

Condria, Sorcerer 8 – Spells

Bleed	Sorcerer 0	Detect Magic	Sorcerer 0
<p>School: Necromancy</p> <p>Components: V, S</p> <p>Casting Time: 1 action</p> <p>Range: Close (25 + 5 ft./2 levels)</p> <p>Target: One living creature</p> <p>Duration: Instantaneous</p> <p>Save: DC 15 Will negates</p> <p>Resistance: Yes</p> <p>You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.</p>		<p>School: Divination</p> <p>Components: V, S</p> <p>Casting Time: 1 action</p> <p>Range: 60 ft.</p> <p>Area: Cone-shaped emanation</p> <p>Duration: Concentration, up to 1 min./level (D)</p> <p>Save: None</p> <p>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.</p> <p><i>2nd Round:</i> Number of different magical auras and the power of the most potent aura.</p> <p><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>Original Strength - Duration of Lingering Aura</p> <p>Faint - 1d6 rounds</p> <p>Moderate - 1d6 minutes</p> <p>Strong - 1d6 x 10 minutes</p> <p>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]</p> <p>Components: V, S, M (a pinch of wool or similar substance)</p> <p>Casting Time: 1 action</p> <p>Range: Close (25 + 5 ft./2 levels)</p> <p>Target: One humanoid creature of 4 HD or less</p> <p>Duration: 1 round</p> <p>Save: DC 17 Will negates</p> <p>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>			
		Flare	Sorcerer 0
		<p>School: Evocation [Light]</p> <p>Components: V</p> <p>Casting Time: 1 action</p> <p>Range: Close (25 + 5 ft./2 levels)</p> <p>Effect: burst of light</p> <p>Duration: Instantaneous</p> <p>Save: DC 15 Fortitude negates</p> <p>Resistance: Yes</p> <p>This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.</p>	

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Mage Hand 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 <p>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.</p>	Sorcerer 0	Charm Person School: Enchantment / Wood Elemental (Charm) [Mind-Affecting] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One humanoid creature Duration: 1 hour/level Save: DC 16 Will negates Resistance: Yes <p>This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.</p>	Sorcerer 1
Prestidigitation School: Universal Components: V, S Casting Time: 1 action Range: 10 ft. Target: See text Effect: See text Area: See text Duration: 1 hour Save: DC 15 See text Resistance: No <p>Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.</p> <p>Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.</p>	Sorcerer 0	Entangle 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 16 Reflex partial; see text Resistance: No <p>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.</p>	Sorcerer 1
Ray of Frost 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 <p>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.</p>	Sorcerer 0	Mage Armor School: Conjuration (Creation) [Force] Components: V, S, F (a piece of cured leather) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 hour/level (D) Save: Will negates (harmless) Resistance: No <p>An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.</p>	Sorcerer 1
Read Magic School: Divination Components: V, S, F (a clear crystal or mineral prism) Casting Time: 1 action Range: Personal Target: You Duration: 10 min./level <p>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).</p> <p>Read magic can be made permanent with a permanency spell.</p>	Sorcerer 0		

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Magic Missile Sorcerer 1	Hideous Laughter 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: 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 19 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>
Shield Sorcerer 1	Invisibility 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: Illusion / Void Elemental (Glamour) Components: V, S, M/DF (an eyelash encased in gum arabic) Casting Time: 1 action Range: Personal or touch Target: You or a creature or object weighing no more than 100 lbs./level Duration: 1 min./level (D) Save: Will negates (harmless) or Will negates (harmless, object) Resistance: Yes (harmless) or yes (harmless, object)</p> <p>The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.</p>
True Strike Sorcerer 1	<p>Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.</p>
<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>	<p>Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as <i>bless</i> that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.</p>
Glitterdust Sorcerer 2	<p><i>Invisibility</i> can be made permanent (on objects only) with a <i>permanency</i> spell.</p>
<p>School: Conjunction / Earth Elemental / Metal Elemental (Creation) Components: V, S, M (ground mica) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Area: Creatures and objects within 10-ft.-radius spread Duration: 1 round/level Resistance: No</p> <p>Save Will negates (blinding only); SR no A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.</p>	

Scorching Ray	Sorcerer 2	Dimension Door	Sorcerer 4
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>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>		School: Conjunction (Teleportation) Components: V Casting Time: 1 action Range: Long (400 + 40 ft./level) Target: You and touched objects or other touched willing creatures Duration: Instantaneous Save: None and Will negates (object) Resistance: No and yes (object) <p>You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.</p>	
Deep Slumber	Sorcerer 3		
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 20 Will negates Resistance: Yes <p>This spell functions like sleep, except that it affects 10 HD of targets.</p>			
Fly	Sorcerer 3		
School: Transmutation / Air Elemental Components: V, S, F (a wing feather) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 min./level Save: Will negates (harmless) Resistance: Yes (harmless) <p>The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.</p>			
Slow	Sorcerer 3		
School: Transmutation Components: V, S, M (a drop of molasses) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One creature/level, no two of which can be more than 30 ft. apart Duration: 1 round/level Save: DC 18 Will negates Resistance: Yes <p>An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste.</p>			