



# 4 WORDS OF POWER



*The dragon drew in breath for a second blast, the snow whipping up around Alahazra in a blizzard. Her linen wrappings—so comfortable in the desert heat—crackled as freezing sweat starched them into stiff sheets.*

*She'd been lucky. The dragon was too old, too crafty—only the shock of her sudden appearance had slowed it long enough for her to fling herself sideways, out of range of its breath.*

*There were spells for this sort of situation, but Alahazra didn't know them. In their place, she felt a single word, blazing inside her and begging for release.*

*Fire...*

## WORDS OF POWER

Most spellcasters spend their entire careers learning and mastering the spells that make up their calling, but there is another way. Some turn their backs on the rote memorization and formulae that traditional spellcasters use to create magic, and instead unlock the power behind the spells themselves, the fundamental building blocks of magic. Such a spellcaster learns the words of power, and through them, learns to control the very forces underlying magic, shaping and wielding them like no other.

While they function in much the same way as every other spellcaster, words of power spellcasters (or wordcasters, as they tend to call themselves) have a great deal of flexibility in how they prepare and cast their spells, which they call wordspells. Each wordcaster learns a number of words of power and, with some restrictions, can combine these words to create any effect he can dream up.

### Becoming a Wordcaster

When a character gains the ability to cast spells from a class, he must decide whether to become a wordcaster or a normal spellcaster in that class. Once made, this choice cannot be changed. A character who elects to be a wordcaster in a spellcasting class typically cannot use the spells of that class (though the Experimental Spellcaster feat allows a spellcaster to learn and use a limited number of words of power; see the sidebar on page 166), but he can utilize spell trigger and spell completion items just as if he were an ordinary spellcaster of that class.

### Learning Words of Power

For a wordcaster, learning new words of power is akin to unlocking the secret laws of reality. Each word represents a new source of power that falls under the wordcaster's control. Words of power fall into three categories: target words, effect words, and meta words. Wordcasters arrange these words of power to cast powerful and diverse incantations known as wordspells. It should come as no surprise that most wordcasters obsessively learn as many words of power as their minds can comprehend.

Regardless of class, each wordcaster begins play knowing all of the target words—even those that they cannot yet use due to the level restriction—as well as the *boost* meta word. These words are learned as part of their most basic training. For arcane casters using a spellbook, formula book, or familiar, these words do not have a cost to scribe and take up one page each.

In addition to the basic allotment, each wordcaster also begins play knowing a number of effect and meta words

equal to the number of spells they would normally be allowed to know at 1st level, and gain additional words at the normal rate. Wordcasters select effect words from the word lists associated with their class, found on pages 189–193. For each class, use the following guidelines.

**Alchemist:** An alchemist begins play knowing a number of 1st-level effect or meta words equal to 2 + the alchemist's Intelligence modifier. Whenever he gains another level of alchemist, he adds one new effect or meta word to his formula book. He may learn new words as normal, adding them to his formula book for the same time and cost as it would take to add a spell of the same level.

**Bard, Inquisitors, Oracles, Sorcerers, and Summoners:** These spellcasters begin play knowing a number of effect or meta words equal to the number indicated on their respective Spells Known tables. Whenever they gain a level in their respective classes or a level of spellcasting in those classes, they gain new effect or meta words based on the same table. They may exchange words for other words, using the same rules they use for exchanging spells, except that they may not exchange target words.

**Clerics, Druids, Rangers, and Paladins:** These casters know all of the effect and meta words of power assigned to their respective classes and may arrange wordspells using any words that their spell slots can use.

**Magi, Witches, and Wizards:** Magi, witches, and wizards begin play knowing all 0-level effect and meta words for their respective classes and a number of 1st-level effect or meta words equal to 3 + their Intelligence modifier. Whenever witches, wizards, or magi gain another level in their respective classes, they add 2 additional words to their spellbook or familiar, of any level they can cast. They can add new effect or meta words to their spellbooks or familiars for the same time and cost as it would take to add a spell of the same level.

### Class-Specific Rules

Some classes interact with these rules a little differently from the others. From sorcerer bloodlines to cleric domains, each of these specific rules are discussed here.

**Alchemist:** The alchemist only learns the *personal* and *selected* target words. He uses words to create extracts as normal, but they can only target the drinker (in most cases, the alchemist himself).

**Clerics:** A cleric chooses her domains as normal, and must use her domain spell slot to prepare a domain spell from one of her chosen domains. She cannot use that slot to prepare a wordspell. A cleric can spontaneously cast a wordspell containing an effect word from the Healing group or the Wounding group, but the spell cannot contain any other effect words. She can cast such wordspells by sacrificing an arranged and prepared wordspell (not a domain spell) of a level equal to the level of the spell she



wishes to cast. Good clerics can only spontaneously cast wordspells with effect words from the Healing group, whereas evil clerics can only spontaneously cast wordspells with effect words from the Wounding group. Neutral clerics can elect to cast wordspells with either Healing or Wounding effect words, but once they have chosen, they cannot spontaneously cast spells with effect words from the other group, and this choice cannot be changed.

**Druids:** A druid who selects a domain with the nature bond class feature must prepare a spell from her chosen domain spell list in her domain bonus spell slots. A druid can spontaneously cast a wordspell containing a word from the Summoning word group, but the spell cannot contain any other effect words. A druid can cast such a spell by sacrificing an arranged and prepared wordspell (not a domain spell) of a level equal to the level of the wordspell with the Summoning effect she wishes to cast.

**Oracles and Sorcerers:** Oracle and sorcerer wordcasters gain bonus spells from their mysteries or bloodlines respectively, just like their spellcasting counterparts, and can cast these spells in addition to their wordspells by using up the appropriate spell slots. They can exchange effect words for new effect words according to their normal progression, but may not exchange their mystery or bloodline bonus spells.

**Witches:** A witch receives bonus patron spells as normal and can prepare these spells using her spell slots. These spells are stored in her familiar, just like her target and effect words.

**Wizards:** A wizard who belongs to an arcane school receives an additional spell slot of each level to prepare a wordspell of his chosen school. Such wordspells may only contain effect words from his chosen school. The wizard must also select two other schools to act as his opposition schools. He can prepare word spells using effect words from these schools, but each such spell fills two of his slots as normal.

**Multiclassing:** Multiclass wordcasters must keep their words separate for each class. A multiclass cleric/wizard cannot use her cleric words with wizard spells, or vice versa.

## Arranging Words of Power

A wordcaster still has spell slots, just like other members of his class, but he uses them differently. Each spell slot holds a wordspell or allows a wordcaster to arrange a number of words of power into one. The level of the wordcaster's wordspell is determined by the arrangement of words. Each word of power has a level associated with it and, in some cases, restrictions on what other words can be arranged in a wordspell with it. The level of a word is also the minimum level of the spell slot that can be used to arrange that word into a wordspell.

If a wordcaster belongs to a class that prepares spells, he must arrange his words of power into wordspells when he prepares his spells, deciding in advance the exact combination of words that will occupy each of his available

## OPTIONAL

Words of power are an optional subsystem for the Pathfinder Roleplaying Game. Before making a wordcaster, check with your GM to make sure her campaign allows them. **Warning:** Words of power spellcasting is a complicated subsystem that, in the hands of players suffering from bouts of analysis paralysis, may slow down game play. But in the right hands, the system creates a fun, flexible play experience for fans of free-form spellcasting that works either alone or with standard Pathfinder spellcasters.

spell slots and the wordspells that arrangement makes. If a wordcaster belongs to a class that spontaneously casts spells, such as a sorcerer, he can arrange his wordspells as he casts them.

Each wordspell is made up of an arrangement of two or more words of power, including one target word, one or more effect words, and possibly a number of meta words.

**Target Word:** This word determines the range of a wordspell, how the wordspell manifests, and what it can affect. If the wordspell has an area, it affects every creature in the area defined by the target word. If it has targets, it affects the specific targets described by its word. A wordspell can have only one target word.

**Effect Word:** Effect words determine what effect a wordspell has when cast. They also determine the schools of the wordspell and its duration, saving throw, and spell resistance, if any. A wordspell can have more than one effect word, even ones from different schools of magic. In this case, the spell counts as both schools of magic. The maximum level of the effect words contained within a wordspell depends on the level of the spell slot used and the number of words arranged in the wordspell, as noted on Table 4-1: Effect Word Combinations. For example, a 5th-level wordspell might include one 5th-level effect word, two 3rd-level effect words, or three 2nd-level effect words. Alternatively, the wordspell might include one 4th-level effect word and one 2nd-level effect word, or one 3rd level effect word and two 1st-level effect words.

Effect words are split into groups of similar words. A wordspell typically cannot have more than one effect word from the same group, but there are exceptions. A wordspell can have more than one effect word from the Detection group, but cannot have a wordspell with an effect word from the Detection group and an effect word from any other group.

**Meta Word:** This word modifies the wordspell in some way, often by increasing either its duration, range, or components. It can also boost certain target or effect words, changing the wordspell's overall effect. Unlike

## WORDS OF POWER IN THE WORLD

Words of power represent a primal form of magic used in ages past. As such, use of the words of power system is rare these days, and its practitioners tend to be masters of esoteric lore. Words of power constitute a root system, from which all modern magic descends. Although powerful, this system is more primitive in some ways than modern magic. Flexible, but lacking the refinement of modern spells, this system allows spellcasters to shape magic in ways they never could before, while simultaneously preventing them from producing the same sort of incredibly specific effects that ordinary spellcasters master. It is not surprising that most magical institutions and centers for learning treat words of power as an archaic art, to be studied along with other historical matters, but not actually practiced. Those who delve into the lore of words of power often find themselves lost in an ancient art that they alone might now know. There is power there, but each wordcaster must find it alone.

with other words, a wordcaster can only use meta words a number of times per day equal to half his caster level in his wordcasting class (minimum 1). A wordspell does not need to contain a meta word.

