

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Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; Spell Resistance no DESCRIPTION

You sense all animals bearing your brand or *arcane mark* in the area of this spell. By concentrating on a specific marked animal, you can know its precise location (if it's within the area) or its direction (if it's outside the area). You can even sense dead animals as long as the body is recognizable.

Running water blocks this spell. If the creature you're tracking is no longer an animal, such as through *animate dead* or *polymorph any object*, the spell fails.



MATURE SAMPLE

School necromancy; **Level** adept 1, bard 1, cleric 1, druid 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1 **CASTING**

Casting Time 1 standard action **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./2 levels) **Target** 10 lbs./level of nonliving organic substance, or 1 gallon/level of nonliving organic liquid

Duration concentration (D)

Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

DESCRIPTION

You cause nonliving organic substances to age quickly. Each round of concentration matures the subject by a week, possibly fermenting or decaying its components. *Mature sample* is an excellent tool for hastening the creation of cheese, wine, and other consumables.

MINER'S EXPULSION

School evocation [earth]; **Level** adept 1, druid 1, shaman 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action **Components** V, S, M/DF (pinch of explosive powder) **EFFECT**

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

Target natural stone and soil no larger than 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw Fortitude (object), then Reflex negates; see text; **Spell Resistance** yes (object) **DESCRIPTION**

The target volume of stone or soil is split into fine particles with a loud crack, and forcefully ejects metal-bearing ores and gemstones. The particles take up the same amount of

space as the original stone or soil.

MIRRORQUILL

DESCRIPTION

School transmutation; Level adept 1, bard 1, cleric 1, psychic 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one quill / 3 levels (minimum 1) Duration concentration, up to 10 min./level Saving Throw none; Spell Resistance no You grant a semblance of animation to a quill, allowing it to mirror the act of writing or transcription into a simple cypher. While holding a quill or similar writing implement, the animated quill mimics the motions of your writing to produce a reverse image with additional complex flourishes. This spell cannot be used to produce magical writing. Paper and ink must be provided for each quill. You can read the mirrored writing normally, but all other readers must make a DC 15 Linguistics check to recognize the cypher. Readers aware of the cypher can read mirrored writing at one-half normal speed, or at full speed if they succeed at a DC 20 Linguistics check.

MONEYLENDER'S MARK

School transmutation; **Level** adept 1, cleric 1, inquisitor 1, sorcerer/wizard 1

CASTING Casting Time 1 standard action Components V, S, M (a coin) EFFECT Range touch Target one willing creature Duration 1 year/level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

A staple spell of the banker's trade, the *moneylender's mark* signals a delinquent debtor. You place an invisible mark on the recipient of a loan, which gradually turns darker if the debtor does not repay the loan according to mutually agreed terms. The mark continues to grow in size as long as the loan remains due.

The mark disappears when the terms of the loan have been fulfilled. If another caster attempts to dispel or otherwise tamper with the mark, you receive an immediate mental alert. You may determine the identity of a caster by examining a *moneylender's mark* with a DC 10 Knowledge (local) check.

OVEN SIGHT

School divination (scrying); Level adept 0, bard 0, sorcerer/wizard 0, witch 0 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Duration 1 round/level Saving Throw none; Spell Resistance no DESCRIPTION

You safely detect the temperature and scent on the other side of a touched surface no more than 1 foot thick.



PASTURAGE

School enchantment (compulsion) [mind-affecting); **Level** adept 1, alchemist 1, druid 1, mesmerist 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action **Components** V, S, DF **EFFECT**

Range touch Target one animal with 2 HD or fewer Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You designate a livestock animal when casting *pasturage*. If the creature is currently being threatened or attacked by you or your allies, it is immune to this effect. The animal turns in the direction of its most suitable mate within 10 miles + 1 mile/level, with a good temperament toward the subject animal and assurance of long-lived, productive offspring from the animals' union. If no suitable mate exists, the spell fails. For the duration of the spell, the animal seeks out its mate.

PEACEFUL EAR

School enchantment [sonic]; Level adept 0, bard 0, cleric 0, mesmerist 0, psychic 0, sorcerer/wizard 0 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You hear any number of specific individuals more clearly than other noises, allowing you to better understand specific characters in loud areas. You choose these individuals when you cast *peaceful ear*, and you may change them at any time. *Peaceful ear* does not protect you from sonic or language-dependent spells, nor does it affect concentration checks.

PERFECT PITCH

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School illusion (figment) [sonic]; **Level** adept 0, bard 0 **CASTING Casting Time** 1 standard action **Components** V, S, F (a small tuning fork) **EFFECT**

Range close (25 ft. + 5 ft./2 levels) **Duration** concentration

Saving Throw none; Spell Resistance no DESCRIPTION

You produce one chosen note with absolute precision in a clear and ringing tone. You may use this tone to tune your instruments, create complex passwords, or entertain others.

PERSONAL SHADE

School evocation [darkness]; Level adept 0, cleric 0, sorcerer/wizard 0, witch 0 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You cloak a creature in faint shadow, obstructing the harshest light that would reach it. *Personal shade* prevents sunburns and reduces heat and discomfort on sunny days as though the target had found appropriate cover.

Creatures with light sensitivity or light blindness still suffer those effects, as do creatures vulnerable to direct sunlight like vampires.

PHANTOM MANNEQUIN

School conjuration (creation); **Level** adept 1, bard 1, medium 1, sorcerer/wizard 1, summoner 1

CASTING Casting Time 1 minute Components V, S, M (spool of thread) EFFECT Range close (25 ft. + 5 ft./2 levels) (D)

Effect 1 invisible mannequin/level

Duration 1 week/level

Saving Throw none; Spell Resistance no DESCRIPTION

You conjure Medium or smaller sized invisible, immobile figures standing at the ready, prepared to model clothing or armor or hold up works of art. A phantom mannequin has a Strength of 10, and can hold up 100 pounds. It cannot move on its own and remains in whatever position you have designated during the casting. If the spell is not recast before the end of its duration, each mannequin slowly dissipates over the course of 1 hour, allowing anything held by the mannequin to settle slowly to the floor.

Like *unseen servants*, mannequins dissipate if they take more than 6 points of damage.

