

Pycerat, Sorcerer 9 – Spells

Arcane Mark	Sorcerer 0
<p>School: Universal Components: V, S Casting Time: 1 action Range: Touch Effect: One personal rune or mark, all of which must fit within 1 sq. ft. Duration: Permanent Save: None Resistance: No</p> <p>This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An <i>arcane mark</i> spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a <i>detect magic</i> spell causes it to glow and be visible, though not necessarily understandable.</p> <p>See <i>invisibility</i>, <i>true seeing</i>, a <i>gem of seeing</i>, or a <i>robe of eyes</i> likewise allows the user to see an invisible <i>arcane mark</i>. A <i>read magic</i> spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an <i>erase</i> spell.</p> <p>If an <i>arcane mark</i> is placed on a living being, the effect gradually fades in about a month.</p> <p><i>Arcane mark</i> must be cast on an object prior to casting <i>instant summons</i> on the same object (see that spell description for details).</p>	<p style="text-align: right;">Sorcerer 0</p> <p>Detect Magic</p> <p>School: Divination Components: V, S Casting Time: 1 action Range: 60 ft. Area: Cone-shaped emanation Duration: Concentration, up to 1 min./level (D) Save: None Resistance: No</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras. <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura. <i>3rd Round:</i> The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:</p> <p style="text-align: center;">Original Strength - Duration of Lingering Aura</p> <p>Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p> <p>Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>
Daze	Sorcerer 0
<p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (a pinch of wool or similar substance) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One humanoid creature of 4 HD or less Duration: 1 round Save: DC 15 Will negates Resistance: Yes</p> <p>This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.</p>	<p style="text-align: right;">Sorcerer 0</p> <p>Detect Poison</p> <p>School: Divination Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One creature, one object, or a 5-ft. cube Duration: Instantaneous Save: None Resistance: No</p> <p>You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p>

Pycerat, Sorcerer 9 – Spells

Ghost Sound	Sorcerer 0	Read Magic	Sorcerer 0
--------------------	-------------------	-------------------	-------------------

School: Illusion (Figment)
Components: V, S, M (a bit of wool or a small lump of wax)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Save: DC 13 Will disbelief
Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Mage Hand	Sorcerer 0
------------------	-------------------

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: None
Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Ray of Frost	Sorcerer 0
---------------------	-------------------

School: Evocation / Water Elemental [Cold]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Entangle	Sorcerer 1
-----------------	-------------------

School: Transmutation / Wood Elemental
Components: V, S, DF
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Area: plants in a 40-ft.-radius spread
Duration: 1 min./level (D)
Save: DC 14 Reflex partial; see text
Resistance: No

This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Feather Fall	Sorcerer 1
---------------------	-------------------

School: Transmutation / Air Elemental
Components: V
Casting Time: 1 immediate action
Range: Close (25 + 5 ft./2 levels)
Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Save: DC 14 Will negates (harmless) or Will negates (object)
Resistance: Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Pycerat, Sorcerer 9 – Spells

Magic Missile	Sorcerer 1	Bear's Endurance	Sorcerer 2
<p>School: Evocation [Force] Components: V, S Casting Time: 1 action Range: Medium (100 + 10 ft./level) Target: Up to five creatures, no two of which can be more than 15 ft. apart Duration: Instantaneous Save: None Resistance: Yes</p> <p>A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.</p>		<p>School: Transmutation Components: V, S, M/DF (a few hairs, or a pinch of dung, from a bear) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 min./level Save: Will negates (harmless) Resistance: Yes</p> <p>The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.</p>	
Shield	Sorcerer 1	Detect Thoughts	Sorcerer 2
<p>School: Abjuration / Void Elemental [Force] Components: V, S Casting Time: 1 action Range: Personal Target: You Duration: 1 min./level (D)</p> <p>Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.</p>		<p>School: Divination [Mind-Affecting] Components: V, S, F/DF (a copper piece) Casting Time: 1 action Range: 60 ft. Area: Cone-shaped emanation Duration: Concentration, up to 1 min./level (D) Save: DC 15 Will negates; see text Resistance: No</p> <p>You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.</p> <p>1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).</p> <p>2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.</p> <p>3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p>	
Shocking Grasp	Sorcerer 1	Hideous Laughter	Sorcerer 2
<p>School: Evocation / Air Elemental / Metal Elemental [Electricity] Components: V, S Casting Time: 1 action Range: Touch Target: Creature or object touched Duration: Instantaneous Save: None Resistance: Yes</p> <p>Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).</p>		<p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (tiny fruit tarts and a feather) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One creature; see text Duration: 1 round/level Save: DC 17 Will negates Resistance: Yes</p> <p>This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.</p>	
True Strike	Sorcerer 1		
<p>School: Divination / Void Elemental Components: V, F (small wooden replica of an archery target) Casting Time: 1 action Range: Personal Target: You Duration: See text</p> <p>You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.</p>			

Pycerat, Sorcerer 9 – Spells

Scorching Ray	Sorcerer 2	Lightning Bolt	Sorcerer 3
<p>School: Evocation / Fire Elemental [Fire] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: One or more rays Duration: Instantaneous Save: None Resistance: Yes</p> <p>You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.</p>		<p>School: Evocation / Air Elemental / Metal Elemental [Electricity] Components: V, S, M (fur and a glass rod) Casting Time: 1 action Range: 120 ft. Area: 120-ft. line Duration: Instantaneous Save: DC 16 Reflex half Resistance: Yes</p> <p>You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.</p>	
See Invisibility	Sorcerer 2	Ray of Exhaustion	Sorcerer 3
<p>School: Divination / Void Elemental Components: V, S, M (talc and powdered silver) Casting Time: 1 action Range: Personal Target: You Duration: 10 min./level (D)</p> <p>You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.</p> <p>See invisibility can be made permanent with a permanency spell.</p>		<p>School: Necromancy Components: V, S, M (a drop of sweat) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: Ray Duration: 1 min./level Save: DC 16 Fortitude partial; see text Resistance: Yes</p> <p>A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.</p> <p>The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.</p> <p>A character that is already fatigued instead becomes exhausted.</p> <p>This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.</p>	
Deep Slumber	Sorcerer 3	Invisibility, Greater	Sorcerer 4
<p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (fine sand, rose petals, or a live cricket) Casting Time: 1 round Range: Close (25 + 5 ft./2 levels) Area: One or more living creatures within a 10-ft.-radius burst Duration: 1 min./level Save: DC 18 Will negates Resistance: Yes</p> <p>This spell functions like sleep, except that it affects 10 HD of targets.</p>		<p>School: Illusion (Glamer) Components: V, S, M/DF (an eyelash encased in gum arabic) Casting Time: 1 action Range: Personal or touch Target: You or creature touched Duration: 1 round/level (D) Save: Will negates (harmless) Resistance: Yes (harmless) or yes (harmless, object)</p> <p>This spell functions like invisibility, except that it doesn't end if the subject attacks.</p>	
Displacement	Sorcerer 3		
<p>School: Illusion (Glamer) Components: V, M (a small loop of leather) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 round/level (D) Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, <i>displacement</i> does not prevent enemies from targeting the creature normally. <i>True seeing</i> reveals its true location and negates the miss chance.</p>			

Phantasmal Killer

Sorcerer 4

School: Illusion (Phantasm) [Fear, Mind-Affecting]

Components: V, S

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Save: DC 17 Will disbelief, then Fortitude partial; see text

Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

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

Poison

Sorcerer 4

School: Necromancy

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Save: DC 17 Fortitude negates; see text

Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.