A wordspell can have multiple meta words arranged within it so long as each target word and each effect word are modified by only one meta word apiece. For example, a wordspell arranged with two effect words could have up to three meta words, so long as each meta word modifies a different target and effect word.

**TABLE 4-1: EFFECT WORD COMBINATIONS**

Word Level	One Effect Word	Two Effect Words	Three Effect Words
0	0	—	—
1st	1	—	—
2nd	2	0/0	—
3rd	3	1/1 or 2/0	0/0/0
4th	4	2/2 or 3/1	1/1/1 or 2/0/0
5th	5	3/3 or 4/2	2/2/2 or 3/1/1
6th	6	4/4 or 5/3	3/3/3 or 4/2/2
7th	7	5/5 or 6/4	4/4/4 or 5/3/3
8th	8	6/6 or 7/5	5/5/5 or 6/4/4
9th	9	7/7 or 8/5	6/6/6 or 7/5/5

### Casting Wordspells

Casting a wordspell is similar to casting a standard spell. Each wordspell is assumed to have a material, somatic, and verbal component. Divine casters using this system must provide a divine focus instead of a material component.

Unless otherwise noted, the material component can easily be found in a spell component pouch.

Wordspells take one standard action to cast and provoke attacks of opportunity as normal unless the caster casts the wordspell defensively. The DC for casting a wordspell defensively is the same as it is for a spell of the same level.

The DC for any saving throw called for by the wordspell is calculated the same way as for any other spell of that level. A wordcaster uses the same ability score to determine her wordspell DC as an ordinary spellcaster of her class.

Casting a wordspell is almost exactly the same as casting an ordinary spell. A wordspell can be dispelled and disrupted, and casting one provokes attacks of opportunity, just like any other spell, unless the wordcaster casts the wordspell on the defensive, which also requires a concentration check as normal.

There are two major differences to casting a wordspell: counterspelling and schools.

**Counterspelling Wordspells:** If a wordcaster is attempting to counter another wordspell, she can make a Spellcraft skill check as normal to identify the wordspell as it is being cast and then cast an identical wordspell to counter it. This means that the opposing wordcaster must know all of the effect words of the wordspell and either have an identical wordspell prepared or have an available spell slot of an equal or higher level. If the wordspell contains multiple effect words, but the opposing caster only knows one of the words (or only has a wordspell with one of the effect words prepared), that caster can still attempt to counter the wordspell, but this functions as if using *dispel magic* and does not come with the guarantee of success. The opposing caster must make a dispel check to counter the wordspell. She must still expend a spell of the same or higher level containing at least one word of the wordspell to be countered.

If a wordcaster is attempting to counter the spell of a normal spellcaster, she must make a Spellcraft skill check to identify the school of the spell being cast. She can then counter that spell using any wordspell so long as it is of an equal or higher level than the spell being cast and contains at least one effect word of the same school as the spell. This works like a *dispel magic* counterspell attempt, and the wordcaster must make a dispel check to counter the spell. If a spellcaster attempts to counter a wordspell, she must use a spell of an equal or higher level that is of the same school as one or more of the effect words in the wordspell being cast. This too works like a *dispel magic* counterspell attempt, and the spellcaster must make a dispel check to counter the wordspell.

**Wordspell Schools:** If a wordspell has more than one effect word, it can belong to more than one school, although it never benefits from effects based on school (such as Spell Focus) more than once. It can take penalties based on school more than once; for example, if a target



has a bonus on saving throws against necromancy and illusion spells, that character would add both bonuses on the saving throw if the wordspell is of both schools.

**Wordspell Saving Throws:** The type of saving throw for a wordspell is determined by the highest-level effect word used that allows a saving throw. If the save is successful, it applies to both effect words, but the result for each word can vary based on the individual word. If the save fails, the target takes the full effect of both effect words. The save DC is equal to 10 + the wordspell's level (not the effect word's level) + the wordcaster's spellcasting ability score modifier (Intelligence for wizards; Wisdom for clerics, druids, and rangers; and Charisma for bards, paladins, and sorcerers). For example, if a 5th-level wordspell contains a 2nd-level effect word that allows a Reflex save for half and a 4th-level effect word that allows a Will save to negate, targets of the wordspell make a Will save with a DC of 15 + the caster's ability score modifier. If the save is successful, the target takes half the normal effect from the 2nd-level word and negates the 4th-level word. If the save fails, the target takes the full effect of both effect words.

**Wordspells and Spell Resistance:** If the wordspell uses more than one effect word, and any of those words allow spell resistance, the resistance applies to all of the effect words of the wordspell. A wordspell only ignores spell resistance if all effect words ignore spell resistance.

**Multiple Effect Words and Damage:** If more than one effect word causes the wordspell to deal damage, the total number of dice of damage the wordspell can deal can be no greater than the wordspell's caster level. The caster can decide which dice belong to which effect word, in any combination, so long as the total number does not exceed his wordcaster level and the number of dice allocated to a specific effect word does not exceed its maximum.

**Multiple Effect Words and Duration:** If a wordspell has more than one effect word, the shortest of all the effect words' durations is used for all of the effect words.

## Magic Item Creation

It is possible to create magic items using the words of power system, but since the caster meets none of the spell prerequisites, this process is more difficult than the standard method of magic item creation. To avoid all of the penalties associated with not knowing the proper spells, a wordcaster must sacrifice a spell slot of the matching level for each spell required by the item as part of its construction requirements, just as if he were preparing the proper spells. The spells needed must appear on his class's spell list. Finally, the DC of the check needed to create the item increases by +2 for each spell listed in the requirements that the wordcaster must substitute in this way.

A wordcaster can create potions, scrolls, and wands using wordspells. Potions follow the normal rules for potions

and cannot contain a wordspell higher than 3rd level. The wordspell must use the *selected* target word—it targets the drinker of the potion. Potions cannot use meta words.

Wands cannot contain wordspells higher than 4th level. Scrolls can hold wordspells of any level. Note that scrolls and wands cannot use meta words other than *boost*, and can only use *boost* if it increases the level of the effect words in the wordspell.

## Examples

To help explain these rules, the following section includes a number of sample wordspells that could be created using the words of power system.

**Burst Fire Blast (magus 3, sorcerer/wizard 3):** This simple wordspell does 1d6 points of fire damage per caster level (maximum 10d6) to anything caught in a 10-foot-radius burst. If the wordcaster boosts the target word, this wordspell more closely resembles *fireball*, dealing damage in a 20-foot-radius burst. The targets receive a Reflex saving throw to halve the damage.

**Selected Ice Blast Life Leech (magus 6, sorcerer/wizard 6, witch 6):** This wordspell causes the target to take 10d6 points of cold damage and 1d4 temporary negative levels, and to become entangled for 1d4 rounds. The target receives either a Fortitude save or a Reflex save, chosen by the caster. If the save is successful, the target takes half the cold damage, takes no negative levels, and is not entangled. A sorcerer, witch, or wizard can boost the target word to make this spell affect multiple targets, but doing so increases the spell's overall level to 9th.

**Selected Alignment Shield Enhance Form Grave Bane (cleric 6):** This wordspell grants the target a number of bonuses. First, it grants the target a +2 bonus to AC and on saving throws when it is attacked by creatures of one alignment type (chosen by the wordcaster). The wordspell also grants a +4 enhancement bonus to Strength, Dexterity, or Constitution (chosen by the wordcaster). Finally, the wordspell grants an additional +4 sacred bonus on saving throws made against death spells and death magic effects; the subject cannot gain negative levels while this wordspell is in effect, and the target is automatically stabilized if brought below 0 hit points. All of these effects last for 1 round per level, as that is the duration of the effect word with the shortest duration. Note that alignment shield is only 1st level, and could be replaced with a 2nd-level effect word without changing the overall level of the spell.

## TARGET WORDS

Target words establish the way in which a spell determines its targets. Some effect words restrict the type of target words that can be used in wordspells that contain them. A wordspell contains only one target word. Target words use the following format.

## WORDCASTER FEATS

Metamagic feats, such as Empower Spell and Quicken Spell, work on wordspells just like they would on ordinary spells. The increase to the spell's level means that the spell uses up a higher-level spell slot, but retains the word arrangement of the affected spell. For example, a 3rd-level wordspell modified by the Empower Spell feat would use up a 5th-level spell slot, but could not contain words with a level higher than 3rd.

In addition, wordcasters can take the following feats to augment their casting capabilities.

### EXPERIMENTAL SPELLCASTER

Despite casting spells, you dabble in the art of wordcasting.

**Prerequisites:** Ability to cast spells.

**Benefit:** Select one class that grants you the ability to cast spells. You can now use the slots from that class to cast a limited number of words of power spells. Add all of the target words to your spell list and your spellbook, familiar, or list of spells known. In addition, add the *boost* meta word and one effect word of any level you can cast in the chosen class.

**Special:** You can take this feat multiple times. Each additional time you select this feat, add two effect or meta words to your spellbook, familiar, or list of spells known.

### EXTRA WORD

You have uncovered a new word of power.

**Prerequisites:** Caster level 1st, ability to cast wordspells, see Special.

**Benefit:** Add one effect word from your class's word list to your list of words known. This is in addition to the number of words normally gained at each level in your class. You may instead add two words from your class's word list to your list of words known, but both of these words must be at least one level lower than the highest-level wordspell you can cast in that class. Once made, these choices cannot be changed.

**Special:** You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of words known, such as the bard, oracle, or sorcerer. You can take this feat multiple times.

### META WORD MASTERY

You are skilled at using meta words to enhance your wordcasting ability.