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PLANT RESILIENCE

School transmutation; **Level** adept 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1

CASTING

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Casting Time 1 standard action **Components** V, DF **EFFECT**

Range close (25 ft. + 5 ft./2 levels) Targets a group of the same plants within range Duration 1 week/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Plant resilience protects a garden plot or small section of a crop from blight and insects. The affected plants, which all must be of the same variety and cannot be plant creatures, gain a +4 enhancement bonus on saves against disease and are allowed Fortitude saves against spells and effects that affect plants but don't normally allow saves for non-creatures (such as *blight*). Additionally, the plants repel harmful vermin (maximum 1 HD). This protection does not extend beyond the plants (thus, a swarm of insects leaves the plants untouched, but harms creatures in its space). This spell's benefits do not apply to plants that have been uprooted.

PLEASING FACADE

School illusion (glamer) (shadow); **Level** adept 2, bard 2, medium 2, mesmerist 2, occultist 2, sorcerer/wizard 2 **CASTING**

Casting Time 1 minute

Components V, S, F (painting of the envisioned glamer worth 250 gp; see text)

EFFECT

Range touch

Area up to 100-ft.-radius emanation centered on painting **Duration** 1 day/level

Saving Throw Will disbelief; Spell Resistance no DESCRIPTION

You infuse an area with illusion magic, connecting its appearance to that of a highly idealized painting. While under the effects of *pleasing facade*, dirty dishes look clean, overcooked meat tastes tender, roaches are less noticeable, and musty rooms smell fresh and new.

Even the people who enter the facade are slightly affected by the glamer, becoming more attractive in difficult-to-quantify ways. Anyone within the *pleasing facade* gains a +4 bonus on all Charisma-based skill checks and Profession checks related to persuading people to view them or their work favorably.

Meanwhile, the painting becomes an unpleasant exaggeration of what the area really looks like. This effect becomes worse each time the painting is reused, until it is a hideous caricature of reality. Worse, the affected area takes on subtle characteristics from the painting—any location that spends more than a year under the effects of *pleasing facade* from the same painting becomes an utterly reprehensible and unlivable sty until a year after the spell's last use. A creature that dwells within such an area for more than a minute takes a -4 penalty on all saves vs. disease for 24 hours, whether or not the glamer is in place. If the painting is moved out of the original area or destroyed, the spell instantly ends, revealing the truth.



PLEDGE BRAND

School enchantment [curse, language-dependent]; **Level** adept 2, bard 2, cleric 2, inquisitor 2, paladin 2, shaman 2, sorcerer/wizard 2, witch 2

CASTING

Casting Time 10 minutes **Components** V, S, M (henna ink worth at least 1 gp) **EFFECT Range** touch

Target one willing creature

Duration 1 week/level, or until fulfilled (D)

Saving Throw none; Spell Resistance yes DESCRIPTION

You intone a command of no more than twenty words while inscribing a tattoo around a non-vital part of the target's anatomy: a finger, toe, ear, nose, tail, or tongue. The command can take many forms, including prescribing a course of action ('deliver this gold to the thieves' guild within seven days') or prohibiting certain actions ('do not speak unless first spoken to'), but the command must be amenable to the target creature. If the command is broken at any point during the spell's duration, the tattoo amputates the anatomical part it encircles and the spell ends. The wound closes after the amputation as if completely healed.

If the command takes the form of a prescribed action and that action is completed by the target, the spell ends without ill-effect to the target.

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PLUCK

School transmutation; **Level** adept 0, sorcerer/wizard 0, witch 0

CASTING

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 $\begin{array}{l} \textbf{Casting Time 1 standard action} \\ \textbf{Components V, S, M (a pair of tweezers)} \\ \textbf{EFFECT} \end{array}$

Range close (25 ft. + 5 ft./2 levels) **Target** one feathered creature or corpse

Duration instantaneous

Saving Throw none or Fortitude negates Spell Resistance yes

DESCRIPTION

By aiming a pair of tweezers, you pluck and remove the feather from a creature or corpse. Dead creatures are rendered immediately de-feathered.

If this spell is cast upon a feathered creature, the creature is entitled to a Fortitude save to negate the effect. If the creature fails, the spell removes several feathers in a cloud of down. If the target flies through the use of feathered wings, it drops one maneuverability category to a minimum of Clumsy for one day.

POLYPIGMENTATION

School transmutation; Level adept 1, bard 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target 1 solid sq. ft. worth of ink or paint/level Duration 10 min./level (see text) Saving Throw none; Spell Resistance no DESCRIPTION You alter the contents of a single jar of ink or paint,

changing its color and thickness as desired for the duration of the spell. The quality of substances created by this spell are commensurate with the quality of the original material used. For the duration of the spell, you may further change the color of the affected substance at will. Any changes to the substance become permanent once applied to a surface. Any ink or paint remaining in the target container returns to its original state when this spell ends.

PRESERVE RATIONS

School transmutation; Level adept 1, bard 1, cleric 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1
CASTING
Casting Time 1 standard action
Components V, S, M (a pinch of salt)
EFFECT

Range close (25 ft. + 5 ft./ 2 levels) Targets 1 cubic ft./level of food Duration 1 week/level Saving Throw Will negates (object); Spell Resistance ves (object)

DESCRIPTION

This spell preserves food items for weeks, keeping them as fresh and nutritious as the moment the spell was cast upon them. If cast on food that is already spoiled or rotten, this spell maintains the food in that state.

PRIZE VEGETABLE

School transmutation; Level adept 1, bard 1, cleric 1, druid 1, sorcerer/wizard 1, witch 1 CASTING Casting Time 1 minute Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one unharvested fruit or vegetable Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION You provide a magical boost to a single fruit or vegetable's growth, helping it to grow bigger and stronger than

growth, helping it to grow bigger and stronger than normal. Once fully grown, this plant is noticeably larger than others. With each casting of *prize vegetable*, the fullygrown size of the fruit or vegetable increases by its unmodified fully grown size. Each time the spell is cast on a fruit or vegetable after the first, there is a 5% chance that the fruit or vegetable immediately rots and is ruined.

PROJECTION OF MEMORY

School illusion (figment); Level adept 1, bard 1, medium 1, psychic 1, sorcerer/wizard 1, spiritualist 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one object of up to 2 cu. ft./level Duration 10 min./level Saving Throw Will disbelief (if interacted with); Spell Resistance no DESCRIPTION

Projection of memory creates a visual illusion appearing to restore the touched object to a functional and undamaged state, as if it were new and intact. The illusion repairs any cosmetic damage, such as fading paint or cracking stone, and removes any apparent effects of time or wear. Any pieces missing from the object remain missing. The illusion does not create sound, smell, texture, or temperature.

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RAISE IRRIGATION

School conjuration (summoning) [water]; **Level** adept 1, cleric 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

CASTING

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Casting Time 1 standard action

Components V, S, M (a handful of dried-up leaves or twigs)

EFFECT

Area 100 ft. radius/level Duration 1 week

Saving Throw none; Spell Resistance no DESCRIPTION

This spell reaches deep into the ground and slowly pulls moisture to the surface through otherwise undetectable fissures, nooks, crannies, and porous spaces. Depending on the terrain, enough moisture may be pulled to irrigate the area for 1 week. This meets the needs of all plants in the area for that time. In wet terrains, such as glaciers, jungles, and swamps, the spell's radius is doubled. In desert terrain the spell's radius is halved.

Each casting has a 5% chance to also introduce a blight for the duration of the spell. During a blight, growth rate is halved and the plants suffer -2 on saving throws against disease. Fruits do not ripen and crops take twice as long to become harvestable.

READ NONMAGIC

School illusion (glamer); **Level** adept 0, bard 0, cleric 0, druid 0, sorcerer/wizard 0

CASTING Casting Time

Casting Time 1 standard action **Components** V, S **EFFECT**

Range close (25 ft. + 5 ft./2 levels) Target one nonmagical writing Duration 10 min./level Saving Throw none; Spell Resistance no DESCRIPTION

You summon a magical version of your voice to slowly read some writing aloud in a clearly audible monotone at a rate of 50 words per minute. The voice has a Perform (oratory) check of -10. The reading is centered on the writing. *Read nonmagic* only functions on writings that are in languages you know. This spell does not trigger textbased traps such as *glyphs*. If the writing is obscured or damaged, or the writing leaves the spell's range, the voice pauses until the text is legible or the spell ends.

READ NONMAGIC, GREATER

School illusion (glamer); Level adept 1, bard 1, cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one nonmagical writing Duration 10 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

This spell functions as *read nonmagic*, but the voice can be modulated with different accents and emphasis, allowing for more enjoyable storytelling. The voice has a Perform (oratory) check of +0. You may choose to make the voice audible only to you. It reads at up to 100 words per minute.

RECORDER'S QUILL

School transmutation; Level adept 0, occultist 0, psychic 0, sorcerer/wizard 0 CASTING Casting Time 1 minute Components V, S, M (spider legs) EFFECT Range touch Target a quill pen Duration 1 hour (D) Saving Throw none; Spell Resistance yes DESCRIPTION This spell animates a simple quill to transcribe everything

spoken within a 15 foot radius. Ink must be provided. The quill does not translate languages. It writes in the same language that is being spoken. If there is no written counterpart for a spoken language, the quill transcribes nothing. The writing produced is neat and legible, but if multiple parties speak simultaneously the writing may be garbled.

RESTORATIVE SLEEP

School conjuration (healing); Level adept 1, alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, ranger 1, shaman 1 CASTING Casting Time 1 minute Components V, S, M (honey and mint) EFFECT Range touch Target creature touched Duration 24 hours Saving Throw Will negates (harmless); Spell Resistance yes

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DESCRIPTION

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Restorative sleep enhances the body's ability to heal itself. The next time the subject completes a full-night's rest, it heals itself of 1 point of temporary ability damage to one of its ability scores in addition to normal healing. Any significant interruption during the rest (such as being awoken) prevents any healing that night and ends the effect of this spell on the subject.

ROAD WARD

School abjuration; **Level** adept 2, druid 2, ranger 2, sorcerer/wizard 2

CASTING

Casting Time 10 minutes

Components V, S, M/DF (incense of at least 50 gp) **EFFECT**

Range touch

Target length of road up to 1 mile/level long and 5 ft. +1 ft./level wide

Duration 1 month/level

Saving Throw none; Spell Resistance yes DESCRIPTION

The target road is preserved against natural decay, use, and overgrowth, including plants, animals, and weather. Intentional destruction by creatures with Intelligence 3 or higher is unaffected.

Road ward can be made permanent with a *permanency* spell, with a minimum caster level of 9 and a cost of 2,500 gp.

ROOTS TO PLOWSHARES

School transmutation; Level adept 1, druid 1, sorcerer/wizard 1 CASTING Casting Time 10 minutes Components V, S, F (a small model of a plow) EFFECT Range touch Target one tree stump Duration 1 hr./level; see text Saving Throw Will negates (object); Spell Resistance yes (object) DESCRIPTION You uproot a tree stump and transform it into a smooth

You uproot a tree stump and transform it into a smooth wooden plow. This plow is equivalent to a masterwork metal plow, and includes a harness. At the end of the spell's duration, the plow decomposes into a heap of compost.

SCARECROW

School conjuration (creation); Level adept 2, bard 2, cleric 2, sorcerer/wizard 2, summoner 2, witch 2 CASTING Casting Time 1 round Components V, S, M (rags and sticks) EFFECT Range close (25 ft. + 5 ft./2 levels) Effect one Medium-size scarecrow Duration 1 day/level (D)

Saving Throw none; Spell Resistance no DESCRIPTION

You animate a collection of rags, sticks, and other detritus into a mute, roughly humanoid automaton that patrols an area. When created, you designate an area, typically a field or garden, that cannot exceed 50 square ft. per level. The *scarecrow* patrols the area to the best of its ability, chasing away birds and other pests. If any creatures except for you and those you indicate enter the field, it approaches them and attempts to ward them away. If any foreign objects are left in the area, it attempts to remove them. It has an effective Strength score of 2 (allowing it to lift 20 lbs. or drag 100 lbs.). It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its base speed is 20 feet.