**Prerequisites:** Ability to cast wordspells.

**Benefit:** You can use meta words three additional times per day. In addition, select one additional meta word and add it to your spellbook, familiar, or list of words known.

**Name:** This is the name of the target word. It is used as part of the wordspell's complete title.

**Level:** This line lists the minimum level for a wordspell containing this target word.

**Range:** This line describes the range of a wordspell containing this target word.

**Target:** This paragraph describes how a wordspell using this target word determines its targets or area of effect. This could be a selection of targets by the caster or the creation of an area of effect, in which case all the creatures in the area are automatically targets of the spell. It might also create an effect that has no specific targets, instead just causing the effect word to occupy the listed space.

**Boost:** If the target word can be boosted by the *boost* meta word, the effects are listed here. See the meta word section for more details.

### PERSONAL

**Level** 0

**Range** no range

A wordspell with this target word only affects the caster. Effect words that are restricted to this word can be combined with other effect words, but the caster is the only target, regardless of other target possibilities.

### SELECTED

**Level** 0

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

A wordspell with this target word affects a single target within range. If the wordspell deals energy damage, this word creates a ray that requires a ranged touch attack to hit, or it can be used as a melee touch attack with no range (decided by the wordcaster when the wordspell is cast). If it is used as a melee touch attack and the attack misses, the wordcaster can hold the charge and try again with subsequent attacks.

**Boost:** Instead of one target, the wordspell affects up to one target per caster level, no two of which can be more than 30 feet apart. The range increases to medium (100 ft. + 10 ft./level). If used with an effect word that deals energy damage, the wordcaster must make multiple ray attacks for each target (they cannot be made as melee touch attacks). This boosted target word increases the level of all the effect words in the spell by 3 levels.

### BARRIER

**Level** 3

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

A wordspell with this target word creates a visible barrier that is 10 feet long per caster level and 10 feet high. Creatures touching or passing through the barrier are subject to the spell's effect. The barrier does not hinder creatures passing through it unless noted in the spell effect.



Creatures occupying the space of the barrier when it forms are subject to the spell's effect. The wall is 1 foot wide and must be anchored on a solid surface. The wall must be straight when formed.

**Boost:** The wall is 20 feet long per caster level and up to 20 feet high. The wall can take on any shape desired by the caster, but it must remain a vertical surface.

### BURST

#### Level 1

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

A wordspell with this target word affects everything it catches in a 10-foot-radius burst. Some effect words that use the *burst* target word are instead emanations, taking up the same area as the burst. These effect words typically have a longer duration and cannot be moved once created. They are noted by the word "emanation" in parentheses after the *burst* target restriction.

**Boost:** The spell affects everything in a 20-foot-radius burst. Its range increases to medium (100 ft. + 10 ft./level). Boosting this target word increases its level by 2.

**Boost:** The spell affects everything in a 40-foot-radius burst. Its range increases to long (400 ft. + 40 ft./level). Boosting this target word increases its level by 4.

### CONE

#### Level 0

**Range** 10 ft.

A wordspell with this target word affects everything in a cone-shaped burst.

**Boost:** The range increases to 20 feet. Boosting this target word increases its level by 2.

**Boost:** The range increases to 40 feet. Boosting this target word increases its level by 4.

### LINE

#### Level 1

**Range** 20 ft.

A wordspells with this target word affects everything in a 20-foot line.

**Boost:** The range increases to 60 feet. Boosting this target word increases its level by 1.

**Boost:** The range increases to 120 feet. Boosting this target word increases its level by 2.

## EFFECT WORDS

Effect words determine the overall outcome of a wordspell. A wordspell can contain more than one effect word, and it is possible for their effects to counteract one another. Effect words use the following format.

**Name:** This is the name of the effect word. Each word belongs to a group of similar words, noted in parentheses. Unless otherwise noted, an individual wordspell cannot contain two effect words from the same group.

**School:** This entry lists the school of magic that the effect word belongs to.

**Level:** This entry lists the classes that can learn the effect word and what level the word is for members of that class. Note that an individual wordspell can contain no words of a level higher than the wordspell.

**Duration:** This line lists the duration of the effect word.

**Saving Throw:** If the effect allows a saving throw, it is noted here along with the effect of a successful save.

**Spell Resistance:** If the effect word allows spell resistance, it is noted here.

**Target Restrictions:** Some effect words can only be combined with specific target words when arranging wordspells. If this is the case, the specific target words are noted here.

**Description:** This paragraph describes the effects of the word when arranged in a wordspell.

**Boost:** If the effect word can be boosted by the *boost* meta word, the effects are listed here. See the meta word section for more details.

## EFFECT WORD DESCRIPTIONS

### Acid Words

These words create caustic acid that scorches and burns all that it comes in contact with.

#### ACID BURN (ACID)

**School** conjuration (creation) [acid]; **Level** druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** no

A wordspell with this effect word deals 1d3 points of acid damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

#### CORROSIVE BOLT (ACID)

**School** conjuration (creation) [acid]; **Level** magus 2, sorcerer/wizard 2

**Duration** 2 rounds

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

**Target Restrictions** *selected*

A wordspell with this effect word deals 1d4 points of acid damage per level of the wordcaster (maximum 5d4). On the following round, the target takes this damage again. Hitting a target with a wordspell with this effect word requires a ranged touch attack.

#### ACID WAVE (ACID)

**School** conjuration (creation) [acid]; **Level** magus 4, sorcerer/wizard 4

**Duration** 1 round/level (see text)



**Saving Throw** Reflex half and partial (see below); **Spell Resistance** no

A wordspell with this effect word deals 1d6 points of acid damage per caster level (maximum 10d6). Targets damaged by this effect word are sickened for 1 round per caster level, or 1 round if the saving throw against the wordspell with this effect word was successful.

#### CAUSTIC CLOUD (ACID)

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 7, witch 6

**Duration** 1 round/level

**Saving Throw** Fortitude half; **Spell Resistance** no

**Target Restrictions** *burst*

A wordspell with this effect word creates a cloud of noxious green vapor that obscures vision. Creatures caught in the cloud take 1d6 points of acid damage per caster level (maximum 20d6) and are fatigued. Creatures caught in the cloud receive a Fortitude save to halve the damage and to negate the fatigued effect. Creatures that remain in the cloud take a cumulative –2 penalty on the save each round they remain in the cloud, but spending just 1 round outside the cloud's area resets this penalty. Creatures in the cloud that are fatigued become exhausted on a failed saving throw. A strong wind, such as that created by a *gust of wind*, disperses this cloud immediately.

#### Alignment Words

Words from this family deal specifically with alignment, detecting, damaging, or protecting creatures based on their moral compass.

#### ALIGNMENT SHIELD (ALIGNMENT)

**School** abjuration; **Level** cleric 1, inquisitor 1, paladin 1, sorcerer/wizard 1

**Duration** 1 minute/level (D)

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

**Target Restrictions** *selected*

When a wordspell with this effect word is cast, the wordcaster selects one alignment: good, evil, chaotic, or lawful. The target of this wordspell is protected from that alignment and receives a +2 deflection bonus to AC on attacks made from creatures of that alignment and a +2 resistance bonus on saving throws made on spells and effects from creatures of that alignment. The target of a wordspell with this effect word can choose to end this effect as an immediate action to reroll any one saving throw made against a spell or effect from the chosen alignment, but must take the second result, even if it is worse.

#### ALIGNMENT ASSAULT (ALIGNMENT)

**School** evocation; **Level** cleric 5, inquisitor 5, paladin 4

**Duration** instantaneous, see text

**Saving Throw** Will partial; **Spell Resistance** yes

**Target Restrictions** *burst, cone, line*

If a wordspell with this effect word is cast, the wordcaster selects one alignment: good, evil, chaotic, or lawful. All creatures of that alignment take 1d8 points of damage per two caster levels (maximum 8d8). Outsiders of that alignment take 1d6 points of damage per caster level (maximum 15d6). In addition, creatures of the affected alignment are staggered for 1 round per caster level if they fail their saving throws.

#### ALIGNMENT AURA (ALIGNMENT)

**School** abjuration; **Level** cleric 8

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

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

**Target Restrictions** *selected*

A wordspell with this effect word functions as *alignment shield*, but the bonus to AC and on saving throws increases to +4. In addition, the creature gains SR 25 against spells cast by creatures of the chosen alignment. Finally, creatures of the chosen alignment find it painful to touch the warded creature, taking 2d6 points of damage for each successful hit with a melee weapon or natural weapon.

#### Animal Words

Words from this family speak directly to wild creatures, soothing and controlling them.

#### NATURE'S CALM (ANIMAL)

**School** enchantment (charm) [mind-affecting]; **Level** druid 1, ranger 1, witch 1

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word becomes calm and docile. Though the target will not attack while subject to this effect, the wordspell immediately ends if the target is attacked. Creatures affected by this effect word do not flee, but they are not helpless. This effect word only affects creatures of the animal or magical beast type, although magical beasts receive a +4 bonus on the saving throw.

#### WILD LURE (ANIMAL)

**School** enchantment (charm) [mind-affecting]; **Level** druid 2, ranger 2, witch 2

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word treats the caster as a trusted ally. The creature will defend the caster and will not attack her allies while this effect persists. If at any time the target of a wordspell with this effect word is attacked by the wordcaster or her allies, the wordspell's

# WORDS OF POWER



duration ends immediately. A wordspell with this effect word only affects creatures of the animal or magical beast type, although magical beasts receive a +4 bonus on the saving throw.