The *scarecrow* cannot attack in any way; it is never allowed an attack roll. It has an AC of 10, hardness 0, and 12 hit points. It cannot willingly leave the area, and is instantly destroyed if forced to do so.

SCENT WALL

School abjuration; Level adept 1, cleric 1, sorcerer/wizard 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Effect area of up to 10-ft. cube/level Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION Scent wall creates an intangible and invisible ward that

Scent wall creates an intangible and invisible ward that prevents the passage of scents and smells. Smells cannot pass through a *scent wall* in either direction. If the source of a scent is located outside of the area, the interior of the area is cleansed of the scent after one full round.

Stench and similar abilities are blocked by the ward. A creature tracking by scent automatically loses the trail if a *scent wall* is used to cleanse or block the smell from an area.



STATISTICS CONCERCION

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SCHEDULE

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School universal; Level adept 2, sorcerer/wizard 2 CASTING Casting Time 2 full rounds Components V, S, M (powdered diamond worth 25 gp) EFFECT Range see text Target one object or area; see text

Duration permanent; see text **Saving Throw** none; **Spell Resistance** no **DESCRIPTION**

This spell enables a cantrip or orison to be repeated once every day. You cast the cantrip or orison first, then cast *schedule* after. Every day afterwards, the original spell is repeated automatically at the same exact time of day it was first cast, with the exact same conditions and target that it originally had, including caster level and save DC (if any).

If the repeated spell comes under any condition that would prevent it from occurring (such as a door affected by *open/close* being jammed open), the spell fails for that day, though it continues to repeat as long as *schedule* remains active.

Once cast on an object or area, the target cannot be moved or significantly altered in shape without ending the effects of *schedule*, though objects designed to move in place (such as windows or doors) may move without ending *schedule*. The spell repeated by *schedule* can only affect inanimate objects and areas.

SECRET CACHE

School conjuration (summoning); **Level** adept 2, druid 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

CASTING

Casting Time 10 minutes

Components V, S, M (fine wax worth 100 gp) **EFFECT**

Range touch

Target a sealed container and up to 1 cubic foot of goods **Duration** 1 year (D)

Saving Throw none; Spell Resistance no DESCRIPTION

You hide a small container sealed with wax in the Ethereal Plane. The container cannot hold more than one cubic foot of goods, but can be a jar, bottle, bag, or any other container of the appropriate size.

The container remains tied to the location where it was hidden. It can be recalled by speaking a word scribed into the sealing wax. Any creature can recall the container, but it must speak the word within earshot of where it was originally hidden.

Time passes normally in the container, so hidden food spoils or ferments. After one year, or if the wax seal is damaged on the Ethereal Plane, the container can no longer be retrieved through this magic.

SHADOWDIAL

School evocation [darkness]; **Level** adept sorcerer/wizard 0, witch 0 **CASTING Casting Time** 1 standard action **Components** V, S

EFFECT

Range touch Target object touched

Duration 1 hour/level (D) **Saving Throw** none; **Spell Resistance** no **DESCRIPTION**

You conjure into existence the shadow of an object, cast as though from the sun itself. While the spell is active, the shadow moves, mirroring the movement of the sun across the sky. If you know the direction of north and the day of the year, you may tell the time to the nearest half hour.

SHADOW LOCKPICK

School illusion (shadow) [shadow]; Level adept 1, inquisitor 1, sorcerer/wizard 1, summoner 1, witch 1 CASTING Casting Time 1 standard action Components V EFFECT Range 0 ft. Effect one shadow thieves tools Duration 1 min./level Saving Throw Will disbelief (if interacted with); Spell Resistance yes DESCRIPTION Drawing upon the Plane of Shadow, you shape thieves'

Drawing upon the Plane of Shadow, you shape thieves' tools into your hands. At 5th level, the thieves' tools become masterwork.



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SHARE IMAGE

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School illusion (phantasm) [mind-affecting]; Level adept 1, psychic 1, sorcerer/wizard 1 CASTING

Casting Time 1 standard action **Components** V, S, M (a sheet of paper) **EFFECT**

Range close (25 ft. + 5 ft./2 levels) Effect stationary three-dimensional image within range, up to 10 cu. ft. Target one creature/level Duration 10 min./level (D) Saving Throw Will negates (harmless); Spell Resistance yes DESCRIPTION

Share image creates a visual illusion that only the targets of the spell can see. Unlike most other illusions, the targets are always aware that the image created is not real.

At any point during *share image's* duration, any target of the spell can mentally alter the image as a standard action. This may include adjustments to the original image or additions from the other targets of the spell. Intricate alterations may require an appropriate Craft or Profession check from the target altering the image. Failure results in the alteration misrepresenting the target's imagined image in some way.

SHEPHERD'S SERMON

School enchantment (compulsion) [language dependent, mind-affecting]; **Level** adept 1, bard 1, cleric 1, mesmerist 1

CASTING Casting Time 30 Minutes Components V, S, DF EFFECT

Range 40 ft. Area all allies within 40 ft. Duration 1 day/level Saving Throw none; Spell Resistance no DESCRIPTION

Over the course of 30 minutes, you deliver a powerful sermon extolling the virtues of hard work. Any creatures that remain for the duration of the sermon receive a +2 morale bonus to checks one for specific Profession (chosen by you) for the duration of the spell.

If you have personal experience in the field, your sermon gains potency. For every 4 ranks you have in the selected profession, the morale bonus increases by +1.

SILENCED WORK

School enchantment [sonic]; Level adept 1, sorcerer/wizard 1, witch 1 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target a set of non-magical tools Duration 1 hour/level Saving Throw none; Spell Resistance no DESCRIPTION

The tools you enchant, and the subject of their work, don't make any noise for the duration of the spell.

SOFTEN METAL

School transmutation [earth]; **Level** adept 1, occultist 1, sorcerer/wizard 1

CASTING

Casting Time 1 minute

Components S, M (enough wet clay to coat over half the target)

EFFECT

Range touch

Target non-magical metal of no more than 5 lbs./level and hardness of 8 +1/level

Duration 8 hours

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

DESCRIPTION

As part of casting this spell, you must apply wet clay to over half the surface of the target object. If you are unable reach over half the surface area of the target, or are otherwise unable to coat enough surface area of the target with wet clay, the spell fails. The metal becomes pliable to firm pressure, and can be easily reshaped without need for heat or overt force: swords can be bent or re-honed, metal plating can be bent by an average human's strength, and so on. Any metal removed from the original target object retains this property until the effect of *soften metal* ends.

At the DMs discretion, creatures can craft or alter softened metal objects with a crafting skill such as Craft (pottery) or Craft (sculptures). Crafters can also add the masterwork quality to metal items affected by *soften metal* without need for forges or steady heat, though they must supply the extra gold in materials as normal (which also need to be affected by a second casting of *soften metal*).

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SOW SEEDS

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School transmutation [air, earth]; **Level** adept 1, druid 1, ranger 1, shaman 1, sorcerer/wizard, witch 1 **CASTING**

Casting Time 1 minute **Components** V, S, M (a large sack of seeds) **EFFECT**

Range long (400 ft. + 40 ft./level) **Area** Up to one acre of arable land

Duration instantaneous **Saving Throw** none; **Spell Resistance** no **DESCRIPTION**

You let the wind spread prepared seeds across a patch of land and then call upon the earth to swallow them as if planted manually.

SPIRIT GIFT

School transmutation; **Level** adept 2, druid 2, medium 2, occultist 2, shaman 2, sorcerer/wizard 2, spiritualist 2, witch 2

DESCRIPTION

This spell functions like *fey gift*, except it instead affects an incorporeal undead creature (up to 1 HD per caster level) seeking to gain entry to the protected house. Once accepted, the gift can be moved by the creature as though it had the ghost touch property.

STARSIGHT, GREATER

School divination; Level adept 2, alchemist 2, bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, witch 2 CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 10 min./level

DESCRIPTION

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This spell functions like *starsight*, except as noted below.

You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions that would otherwise block your view. Your vision penetrates any light pollution from non-magical sources, and even functions in daylight, indoors, or underground. You see through forest canopies and similar natural obstructions, but only for the purpose of stargazing. For the spell's duration, you gain a +2 insight bonus on Knowledge (geography) checks relating to the stars and planets and Survival checks to avoid getting lost.

STOCKMAN'S PROOF

School divination; **Level** adept 1, shaman 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 standard action Components V, S, M (a piece of hair from an animal) EFFECT Range touch Target any two creatures Duration Instant Saving Throw Will negates (see text); Spell Resistance yes DESCRIPTION

You touch two creatures, mentally sifting through their blood to determine their relationship. You are immediately made aware if the creatures are related by blood (first cousin or closer). *Stockman's proof* only reveals whether or not a blood relationship exists, not the nature of the relationship. Creatures with an Intelligence of 3 or higher may make a saving throw to negate the spell.

SURGEON'S WATCH

School abjuration; **Level** adept 2, bard 2, inquisitor 2, medium 2, mesmerist 2, paladin 2, ranger 2, sorcerer/wizard 2, spiritualist 2, witch 2

CASTING

Casting Time 1 standard action

 $\textbf{Components} \ V, \ S, \ M \ (a \ clean \ bandage)$

EFFECT

Range touch

Target one helpless or willing creature

Duration 24 hours (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

You place an invisible sensor on the target creature's body. For the next 24 hours, whenever the target creature takes damage, takes ability score drain, dies, or fails a Fortitude save, you receive a mental alarm in the form of a single mental "ping." This alarm awakens you from normal sleep but does not otherwise disturb concentration. You are not informed of the nature of the distress, just that a disturbance has occurred.

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SYMBOL OF FASCINATE ANIMAL

School enchantment [mind-affecting]; Level adept 2, druid 2, ranger 2, occultist 2, sorcerer/wizard 2

CASTING

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 10 gp each)

EFFECT

Range 0 ft.; (see text) Effect one symbol

Duration see text

Saving Throw Will negates; Spell Resistance yes DESCRIPTION

This spell functions like symbol of death, except that instead each animal within 60' of the symbol is fascinated by the symbol and becomes docile.

Unlike symbol of death, symbol of fascinate animal has no hit point limit. It is permanent until triggered, and then lasts for 10 minutes per caster level.

TASTE SAMPLE

School divination; Level adept 0, bard 0, cleric 0, druid 0, shaman 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 10 feet or touch

Target a creature, object, 5-ft. cube of substance, or contents of a touched container

Duration concentration (D) Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

DESCRIPTION

You focus your sense of smell and taste on a single nearby creature or object without risking actual exposure to the substance sampled. You can also touch a container to smell and taste its contents without opening it. If the sampled object is composed of multiple flavors, you taste and smell of one flavor each round of concentration.

TRACK CHILD

School divination; Level adept 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1 CASTING **Casting Time** 1 standard action **Components** V, S, M (drop of the parent's blood)



EFFECT

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 10 min./level

Saving Throw none; Spell Resistance no **DESCRIPTION**

This spell acts in all ways like *locate creature*, except that it only works on specific humanoid children under ten years old. You must use a drop of the parent's blood in the casting of this spell.

TRACK PROPERTY

School divination; Level adept 2, ranger 2, sorcerer/wizard 2, witch 2

CASTING

Casting Time 1 standard action

Component: V, S, M (a small bit of leather) EFFECT

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration concentration, up to 1 min./level Saving Throw none; Spell Resistance no **DESCRIPTION**

You can discern the location of a specific creature or object which is branded with your arcane mark. If the creature or object has been in the area of the spell's effect within a number of days equal to your caster level, you can see the target's aura, which appears as a yellow fog stretching out in a line toward the target's current location. You can follow this trail for as long as you maintain the spell.

TRADERS' WEIGHT

School divination; Level adept 0, inquisitor 0, sorcerer/wizard 0 CASTING Casting Time 1 standard action **Components** V, S, F (a tiny model scale) EFFECT Range touch Target one object up to 100 lbs./level **Duration** instantaneous Saving Throw none; Spell Resistance yes Description DESCRIPTION

You divine the exact weight an object touched, and gain a +2 insight bonus to Appraise checks when determining the value of the object if weight is a factor (a bag of copper or a barrel of wine, for example, but not art or weapons).