## NATURE'S COMMAND (ANIMAL)

**School** enchantment (compulsion) [mind-affecting]; **Level** druid 4, ranger 4, summoner 5, witch 4

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word obeys any simple commands given by the caster. These commands are sent through a mental link that does not require speech, but they must be able to be understood by the target. The target ignores any commands that are suicidal or self-destructive. A wordspell with this effect word only affects creatures of the animal or magical beast type, although magical beasts receive a +4 bonus on the saving throw.

## Armor Words

These words create translucent armor made of solid magic, protecting without weight or obstruction.

## FORCE BLOCK (ARMOR)

**School** abjuration; **Level** cleric 0, magus 0, sorcerer/wizard 0, summoner 0

**Duration** 1 round

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

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word receives a +1 armor bonus to its AC. This armor is made of force and provides protection against the attacks of incorporeal creatures.

**Boost:** A wordspell with this effect word can be cast as an immediate action. In this case, the effect lasts until the end of your next turn. This boost cannot be used if the wordspell includes another effect word (unless that word can also be cast as an immediate action). This boost increases this effect word's level by 1.

## FORCE SHIELD (ARMOR)

**School** abjuration; **Level** alchemist 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Duration** 1 minute/level

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

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word receives a +4

armor bonus to its AC. This armor is made of force and provides protection against the attacks of incorporeal creatures.

#### FORCE ARMOR (ARMOR)

**School** abjuration; **Level** cleric 3, magus 3, sorcerer/wizard 3, witch 3

**Duration** 10 minutes/level

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

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word receives a +4 armor bonus to its AC + 1 point for every four levels of the caster. This armor is made of force and provides protection against the attacks of incorporeal creatures. If the target has a greater armor bonus from another source, a wordspell with this effect word instead increases that armor bonus by +1 and allows it to provide protection against the attacks of incorporeal creatures.

#### FORCE WARD (ARMOR)

**School** abjuration; **Level** magus 6, sorcerer/wizard 6

**Duration** 10 minutes/level

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

**Target Restrictions** *personal, selected*

This effect word functions as *force armor*, but it grants a +6 armor bonus to AC + 1 point for every four levels of the caster. If the target has greater armor bonus from another source, a wordspell with this effect word increases that armor bonus by +2.

### Binding Words

Words from this family cause objects to become stationary and creatures to become paralyzed.

#### LOCK WARD (BINDING)

**School** abjuration; **Level** sorcerer/wizard 1

**Duration** permanent

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

**Target Restrictions** *selected*

This effect word causes one unattended object to close, such as a door, chest, or book. If the object possesses a lock, the object is also locked. If the wordspell includes other effect words, the effects of those words are suspended until a creature other than the wordcaster attempts to unlock or otherwise open the object. That creature becomes the target of the other effect words, as if those effect words had the *selected* target word. Only consider the other effect words when determining the duration of this secondary effect.

#### PARALYZE HUMANOID (BINDING)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 3, witch 2

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word is paralyzed and cannot move. It is aware and can breathe normally, but cannot take any actions. At the end of each of the creature's turns, it can attempt a new saving throw to end the effect. Flying creatures that rely on wings to fly fall, and swimmers cannot swim and may drown. Wordspells with this effect word only affect creatures of the humanoid type.

#### PARALYZE CREATURE (BINDING)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, druid 4, inquisitor 4, sorcerer/wizard 5, summoner 5, witch 5

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

This effect word functions as the *paralyze humanoid* word except that it can affect creatures of any type.

#### PERMANENT PARALYSIS (BINDING)

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, summoner 6, witch 8

**Duration** permanent

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

This effect word functions as the *paralyze humanoid* word except that it can affect creatures of any type and the duration is permanent. A creature affected by a wordspell with this effect word receives one additional Will saving throw at the end of its first turn after initially failing the save. This saving throw is made to relieve this word's effects, not any others included in the original wordspell. If this save fails as well, the effect of this word can only be undone with *greater dispel magic*, *miracle*, or *wish*.

### Body Words

Body words enhance the form of their targets, making them stronger, more agile, and more resilient.

#### FORTIFY (BODY)

**School** abjuration; **Level** alchemist 1, cleric 1, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 1, summoner 1

**Duration** 1 round/level

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

**Target Restriction** *personal, selected*

The target of a wordspell with this effect word receives a +1 resistance bonus on saving throws. In addition, the target receives a number of temporary hit points equal to its Hit Dice.

#### ENERGY RESISTANCE (BODY)

**School** abjuration; **Level** alchemist 2, cleric 2, druid 2, inquisitor 2, paladin 2, ranger 1, sorcerer/wizard 2, summoner 2

**Duration** 10 minutes/level

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

**Target Restriction** *personal, selected*

The target of a wordspell with this effect word gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic). The target still suffers any other side effects that might accompany the energy damage.

**Boost:** The target gains resistance 20 to one energy type.

**ENHANCE FORM (BODY)**

**School** transmutation; **Level** alchemist 2, bard 2, cleric 2, druid 2, magus 2, paladin 2, ranger 2, sorcerer/wizard 2, summoner 2

**Duration** 1 round/level

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

**Target Restriction** *personal, selected*

The target of a wordspell with this effect receives a +4 enhancement bonus to either Strength, Dexterity, or Constitution (caster's choice). The target can end a wordspell with this effect word prematurely as a swift action, gaining a +8 enhancement bonus to the ability score until the end of the target's turn.

**PERFECT FORM (BODY)**

**School** transmutation; **Level** alchemist 4, bard 4, cleric 4, druid 4, magus 4, sorcerer/wizard 4, summoner 4

**Duration** 1 round/level

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

**Target Restriction** *personal, selected*

The target of a wordspell with this effect word receives a +4 enhancement to Strength, Dexterity, and Constitution.

**ENERGY IMMUNITY (BODY)**

**School** abjuration; **Level** alchemist 6, cleric 6, druid 6, inquisitor 6, sorcerer/wizard 6, summoner 6

**Duration** 1 round/level

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

**Target Restriction** *personal, selected*

The target of a wordspell with this effect word gains immunity to one energy type (acid, cold, electricity, fire, or sonic). The target still suffers any other side effects that might accompany the energy damage.

**Change Words**

Words from this family change the target's form, granting special attacks and powers.

**ALTERED FORM (CHANGE)**

**School** transmutation (polymorph); **Level** alchemist 3, druid 3, magus 3, sorcerer/wizard 3, witch 3

**Duration** 1 minute/level

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

**Target Restriction** *personal*

The target of a wordspell with this effect word receives a +2 size bonus to Strength and two of the following benefits: a pair of claw attacks that each deals 1d6 points of damage if Medium (1d4 if Small), a bite attack that deals 1d8 points of damage if Medium (1d6 if Small), a climb speed of 30 feet, a swim speed of 30 feet, darkvision out to 60 feet, low-light vision, scent, or a +2 natural armor bonus.

**Boost:** The target receives three benefits instead of two.

**Boost:** This wordspell can use the *selected* target word.

Boosting this effect word increases its level by 1.

**BESTIAL FORM (CHANGE)**

**School** transmutation (polymorph); **Level** alchemist 4, druid 4, magus 4, sorcerer/wizard 4

**Duration** 1 minute/level

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

**Target Restriction** *personal*

This effect word functions as *altered form* except that the target of this wordspell receives a +4 size bonus to Strength and can select three benefits. In addition to those available in *altered form*, the target can select from among the following benefits: a fly speed of 30 feet (average maneuverability), grab (with any one natural attack), pounce, trip (with any one natural attack), or a +4 natural armor bonus.

**Boost:** The target receives four benefits instead of three.

**Boost:** This wordspell can use the *selected* target word.

Boosting this effect word increases its level by 1.

**MONSTROUS FORM (CHANGE)**

**School** transmutation (polymorph); **Level** alchemist 5, druid 5, magus 5, sorcerer/wizard 5

**Duration** 1 minute/level

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

**Target Restriction** *personal*

This effect word functions as *bestial form* except that the target of this wordspell receives a +6 size bonus. In addition to those benefits available in *altered form* and *bestial form*, the target can select from the following: a burrow speed of 30 feet, blindsense out to a range of 30 feet, constrict (dealing the same damage as the grab attack + the target's Str modifier), ferocity, resist 20 against one energy type, or a +4 natural armor bonus.

**Boost:** The target receives four benefits instead of three.

**Boost:** This wordspell can use the *selected* target word.

Boosting this effect word increases its level by 1.

**Cold Words**

Spells using these words drain the warmth from the surrounding environment, leaving everything frozen and rimed with frost.

### COLD SNAP (COLD)

**School** evocation [cold]; **Level** druid 0, magus 0, sorcerer/wizard 0

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

A wordspell with this effect word deals 1d3 points of cold damage. If the wordspell with this effect word has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

### FROST FINGERS (COLD)

**School** evocation [cold]; **Level** druid 2, magus 2, sorcerer/wizard 2

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

A wordspell with this effect word deals 1d6 points of cold damage per caster level (maximum 5d6). A target that fails its saving throw is also staggered for 1 round.

### ICE BLAST (COLD)

**School** evocation [cold]; **Level** druid 4, magus 4, sorcerer/wizard 4, witch 4

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect deals 1d6 points of cold damage per caster level (maximum 10d6). A target that fails its saving throw is entangled by the ice for 1d4 rounds.

### WINTER'S WRATH (COLD)

**School** evocation [cold]; **Level** druid 8, sorcerer/wizard 8

**Duration** 1 round/level

**Saving Throw** Fortitude half; **Spell Resistance** yes

**Target Restrictions** *burst*

A wordspell with this effect word creates an area of blizzardlike conditions. Anyone inside the area when it forms, and at the start of the caster's turn, takes 1d6 points of cold damage per caster level (maximum 20d6) and 1d4 points of Dexterity damage. A Fortitude save halves this damage and negates the Dexterity damage. Creatures immune to cold damage do not take the Dexterity damage. Because of the heavy snow and winds, visibility is reduced to 5 feet inside the blizzard. Effects that deal fire damage do not harm anyone inside this blizzard unless they are of a level equal to or higher than the wordspell with this effect word.