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UPROOT

School transmutation; **Level** adept 2, druid 2, sorcerer/wizard 2

CASTING

Concentrations of the second s

Casting Time 10 minutes

Components V, S, M (a small cutting from the targeted plants)

EFFECT

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

Target inanimate plants of Large-size or smaller which are completely enclosed in one location (up to a 10-ft. cube/level)

Duration instantaneous **Saving Throw** none; **Spell Resistance** no **DESCRIPTION**

You take hold of plants within the area, uproot them, and disentangle them from any surface. You may target all plants within the area of effect, or only some specific types of plants. The targeted plants extrude their roots from soil, cracks and crevices in masonry, or wherever else they have found purchase. The plants fall to the ground in a heap, otherwise undamaged.

VERMINSPHERE

School transmutation; **Level** adept 2, druid 2, shaman 2, sorcerer/wizard 2, witch 2

CASTING

Casting Time 1 round **Components** V, S **EFFECT**

Range touch

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Target one touched small wooden or metal ball **Area** 100 ft. radius emanating from touched item

Duration one week **Saving Throw** Will negates; **S**

Saving Throw Will negates; Spell Resistance yes DESCRIPTION

The target ball emanates strong pheromones that attract Fine and smaller vermin of less than 2 HD within a 100 feet radius (Will negates). Swarms are unaffected. Attracted vermin that touch the sphere are transported unharmed to an extra-dimensional space.

At the end of the duration, or when the sphere is destroyed, the captive pests are released. This amalgamated mass of vermin has statistics equivalent to a cockroach swarm if encountered in combat.

VERMINWEAVE

School transmutation; Level adept 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1 CASTING Casting Time 10 minutes Components V, S, M/DF (a knitted web) EFFECT Range 200 ft. Area 200 ft. radius Duration 1 hour Saving Throw none; Spell Resistance no DESCRIPTION

You attract a group of harmless spiders if there are spiders present in the area. Through telepathy, you direct them to weave and assemble one non-magical woven item worth 100 gold or less, such as 50 feet of rope, a net, clothing or other woven items. At the end of the spell's duration, the swarm disperses and leaves behind the desired item. The item lasts for 1 day per caster level, then disintegrates into cobwebs.

WARP GLASS

School transmutation; Level adept 1, cleric 1, druid 1, sorcerer/wizard 1 CASTING

Casting Time 1 standard action **Components** V, S, see text

EFFECT

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

Target nonmagical glass or nonmagical glass object touched, up to 1 sq. ft. + 1 sq. ft./level

Duration instantaneous

Saving Throw none; Spell Resistance no DESCRIPTION

You cause existing glass or a glass object to warp, becoming either fogged or tinted a certain color.

Tinted: Light that passes through tinted glass is reduced in light level by 1.

Fogged: Creatures staring through fogged glass take a -2 penalty on sight-based Perception checks, and any creature targeted through the glass gains concealment in addition to any cover the glass would offer.

Warp glass can be used to grant a +2 competence bonus on a single Craft (glassblowing) check, but this requires an additional component: a bag of colorless sand worth 10 gp.



WARP GLASS, GREATER

School transmutation; **Level** adept 2, cleric 2, druid 2, sorcerer/wizard 2

DESCRIPTION

This spell functions like *warp glass*, except as noted below. *Tinted:* You can choose to reduce the light level from light passing through the glass up to 2 levels.

Fogged: You can choose to fog the glass up completely, offering total concealment to any creature behind it.

Convexed: You gain the ability to warp the glass to magnify points. Glass targeted in this manner can be used as either a magnifying glass or a spyglass (chosen during the creation). Convex warping is extremely unstable, and the affected glass shatters 10 minutes after casting.

WATCHDOG

School enchantment (compulsion); **Level** adept 1, druid 1, ranger 1, sorcerer/wizard 1

CASTING

Casting Time 10 minutes

 $\begin{array}{l} \textbf{Components} \ V, \ S, \ M \ (chunk \ of \ raw \ or \ cooked \ meat) \\ \textbf{EFFECT} \end{array}$

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

Target one dog

Duration 1 day/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The canine subject of *watchdog* learns the guard trick at the spell's conclusion. During the spell's casting time, the dog must be within range, or the spell fails. The dog can only use the guard trick within 100-ft. of where the spell was cast. While guarding the designated area, the dog gains a +2 enhancement bonus to Perception checks.

WOOD CHOP

School transmutation; **Level** adept 0, ranger 1, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a caltrop or jack made from wood or lumber)

EFFECT

Range 5 ft. **Target** one wooden target or a target of *barkskin*

Duration instantaneous

Saving Throw none or Fortitude negates; Spell Resistance yes

DESCRIPTION

You strike downward with your hand, neatly slicing wood as if with an axe. Logs and branches are cut into easily carried cords. Against other wooden targets, such as a wooden door, a foe's quarterstaff, or even creatures made primarily of wood, you inflict 1d4 slashing damage (ignoring hardness). Attended objects and creatures receive a Fortitude save to negate this damage.

If *wood chop* is directed at the target of a *barkskin* spell, a caster level check is made (DC 11 + *barkskin's* CL) to dispel the *barkskin*.



101 Spells for the Common Man



ARCANE WORKER (NPC CLASS)

As the arcane worker goes about his daily tasks, he augments his natural aptitude with magical feats. Unlike many other spellcasters, he does not rely entirely on his arcane gifts. Arcane workers are skilled experts in their field, common men and women who fully understand their crafts. Magic is only one tool in their repertoire, as valuable as a good hammer or powerful poultice.

Alignment: Any.

Hit Dice: d6.

Class Skills

The arcane worker can choose any 6 skills to be class skills.

Skill Ranks per Level: 4 + Int modifier.