## Command Words

These words demand action from those that hear them, with near-irresistible force.

### FRIENDSHIP (COMMAND)

**School** enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1, witch 1

**Duration** 10 minutes/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word treats the caster as a trusted ally. The creature will defend the caster and will not attack the caster's allies while the wordspell persists. If the creature is attacked by the caster or his allies, this effect immediately ends (though other effects of the wordspell may continue). A wordspell with this effect word only affects creatures of the humanoid type; targets receive a +4 bonus on the saving throw if a wordspell with the effect word has its target boosted to affect more than one creature.

### SIMPLE ORDER (COMMAND)

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

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word must follow one of five simple commands to the best of its ability on its next turn. If the target cannot take the specified action on its next turn, this effect of the wordspell fails. The possible commands are as follows.

**Approach:** The target must move toward the caster as quickly and directly as possible, provoking attacks of opportunity as normal. The target avoids obvious hazards, such as fire, pits, or traps that it is aware of (other creatures do not count).

**Drop:** The target drops whatever it is holding and does not pick up anything this round. It can otherwise act normally.

**Fall:** The target falls to the ground and remains prone until its next turn. It can otherwise act normally.

**Flee:** The target moves away from the caster as quickly and directly as possible. This otherwise functions as approach.

**Halt:** The target does not move and takes no other action on its turn, although it is not considered flat-footed or helpless.

**Boost:** This wordspell can use any target word. Boosting this effect word increases its level by 3.

### COMPLEX ORDER (COMMAND)

**School** enchantment (compulsion) [language-dependent, mind affecting]; **Level** bard 3, sorcerer/wizard 3, witch 4

**Duration** 10 minutes/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word must follow the wordcaster's instructions. The wordcaster must be able to convey the orders within 1 round and the actions must be possible to complete within the wordspell's duration. The instructions cannot include anything that is obviously dangerous or harmful to the target. The instructions do not have to take the entire duration, and once completed, a

wordspell with this effect word ends. If the instructions are not completed by the time the duration expires, the target is under no compulsion to finish enacting them.

#### CRUSH WILL (COMMAND)

**School** enchantment (compulsion) [language-dependant, mind-affecting]; **Level** bard 4, sorcerer/wizard 5, witch 5

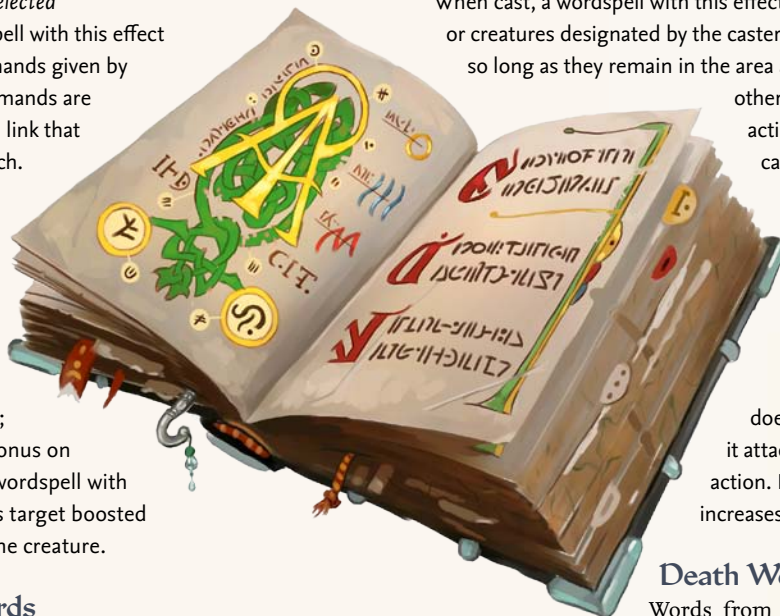
**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word obeys any commands given by the caster. These commands are sent through a mental link that does not require speech.

The target ignores any commands that are suicidal or self-destructive. A wordspell with this effect word only affects creatures of the humanoid type; targets receive a +4 bonus on the saving throw if a wordspell with the effect word has its target boosted to affect more than one creature.



#### Concealing Words

Words from this family hide creatures and objects from observation and detection.

#### FADE (CONCEALING)

**School** illusion (glamer); **Level** alchemist 1, bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Duration** 1 round

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word becomes invisible until the beginning of the caster's next turn. If the target attacks or otherwise takes an offensive action, this effect ends.

**Boost:** The target does not become visible if it attacks or takes an offensive action.

#### DISAPPEAR (CONCEALING)

**School** illusion (glamer); **Level** alchemist 2, bard 2, inquisitor 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *fade*, but with a longer duration.

**Boost:** The target does not become visible if it attacks or takes an offensive action. Boosting this effect word increases its level by 2.

#### UNSEEN SHELL (CONCEALING)

**School** illusion (glamer); **Level** bard 4, sorcerer/wizard 4, witch 4

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *burst* (emanation)

When cast, a wordspell with this effect word makes any objects or creatures designated by the caster within the area invisible so long as they remain in the area and do not attack or otherwise take offensive actions. All possessions carried by the creatures remain invisible as long as they remain in the area, so an arrow fired from a bow would become visible when it leaves the area.

**Boost:** The target does not become visible if it attacks or takes an offensive action. Boosting this effect word increases its level by 2.

#### Death Words

Words from this family destroy life and create undead abominations.

#### UNDEATH (DEATH)

**School** necromancy [evil]; **Level** cleric 2, sorcerer/wizard 3

**Duration** instantaneous

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

**Target Restrictions** *selected*

This effect word can only target the corpses of dead creatures. These creatures rise as either skeletons or zombies, as decided by the caster. These undead follow the caster's commands to the best of their limited ability. They remain undead creatures until destroyed. The caster can create at most 2 Hit Dice worth of undead per caster level with each casting of a wordspell with this effect word. The caster can control no more than 4 HD per caster level of undead creatures. If additional undead are created, the caster chooses which undead to lose control of to get back under the limit.

#### GRAVE BANE (DEATH)

**School** necromancy; **Level** cleric 4, druid 5, inquisitor 5, paladin 4

**Duration** 1 minute/level

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word receives a +4 sacred bonus on saves against all death spells and magic death effects. The subject cannot gain any negative levels while the wordspell with this effect word persists, but any existing before this wordspell is cast remain. The subject automatically stabilizes if brought below 0 hit points and is not slain.

**LIFE LEECH (DEATH)**

**School** necromancy [evil]; **Level** magus 4, sorcerer/wizard 4, witch 4

**Duration** 1 hour/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes 1d4 temporary negative levels. If these negative levels cause the subject to die, it rises as a ghost 1d4 days later unless buried in consecrated ground.

**Boost:** The negative levels from a wordspell with this effect word are permanent. Boosting this effect word increases its level by 5.

**SLAY (DEATH)**

**School** necromancy [death, evil]; **Level** cleric 6, druid 7, sorcerer/wizard 6, witch 6

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes 10 points of damage per caster level, to a maximum of 150 points of damage. If the save is successful, the target instead takes 3d6 points of damage + 1 per caster level (maximum +15). A wordspell with this effect word only affects living creatures.

**Destruction Words**

These words cause catastrophe when they are uttered, breaking and destroying all they encounter.

**DAMAGE (DESTRUCTION)**

**School** evocation; **Level** bard 3, cleric 3, sorcerer/wizard 2

**Duration** instantaneous

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

**Target Restrictions** *selected*

This effect word causes one object within range to lose half of its maximum hit points and gains the broken condition. This item can weigh no more than 10 pounds per caster level. Magic items gain a +4 bonus on the saving throw to resist this effect + their normal bonus. Items in another creature's possession use the save of the creature or the item, whichever is better. Artifacts are not affected by this word.

**RUMBLE (DESTRUCTION)**

**School** evocation [earth]; **Level** cleric 8, druid 8

**Duration** 1 round

**Saving Throw** see text; **Spell Resistance** no

**Target Restrictions** *burst* (emanation)

This effect word causes the ground within the area to shake and rumble, like an earthquake. Each creature in the area must make a Reflex save or be knocked prone and take 8d6 points of damage. If the creature makes its save, it takes half damage and is not knocked prone. Caves, cliffs, tunnels, and other natural surfaces collapse in this area, triggering a landslide and possibly burying creatures underneath. Structures take 100 points of damage from this effect, typically enough to cause wooden and masonry buildings to collapse, but not stone or reinforced masonry buildings. See page 429 of the *Core Rulebook* for more information on landslides and collapses.

**CATASTROPHE (DESTRUCTION)**

**School** evocation [air]; **Level** cleric 9, druid 9, witch 9

**Duration** 1 round/level

**Saving Throw** see text; **Spell Resistance** no

**Target Restrictions** *burst* (emanation)

This effect word causes heavy clouds to form in the sky above the area of wordspell with this effect word. The area is pelted by heavy rain and hail, obscuring vision and making ranged attacks impossible. Melee attacks take a 20% miss chance. Creatures in the area take 4d6 points of damage from pounding hail at the start of their turn. In addition, the caster can call down a bolt of lightning once per turn that deals 1d6 points of electricity damage per caster level. The caster can split this bolt to hit as many targets as she likes and can divide the damage dice up among the targets as she sees fit. The targets receive a Reflex save to halve the damage. Targets that fail are also knocked prone by the force of the blast. The ground in the area of a wordspell with this effect word is considered difficult terrain for the duration, but not for the caster.

**Detection Words**

Detection words are used to learn things that simple observation cannot. They reveal secrets and uncover hidden things. Detection words are special in that they can be combined with other words from the Detection group in the same wordspell. Detection words cannot be combined with any other group's effect words within the same wordspell.

**SENSE MAGIC (DETECTION)**

**School** divination; **Level** bard 0, cleric 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

**Duration** concentration, up to 1 minute/level (D)

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

**Target Restrictions** *cone*

A wordspell with this effect word detects magic auras. By concentrating each round, the caster can determine the number and location of each aura in the target area. He can make a Knowledge (arcana) skill check to determine the school



of each aura (one check per aura, the DC of this check is 15 + the spell level or 15 + 1/2 the caster level for a nonspell effect). If the aura radiates from a magic item, the caster can attempt to identify the item's properties as if using *detect magic* (see Spellcraft). If the aura emanates from a spell of 7th level or higher, or is a nonspell effect with a caster level of 12th or higher, the caster knows that the aura is strong, even if the Knowledge check to identify the school is unsuccessful.

#### SENSE ALIGNMENT (DETECTION)

**School** divination; **Level** cleric 1, inquisitor 1, paladin 1

**Duration** concentration, up to 1 minute/level (D)

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

**Target Restrictions** *cone*

This effect word detects one or more alignments. When cast, the wordcaster selects one of the following alignments: chaos, evil, good, or law. By concentrating, he can sense the presence and source of that alignment in the wordspell area. If the source is a creature with more than 25 Hit Dice, an outsider, cleric, or paladin with more than 4 Hit Dice, or a magic item or spell with a caster level greater than 16th, the caster knows that aura is strong.

**Boost:** The caster can select two alignments to detect. Boosting this effect word increases its level by 1.

**Boost:** The caster can detect all four alignments (although this does not allow him to detect neutral objects or creatures). Boosting this effect word increases its level by 2.

#### SENSE THOUGHTS (DETECTION)

**School** divination; **Level** alchemist 2, bard 2, inquisitor 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** concentration, up to 1 minute/level (D)

**Saving Throw** Will negates; **Spell Resistance** no

**Target Restrictions** *cone*

This effect word allows the caster to detect the surface thoughts of creatures in the target area. By focusing on one creature in the area, the caster can read the surface thoughts of that creature. The caster must be otherwise aware of the creature to focus on it. A Will save prevents the caster from reading the creature's thoughts for the duration of a wordspell with this effect word. If the target has an Intelligence score at least 10 higher than the caster and it makes its Will save, the target can instead read the surface thoughts of the caster for the duration of the of the wordspell with this effect word, while the wordcaster receives no insight. Each round, the caster can focus on a new creature if he desires.

#### SENSE HIDDEN (DETECTION)

**School** divination; **Level** alchemist 2, bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** concentration, up to 1 minute/level (D)

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

**Target Restrictions** *cone*

This effect word allows the caster to see invisible creatures and

objects. The caster can sense that the objects and creatures are hidden in this way, but he can still see them normally.

**Boost:** The caster can see through illusions, see the true form of polymorphed creatures and objects, and locate creatures protected by spells and effects that grant concealment. The caster also receives a +4 circumstance bonus on saves against illusion spells and effects. Boosting this effect word increases its level by 4.

### Dispelling Words

Dispelling words have the power to unmake magic or suppress its effects.

#### SUPPRESS (DISPELLING)

**School** abjuration; **Level** bard 2, cleric 2, druid 2, inquisitor 2, magus 2, paladin 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** 1 minute/level

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

**Target Restrictions** *selected*

The caster of a wordspell with this effect word selects one spell effect that affects a willing target. The caster must then make a caster level check with a DC of 11 + the caster level of the spell effect. If successful, that spell effect is suppressed for the duration of this spell. If the suppressed spell has a limited duration, that duration continues to expire while this spell is in effect.

**Boost:** The caster can target creatures that are not willing. The targets receive a saving throw to negate this effect word, and the caster must overcome the target's spell resistance. Boosting this effect word increases its level by 1.

#### RESIST ARCANA (DISPELLING)

**School** abjuration; **Level** alchemist 5, cleric 5, inquisitor 5, sorcerer/wizard 6, summoner 6

**Duration** 1 minute/level

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word gains spell resistance equal to 12 + the caster's level.

#### UNMAKE (DISPELLING)

**School** abjuration; **Level** bard 5, cleric 5, druid 5, inquisitor 6, magus 6, sorcerer/wizard 5, summoner 6, witch 5

**Duration** instantaneous

**Saving Throw** Will partial; **Spell Resistance** yes

**Target Restrictions** *selected*

The caster of a wordspell with this effect word unravels all of the magic effects affecting the target of the wordspell with this effect word. The caster must make a caster level check. The result of this check is compared to the caster level + 11 of every spell affecting the target. If successful, that spell effect immediately ends. The target can make a Will saving throw.



If successful, this wordspell only attempts to unmake the highest-level spell affecting the target.

#### NEGATION (DISPELLING)

**School** abjuration; **Level** cleric 8, sorcerer/wizard 6

**Duration** 1 round/level

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

**Target Restrictions** *burst*

This effect word creates an area in which magic does not function. All magic effects are suppressed while inside the area. As a result, this word cannot be combined with other effect words. Magic effects cannot cross through the area. Time spent within the field counts against the duration of the suppressed effects. Summoned and incorporeal creatures cannot enter the area and are immediately forced to the nearest edge if inside the area when it forms. Objects still maintain their function while in the area, so a sword still cuts, even if it loses its magical properties.

### Divination Words

Words from this family uncover answers and scry across vast distances.

#### BEACON (DIVINATION)

**School** divination; **Level** bard 0, druid 0, ranger 1

**Duration** 1 hour/level

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

**Target Restrictions** *personal*

When a wordspell with this effect word is cast, the exact location of the caster becomes a fixed point. For the duration of the wordspell, the caster always knows the direction and distance to the point where this wordspell was cast. If this word is cast again, the original casting immediately ends. This effect does not instruct the caster on how to reach the point, but rather merely indicates the direction to the point, even if that direction leads through solid objects and other hazards.

#### FAR SIGHT (DIVINATION)

**School** divination (scrying); **Level** bard 3, cleric 3, druid 3, sorcerer/wizard 3, witch 3

**Duration** 1 minute/level

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

**Target Restrictions** *personal*

The caster of a wordspell with this effect word creates an invisible eye at any point within 400 feet + 40 feet per caster level. This sensor cannot move, but for the duration of the wordspell, the caster can look through this eye as if it were her own. The eye uses her senses, including magical ones, to allow her to see, including darkvision, low-light vision, or other effects, such as *sense magic*. The eye can view in all directions and cannot be destroyed if discovered.

**Boost:** This sensor can be placed anywhere on the same plane of existence as the caster, with no limit to range. The caster can place it to within 10 feet of a creature that is known

to the caster, but the target gets a Will save to negate the effect in this case and the caster must overcome the target's spell resistance. Boosting this effect word increases its level by 2.

#### LOCATE (DIVINATION)

**School** divination; **Level** bard 6, cleric 6, druid 6, inquisitor 6, witch 6

**Duration** 10 minutes/level

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

**Target Restrictions** *personal*

The caster of a wordspell with this effect word can name any location she has visited before or any object she has held before. For the duration of this wordspell, she always knows the direction of the named location or object. The direction is always the swiftest path to travel, leading her perfectly through mazes or other obstacles by the method the wordcaster is currently traveling, irrespective of danger.

### Electricity Words

Spells using electricity words crackle with life and leap from target to target in arcs of burning light.

#### SPARK (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 0, magus 0, sorcerer/wizard 0, witch 0

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d4 points of electricity damage. If the wordspell with this effect word has only a single target, it requires a melee or ranged touch attack and does not allow a saving throw.

#### SHOCK ARC (ELECTRICITY)

**School** evocation [electricity]; **Level** magus 1, sorcerer/wizard 1, witch 1

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d4 points of electricity damage per caster level (maximum 5d4).

#### LIGHTNING BLAST (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 3, magus 3, sorcerer/wizard 3, witch 3

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of electricity damage per caster level (maximum 10d6).

#### BALL LIGHTNING (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 5, magus 5, sorcerer/wizard 5, witch 6

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

**Target Restrictions** *selected*



This effect word deals 1d8 points of electricity damage per caster level (maximum 15d8 to one target + 1/2 that damage to any other targets included in the effect).

#### THUNDER STRIKE (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 8, sorcerer/wizard 8, witch 9

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d8 points of electricity damage per caster level (maximum 20d8). In addition, a target that fails its saving throw against this damage is deafened for 1 round per caster level.

### Fear Words

These words conjure a primal terror in all that hear them.

#### SPOOK (FEAR)

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

**Duration** 1d4 rounds

**Saving Throw** Will negates; **Spell Resistance** Yes

**Target Restrictions** *selected*

This effect word causes the target to become frightened for the duration. This word has no effect on targets with 5 or more Hit Dice.

#### TERROR (FEAR)

**School** necromancy [fear, mind-affecting]; **Level** bard 3, inquisitor 4, sorcerer/wizard 4, witch 4

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** Yes

This effect word causes the targets to become frightened for the duration. A target that succeeds at its saving throw is shaken for 1 round.

#### HORROR (FEAR)

**School** necromancy [fear, mind-affecting]; **Level** sorcerer/wizard 7, witch 7

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** Yes

**Target Restrictions** *selected*

This effect word causes the target to take 10 points of damage per caster level. If the save succeeds, the target instead takes 3d6 points of damage + 1 per caster level.

### Fire Words

Spells using fire words burn with a hungry flame that consumes all it encounters.