Table: Arcane Worker



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day		y	
						1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Cantrips	-	-	-	-
2nd	+1	+0	+0	+3		-	-	-	-
3rd	+1	+1	+1	+3		-	-	-	-
4th	+2	+1	+1	+4		1	-	-	-
5th	+2	+1	+1	+4		1	-	-	-
6th	+3	+2	+2	+5		1	-	-	-
7th	+3	+2	+2	+5		1	1	-	-
8th	+4	+2	+2	+6		1	1	-	-
9th	+4	+3	+3	+6		2	1	-	-
10th	+5	+3	+3	+7		2	1	1	-
11th	+5	+3	+3	+7		2	1	1	-
12th	+6/+1	+4	+4	+8		2	2	1	-
13th	+6/+1	+4	+4	+8		3	2	1	1
14th	+7/+2	+4	+4	+9		3	2	1	1
15th	+7/+2	+5	+5	+9		3	2	2	1
16th	+8/+3	+5	+5	+10		3	3	2	1
17th	+8/+3	+5	+5	+10		4	3	2	1
18th	+9/+4	+6	+6	+11		4	3	2	2
19th	+9/+4	+6	+6	+11		4	3	3	2
20th	+10/+5	+6	+6	+12		4	4	3	3



Class Features

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The following are class features of the arcane worker NPC class.

Weapon and Armor Proficiency: Arcane workers are skilled with all simple weapons. Arcane workers are not proficient with any type of armor or shield.

Spells: An arcane worker casts arcane spells drawn from the adept, ranger, and sorcerer/wizard spell lists (if a spell is on multiple lists, he uses it at the lower spell level). He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, an arcane worker must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an arcane worker's spell is 10 + the spell level + the arcane worker's Charisma modifier.

An arcane worker can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table: Arcane Worker. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

An arcane worker's selection of spells is extremely limited. An arcane worker begins play knowing three 0level spells. At each new arcane worker level, he gains one or more new spells as indicated on Table: Arcane Worker Spells Known. (Unlike spells per day, the number of spells an arcane worker knows is not affected by his Charisma score. The numbers on Table: Arcane Worker Spells Known are fixed.)

Upon reaching 5th level, and at every third arcane worker level thereafter (8th, 11th, and so on), an arcane worker can choose to learn a new spell in place of one he already knows. In effect, the arcane worker "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level arcane worker spell he can cast. An arcane worker may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Cantrips: Arcane workers learn a number of cantrips, or 0-level spells, as noted on Table: Arcane Worker Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Table: Arcane Worker Spells Known

Table: Arcalle worker spens known							
Level	0th	1st	2nd	3rd	4th		
1st	3			_			
2nd	4			_			
3rd	5			_			
4th	6	2					
5th	6	3					
6th	6	4					
7th	6	4	2	_			
8th	6	4	3				
9th	6	4	4				
10th	6	5	4	2			
11th	6	5	4	3			
12th	6	5	4	4			
13th	6	5	5	4	2		
14th	6	6	5	4	3		
15th	6	6	5	4	4		
16th	6	6	5	5	4		
17th	6	6	6	5	4		
18th	6	6	6	5	4		
19th	6	6	6	5	5		
20th	6	6	6	6	5		





SAMPLE NPCs

Arcane Artist CR 3 XP 800

Human arcane worker 5 CG Medium humanoid (human) **Init** +0; **Senses** Perception +12 DEFENSE **AC** 10, touch 10, flat-footed 10 **hp** 17 (5d6) **Fort** +0, **Ref** +1, **Will** +6 **OFFENSE Speed** 30 ft. Arcane Worker Spells Known (CL 5th; concentration +7)**1st** (2/day) — polypigmentation, share image **Oth** (at will) — candle of the hours, cork seal, taste sample, inner clock, instantaneous inventory, trader's weight **STATISTICS** Str 10, Dex 11, Con 8, Int 9, Wis 14, Cha 14

Base Atk +2; **CMB** +2; **CMD** 12

Feats Alertness, Master Craftsman, Prodigy, Skill Focus (Craft [painting])

Skills Craft (painting) +16, Craft (sculpture) +11, Perception +12, Sense Motive +4, Spellcraft +7

Languages Common

Other Gear masterwork artisan's tools (painting), masterwork artisan's tools (sculpture)

Arcane Banker CR 4

XP 1,600

Gnome arcane worker 7 LN Small humanoid (gnome) Init -1; Senses low-light vision; Perception +11 DEFENSE **AC** 10, touch 10, flat-footed 10 (-1 Dex, +1 size) **hp** 38 (7d6+14) **Fort** +3, **Ref** +1, **Will** +5; +2 vs. illusions Defensive Abilities defensive training **OFFENSE Speed** 20 ft. Special Attacks hatred **Spell-Like Abilities** (CL 7th; concentration +9) 1/day—dancing lights, ghost sound (DC 13), prestidigitation, speak with animals Arcane Worker Spells Known (CL 7th; concentration +9)**2nd** (2/day) — *track property*, *pledge brand* **1st** (2/day) — alarm, categorical organization, moneylender's mark, watchdog

Oth (at will) — abernathy's abacus, candle of the hours, coiner's honesty, instantaneous inventory, recorder's quill, trader's weight

STATISTICS

Str 7, Dex 8, Con 12, Int 13, Wis 11, Cha 15 Base Atk +3; CMB +0; CMD 9 Feats Alertness, Skill Focus (Appraise), Skill Focus

(Profession [banker]), Toughness

Skills Appraise +14, Bluff +12, Intimidate +12, Perception +11, Profession (banker) +15, Sense Motive +12; **Racial Modifiers** +2 Perception, +2 Profession (banker)

Languages Common, Dwarven, Gnome, Sylvan **SQ** gnome magic

Arcane Farmhand CR 1/3

XP 135 Human arcane worker 1 N Medium humanoid (human) Init -1; Senses Perception +0 DEFENSE **AC** 9, touch 9, flat-footed 9 (-1 Dex) **hp** 5 (1d6+2) **Fort** +1, **Ref** -1, **Will** +2 OFFENSE **Speed** 30 ft. Melee club +1 (1d6+1) Arcane Worker Spells Known (CL 1st; concentration +2)**0** (at will) — create water, personal shade, wood chop STATISTICS Str 13, Dex 8, Con 12, Int 9, Wis 10, Cha 13 **Base Atk** +0; **CMB** +1; **CMD** 10 **Feats** Endurance, Skill Focus (Profession [farmer]) Skills Handle Animal +5, Knowledge (nature) +3, Profession (farmer) +7 Languages Common