#### FLAME JET (FIRE)

**School** evocation [fire]; **Level** druid 0, magus 0, sorcerer/wizard 0

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** Yes

This effect word deals 1d4 points of fire damage. If the wordspell with this effect has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

#### BURNING FLASH (FIRE)

**School** evocation [fire]; **Level** druid 2, inquisitor 2, magus 1, sorcerer/wizard 1, witch 1

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d4 points of fire damage per caster level (maximum 5d4). If the wordspell with this effect word has only a single target, it requires a ranged touch attack to hit and does not allow a saving throw.

**Boost:** This spell deals 1d6 points of fire damage per caster level, maximum 5d6. Boosting this effect word increases its level by 1.

#### FIRE BLAST (FIRE)

**School** evocation [fire]; **Level** magus 3, sorcerer/wizard 3

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of fire damage per caster level (maximum 10d6).

#### CINDER STORM (FIRE)

**School** evocation [fire]; **Level** cleric 5, druid 5, inquisitor 5, magus 5, sorcerer/wizard 5, summoner 5

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of fire damage per caster level (maximum 15d6).

#### INFERNO (FIRE)

**School** evocation [fire]; **Level** druid 8, sorcerer/wizard 8

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d8 points of fire damage per caster level (maximum 20d8).

#### TRUE FIRE (FIRE)

**School** evocation [fire]; **Level** druid 9, sorcerer/wizard 9

**Duration** instantaneous

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

**Target Restrictions** *selected*

This effect word deals 1d6 points of fire damage per caster level (maximum 20d6).

### Flight Words

These words allow those who know them to soar through the heavens—slowing falls with weaker wordspells, but gaining true flight with the greatest one.

### GLIDE (FLIGHT)

**School** transmutation; **Level** alchemist 1, bard 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Duration** 1 round/level

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word falls at a rate of 20 feet per round, and for every 5 feet fallen in this way, can move horizontally 20 feet, up to a maximum of 80 feet per round. Regardless of the circumstances, the target can never gain elevation with this effect, and the wordspell with this effect word immediately ends the next time the target lands on a solid surface. If the spell ends while the subject is still gliding, the subject falls as normal.

### FLOAT (FLIGHT)

**School** transmutation; **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** 1 minute/level (D)

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word can float in the air, rising or falling at a rate of 30 feet per round as a

move action. This effect only allows for vertical movement, but other forces might allow the target to move horizontally as well. The caster has no control over this movement, but can end a wordspell with this effect word prematurely as an immediate action.

### SOAR (FLIGHT)

**School** transmutation; **Level** alchemist 3, cleric 4, magus 3, sorcerer/wizard 3, summoner 3, witch 3

**Duration** 1 minute/level

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word gains a fly speed of 60 feet with average maneuverability (40 feet if encumbered or wearing medium or heavy armor). The target also receives an insight bonus on Fly skill checks equal to 1/2 the caster's level.

### Force Words

These words use raw magic to create pure force.

### FORCE BOLT (FORCE)

**School** evocation [force]; **Level** magus 2, sorcerer/wizard 2

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** Yes

**Target Restrictions** *selected*

This effect word deals 1d4 points of force damage per caster level (maximum 5d4). This effect is treated like a *magic missile* for the purposes of spells that negate or absorb force effects.

### FORCE BLAST (FORCE)

**School** evocation [force]; **Level** magus 5, sorcerer/wizard 5

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** Yes

This effect word deals 1d6 points of force damage per caster level (maximum 10d6).

### Gravity Words

Words from the gravity family use an unseen force to manipulate objects and creatures.

### LIFT (GRAVITY)

**School** transmutation; **Level** bard 0, magus 0, sorcerer/wizard 0, summoner 0

**Duration** concentration

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

**Target Restrictions** *personal*

This effect word grants the caster the ability to lift and move nonmagical objects weighing up to 5 pounds at a distance of up to 25 feet + 5 feet per two levels of the caster. Objects moved by this effect can be moved up to 15 feet per round and cannot be used to make attacks.





Unfetter (Gravity) **School** transmutation; **Level** druid 7, sorcerer/wizard 6

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

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

This effect word makes the bonds of gravity work in reverse for the targets, causing them to fall up for the duration. They treat up as down and down as up. This can cause the creatures to take falling damage when they hit the ceiling or another surface above them. This effect applies to the targets and all of their gear, so long as it remains on their person. Thrown and missile weapons interact with gravity normally, but the disorientation caused by unfetter means the target takes a –4 penalty on such attacks. When a wordspell with this effect word ends, the targets fall to the ground unless they have some means of staying aloft.

#### REPULSE (GRAVITY)

**School** transmutation; **Level** cleric 9, druid 9, sorcerer/wizard 8, summoner 6, witch 8

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

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

**Target Restrictions** *burst* (emanation)

This effect word creates an area of impossible gravity, where all creatures and objects not securely fastened to the ground fall away from the center of the burst, to its exterior edge. Creatures inside the area when it forms are immediately moved toward its nearest edge. If, because of an obstacle, they cannot reach the edge, they strike the barrier and take falling damage. While a wordspell with this effect word persists, objects cannot enter the area unless they possess the ability to fly. Any flying creatures that rely on wings and enter the area must immediately make a DC 25 Fly skill check or be repelled by the area, unable to enter this turn. Missile weapons that pass through this area automatically miss their target. The caster is immune to this effect and may enter the area freely.

**Boost:** The caster may designate a number of creatures equal to his level that are not affected by the wordspell.

### Healing Words

Healing words knit the flesh and soothe the body, repairing even the most grievous harm.

#### SOOTHING TOUCH (HEALING)

**School** conjuration (healing); **Level** cleric 0, druid 0, inquisitor 0, paladin 1, witch 0

**Duration** instantaneous

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

**Target Restrictions** *personal, selected*

If the target of a wordspell with this effect word is dying, it is automatically stabilized.

**Boost:** The target of a wordspell with this effect word is cured of the shaken, sickened, or fatigued condition (caster's choice). Boosting this effect word increases its level by 1.

#### LESSER CURE (HEALING)

**School** conjuration (healing); **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 2, witch 1

**Duration** instantaneous

**Saving Throw** Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word is cured of 1d6 points of damage + 1 point per caster level (maximum +5). Undead are damaged by this effect word instead, but can attempt a Will save for half damage and spell resistance as normal.

**Boost:** The target is cured of 1d8 points of damage + 1 point per caster level (maximum +5).

#### MODERATE CURE (HEALING)

**School** conjuration (healing); **Level** alchemist 2, bard 2, cleric 2, druid 3, inquisitor 2, paladin 3, ranger 3, witch 2

**Duration** instantaneous

**Saving Throw** Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word is cured of 2d6 points of damage + 1 point per caster level (maximum +10). Undead are damaged by this effect word, but can attempt a Will save for half damage and spell resistance as normal.

**Boost:** The target is cured of 2d8 points of damage + 1 point per caster level (maximum +10).

#### GREATER CURE (HEALING)

**School** conjuration (healing); **Level** alchemist 3, bard 3, cleric 3, druid 4, inquisitor 3, paladin 4, ranger 4, witch 4

**Duration** instantaneous

**Saving Throw** Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word is cured of 3d6 points of damage + 1 point per caster level (maximum +15). Undead are damaged by this effect word, but can attempt a Will save for half damage and spell resistance as normal.

**Boost:** The target is cured of 3d8 points of damage + 1 point per caster level (maximum +15).

#### ELDER CURE (HEALING)

**School** conjuration (healing); **Level** alchemist 4, bard 4, cleric 4, druid 5, inquisitor 4, witch 5

**Duration** instantaneous

**Saving Throw** Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

**Target Restrictions** *personal, selected*

The target of a wordspell with this effect word is cured of 4d6 points of damage + 1 point per caster level (maximum +20). Undead are damaged by this effect word, but can attempt a Will save for half damage and spell resistance as normal.

**Boost:** The target is cured of 4d8 points of damage + 1 point per caster level (maximum +20).

**Illusion Words**

These words deceive the senses, leaving those that witness them unsure of the world around them.

**ECHO (ILLUSION)**

**School** illusion (figment); **Level** bard 0, sorcerer/wizard 0

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

**Saving Throw** Will disbelief; **Spell Resistance** no

**Target Restrictions** *burst* (emanation)

This effect word targets a single location, creating a sound that rises, recedes, or remains constant for the duration. The sound's volume increases with the caster's level. The base Perception DC to notice this sound is 0, but the DC is reduced by 1 per caster level (although it can be higher if the caster desires). This means that the sound starts out as loud as a creature talking, but by 10th level, it is as loud as creatures engaged in a noisy battle. The sound can resemble anything the caster desires, except it cannot replicate speech or language. Once cast, the type of sound within the emanation cannot be changed.

**GLIMMERING (ILLUSION)**

**School** illusion (figment); **Level** bard 2, sorcerer/wizard 3

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

**Saving Throw** Will disbelief; **Spell Resistance** no

**Target Restrictions** *burst* (emanation)

This effect word creates a visual illusion centered on a target space within range. The illusion must be contained within the burst radius. This illusion only contains visual elements, and while it can move, its movements are repeated once per round. It can otherwise have any appearance the caster desires. The caster can change the illusion's movements by concentrating, but it cannot leave its initial area.

**Illumination Words**

Illumination words can either create light or siphon it away, instead creating darkness.

**RADIANCE (ILLUMINATION)**

**School** evocation; **Level** bard 1, cleric 1, druid 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1

**Duration** 10 minutes/level

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

**Target Restrictions** *burst* (emanation)

The area of a wordspell with this effect word radiates light like a torch for the duration, shedding normal light in the wordspell's area and increasing the light level for an additional 20 feet by one step, up to normal light.