101 Spells for the Common Man



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Arcane Parent **CR 2**

XP 600

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Half-elf arcane worker 4 CG Medium humanoid (elf, human) **Init** -1; **Senses** low-light vision; Perception +12 DEFENSE **AC** 9, touch 9, flat-footed 9 (-1 Dex) **hp** 18 (4d6+4) Fort +1, Ref +0, Will +5; +2 vs. enchantments **Immune** sleep **OFFENSE Speed** 30 ft. **Melee** dagger +2 (1d4/19-20) Arcane Worker Spells Known (CL 4th; concentration +6)**1st** (2/day) — *track child*, *watchdog* **Oth** (at will) — bed-time story, boil water, expeditious evaporation, game board, inner clock, wood chop **STATISTICS** Str 10, Dex 8, Con 11, Int 11, Wis 12, Cha 14 Base Atk +2; CMB +2; CMD 11

Feats Alertness, Self-sufficient, Skill Focus (Survival) Skills Heal +10, Perception +12, Sense Motive +10, Survival +13; Racial Modifiers +2 Perception Languages Common, Elven

CR 1/2 Magical Merchant

XP 200 Halfling adept 2 N Small humanoid (halfling) **Init** +0; **Senses** Perception +4 DEFENSE **AC** 11, touch 11, flat-footed 11 (+1 size) **hp** 9 (2d6+2) Fort +1, Ref +1, Will +4; +2 vs. fear **OFFENSE Speed** 20 ft. Adept Spells Prepared (CL 2nd; concentration +2) **1st** — *illusion of quality* (DC 11) **0**— coiner's honesty, instantaneous inventory, trader's weight **STATISTICS** Str 7, Dex 10, Con 10, Int 13, Wis 11, Cha 14 Base Atk +1; CMB -2; CMD 8 Feats Alertness

Skills Acrobatics +2 (-2 to jump), Appraise +6, Climb +0, Diplomacy +4, Perception +4, Sense Motive +4; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Dwarven, Halfling **SQ** summon familiar (raven)

CR 2 Magical Miner

XP 600 Dwarf adept 4 LN Medium humanoid (dwarf) Init -1; Senses darkvision 120 ft.; Perception +2 DEFENSE **AC** 9, touch 9, flat-footed 9 (-1 Dex) **hp** 22 (4d6+8) Fort +2, Ref +0, Will +6; +2 vs. poison, spells, and spelllike abilities **Defensive Abilities** defensive training **OFFENSE Speed** 20 ft. **Melee** heavy pick +3 (1d6+1/×4) Special Attacks hatred Adept Spells Prepared (CL 4th; concentration +6) **2nd** — secret cache **1st** — miner's expulsion, silenced work, soften metal **0** — expeditious evaporation, instantaneous inventory, trader's weight STATISTICS Str 13, Dex 9, Con 13, Int 10, Wis 14, Cha 6 Base Atk +2; CMB +3; CMD 12 (16 vs. bull rush, 16

vs. trip) Feats Deep Sight, Endurance

Skills Acrobatics -1 (-5 to jump), Appraise +4 (+6 to assess nonmagical metals or gemstones), Perception +2 (+4 to notice unusual stonework), Profession (miner) +9; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven **SQ** summon familiar (bat)



101 Spells for the Common Man KA MARKANA MAR



Jeff Gomez, Zenith Games <u>SASSASSAS</u>

Singing Tavernkeep CR 2

XP 600

Elf bard 2/sorcerer 1 LG Medium humanoid (elf) Init +0; Senses low-light vision; Perception +3 DEFENSE

AC 10, touch 10, flat-footed 10 **hp** 15 (1d6+2d8-1)

Fort -1, **Ref** +3, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic **Immune** sleep

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, fascinate [DC 12], inspire courage +1)

Bloodline Spell-Like Abilities (CL 1st; concentration +2)

4/day—laughing touch

Bard Spells Known (CL 2nd; concentration +3)

1st (3/day) — mass bed-time story (DC 12), charm person (DC 12), comprehend languages

0 (at will) — bed-time story (DC 11), enhance voice, light, perfect pitch, summon instrument

Sorcerer Spells Known (CL 1st; concentration +2) 1st (4/day) — butler's bell, invite house spirit 0 (at will) — cork seal, detect magic, detect poison, inner clock

Bloodline Fey

STATISTICS

Str 8, **Dex** 11, **Con** 8, **Int** 13, **Wis** 12, **Cha** 13 **Base Atk** +1; **CMB** +0; **CMD** 10

Feats Eschew Materials, Extra Performance, Skill Focus (Perform [sing])

Skills Appraise +7, Diplomacy +7, Linguistics +6, Perception +3, Perform (sing) +10, Sense Motive +10, Sleight of Hand +6; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Gnome, Halfling, Orc

SQ bardic knowledge +1, elven magic, versatile performance (sing)

Town Doctor CR 1/2

XP 200

Half-orc cleric 1 LG Medium humanoid (human, orc) Init -1; Senses darkvision 60 ft.; Perception +2 DEFENSE AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 (1d8+1)

Fort +2, Ref -1, Will +4 Defensive Abilities orc ferocity OFFENSE

Speed 30 ft.

Melee quarterstaff -1 (1d6-1)

Special Attacks channel positive energy 6/day (DC 11, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—calming touch (1d6+1), rebuke death (1d4)

Cleric Spells Prepared (CL 1st; concentration +3) 1st — cure light wounds^D, distill cure, restorative sleep 0th (at will) — detect poison, guidance, stabilize ^D domain spell; **Domains** Healing, Community STATISTICS

Str 9, **Dex** 8, **Con** 10, **Int** 11, **Wis** 15, **Cha** 12 **Base Atk** +0; **CMB** -1; **CMD** 8

Feats Extra Channel

Skills Craft (alchemy) +4, Heal +6, Intimidate +3, **Racial Modifiers** +2 Intimidate

Languages Common, Orc



101 Spells for the Common Man



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