**GLOOM (ILLUMINATION)**

**School** evocation; **Level** bard 2, cleric 2, magus 2, sorcerer/wizard 2, witch 2

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *burst* (emanation)

The target of a wordspell with this effect word radiates darkness out to a range of 20 feet, negating all natural light sources and all magical light sources of a level lower than the wordspell. It reduces the natural light level by one step. A wordspell with this effect word has no effect on an area that is already dark.

**SUNSHINE (ILLUMINATION)**

**School** evocation; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

**Duration** 10 minutes/level

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

**Target Restrictions** *burst* (emanation)

The target of a wordspell with this effect word radiates shining white light for the duration of the spell, shedding bright light in the wordspell's area and increasing the light level for an additional 30 feet by one step, up to bright light. Creatures that take penalties in bright light take those penalties while in the wordspell's area, but it is not true sunlight and does not damage or destroy creatures vulnerable to real sunlight.

**Language Words**

Words from this family deal with language and help with communication.

**DECIPHER (LANGUAGE)**

**School** divination; **Level** alchemist 1, bard 0, cleric 0, druid 0, inquisitor 0, magus 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0

**Duration** 1 minute/level

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

**Target Restrictions** *personal*

The target of a wordspell with this effect word can read text written in one particular language, including the language of magic. The caster picks the language when the wordspell is cast. For the duration, the target can read that language as if fluent in it. If the caster chooses magic as the language, the target can decipher scrolls, glyphs, and other magic writing without triggering them. A wordspell with this effect word does not impart the ability to determine what a given language is based on its appearance; the caster must already know the



language or guess what language the writing is in to do so.

**Boost:** This effect word can use the *selected* target word. Boosting this effect word increases its level by 1.

#### TRANSLATE (LANGUAGE)

**School** divination; **Level** alchemist 3, bard 2, cleric 4, sorcerer/wizard 3, witch 3

**Duration** 10 minutes/level

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word can read, write, speak, and understand one particular language, chosen by the caster. The language can be any that the caster is aware of, even racial languages.

#### FAR CASTING (LANGUAGE)

**School** divination; **Level** bard 5, cleric 5, sorcerer/wizard 5, witch 5

**Duration** concentration

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

**Target Restrictions** *personal*

The target of a wordspell with this effect word can reach out to another willing creature that the target knows of and that is on the same plane of existence as the target. As long as the wordcaster concentrates, the target can communicate verbally with the willing creature, and the willing creature can communicate back. The target and the willing creature do not need to share a language to communicate in this way.

**Boost:** This word can use the *selected* target word. Boosting this effect word increases its level by 1.

### Life Words

Spells using these words can restore life to the dead and heal the most serious of afflictions.

#### PURIFY (LIFE)

**School** conjuration (healing); **Level** alchemist 4, bard 4, cleric 4, druid 4, inquisitor 4, paladin 4, ranger 4

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes (harmless)

**Target Restrictions** *personal, selected*

When a wordspell with this effect word is cast, the wordcaster chooses one type of affliction: curses, diseases, or poisons. The target of a wordspell with this effect word receives a new saving throw to immediately end all such afflictions of the chosen type currently affecting the target. The DC of this save is equal to the original DC of the affliction. The target must roll a saving throw for each affliction individually. If the affliction does not allow a saving throw, this effect word cannot remove that affliction.

Alternatively, a wordspell with this effect word can be used to remove 1d4 temporary negative levels possessed by the target, or 1 permanent negative level.

#### REVIVE (LIFE)

**School** conjuration (healing); **Level** cleric 5, druid 5, witch 5

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes (harmless)

**Target Restrictions** *selected*

This effect word restores life to a living creature that has died within up to 1 hour per caster level. The soul of the target receives a clear image of the caster, and can choose not to return, causing the wordspell to fail. If the soul is willing, the target does not receive a saving throw.

The target is restored to life with 1 hit point, unless another effect word adds to this total. In addition, the target loses 50% of any prepared spells or spell slots it had before it died (determined randomly). Coming back from the dead in this way is an ordeal, and the target gains three permanent negative levels from the experience (if the target does not have at least 4 Hit Dice, a wordspell with this effect word has no effect).

While this effect word undoes any mortal wounds the target might possess, its body must otherwise be whole for the effect word to function. Any missing parts are still missing when the creature is restored. Normal poisons and diseases are cured as well, but magical afflictions remain. Undead creatures are unaffected by a wordspell with this effect word, as are the dead bodies of creatures that were undead. Constructs and outsiders cannot be restored to life by this effect word. Targets that died as a result of old age cannot be restored to life by this effect word.

#### LIFE TOUCH (LIFE)

**School** conjuration (healing); **Level** cleric 8, witch 8

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes (harmless)

**Target Restrictions** *selected*

This effect word functions as *revive*, but it can be used on a creature that has been dead for up to 1 day per caster level. The creature is restored with half its original hit points, and its body does not need to be whole (just a piece of the creature is required). Any parts of the creature that were missing before its death are not restored by this effect word. The creature gains only one permanent negative level from being restored by this effect word, and this negative level fades after 24 hours (although it can be removed early as normal). The creature retains all of the prepared spells and slots it had when it died.

### Pain Words

The mere sound of these words causes agony in those unfortunate enough to hear them.

#### CRAMP (PAIN)

**School** necromancy; **Level** bard 0, cleric 0, inquisitor 0, sorcerer/wizard 0, witch 0

**Duration** 1 round

**Saving Throw** Fortitude negates; **Spell Resistance** yes  
The targets of a wordspell with this effect word have their base speed reduced by half (minimum 10 feet).

#### WRACK (PAIN)

**School** necromancy; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes  
The targets of a wordspell with this effect word are sickened.

#### TORTURE (PAIN)

**School** necromancy; **Level** bard 3, inquisitor 3, sorcerer/wizard 3, witch 3

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes  
The targets of a wordspell with this effect word are nauseated; they receive another save at the end of their turn to end this effect.

### Power Words

Perhaps the most primal effect words, power words draw upon raw magic, using it to cripple and even kill the wordcaster's foes.

#### BLIND (POWER)

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

**Duration** varies, see text

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

**Target Restrictions** *selected*

This effect word causes a living creature to become blinded, whether or not the creature can hear the wordspell. This effect word's duration depends on the target's current hit point total. Any creature that currently has 201 hit points or more is unaffected.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

#### STUN (POWER)

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8

**Duration** varies, see text

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

**Target Restrictions** *selected*

This effect word causes a living creature to become stunned, whether or not the creature can hear the wordspell with this effect word. This effect word's duration depends on the target's current hit point total. Any creature that currently has 151 hit points or more is unaffected.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

#### KILL (POWER)

**School** enchantment (compulsion) [death, mind-affecting]; **Level** sorcerer/wizard 9

**Duration** instantaneous

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

**Target Restrictions** *selected*

This effect word slays one living creature, whether or not the creature can hear the wordspell with this effect word. Any creature that currently has 101 hit points or more is unaffected.

### Sonic Words

Sonic words utilize sound to deafen and damage those that hear them.

#### DISCORDANT NOTE (SONIC)

**School** evocation [sonic]; **Level** bard 2, cleric 2, magus 2

**Duration** instantaneous

**Saving Throw** Fortitude half and partial; **Spell Resistance** yes

This effect word deals 1d4 points of sonic damage per caster level (maximum 5d4) and causes the targets to become staggered for 1 round. A successful Fortitude save halves the damage and negates the staggered condition.

#### SOUND BLAST (SONIC)

**School** evocation [sonic]; **Level** bard 4, magus 4, sorcerer/wizard 4

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of sonic damage per caster level (maximum 10d6).

#### DESTRUCTIVE VIBRATION (SONIC)

**School** evocation [sonic]; **Level** bard 6, sorcerer/wizard 7

**Duration** instantaneous, 1 round/level, see text

**Saving Throw** Fortitude half and negates; **Spell Resistance** yes

**Target Restrictions** *line*

This effect word deals 1d6 points of sonic damage per caster level (maximum 15d6) and causes the targets to become deafened for 1 round per level. A successful Fortitude save halves the damage and negates the deafened condition.

### Summoning Words

These words summon creatures from other planes of existence to do the caster's bidding.

#### SERVITOR I (SUMMONING)

**School** conjuration (summoning); **Level** bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1



**Duration** 1 round/level

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

**Target Restrictions** *selected*

A wordspell with this effect word summons a creature to do your bidding. This creature attacks your opponents to the best of its ability each turn if able. If you can communicate with the creature, you can direct its attacks or instruct it to perform other actions. A wordspell with this effect word summons one creature from Table 10–1 on pages 351–352 of the *Core Rulebook* from the 1st-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 on page 353 of the *Core Rulebook* from the 1st-level list.

A summoned creature cannot summon or conjure other creatures, nor can its use teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using a wordspell with this effect word cannot use spells or spell-like abilities with expensive material components.

If a wordspell with this effect word is used to summon a creature with an alignment or elemental subtype, it is a wordspell of that type. Creatures marked with an asterisk (\*) are summoned with the celestial template if you are good, and the fiendish template if you are evil. If you are neutral, you may choose which template to apply. Creatures summoned using a wordspell with this effect word that lack an alignment or elemental subtype always have an alignment that matches yours, regardless of their usual alignment.

If you combine this word with any other effect words, the summoned creature is the only target for these words. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR II (SUMMONING)

**School** conjuration (summoning); **Level** bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 2nd-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 2nd-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR III (SUMMONING)

**School** conjuration (summoning); **Level** bard 3, cleric 3, druid 3, ranger 3, sorcerer/wizard 3, witch 3

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 3rd-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 3rd-level list. If the target word is boosted, a spell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR IV (SUMMONING)

**School** conjuration (summoning); **Level** bard 4, cleric 4, druid 4, ranger 4, sorcerer/wizard 4, summoner 3, witch 4

**Duration** 1 round/level

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

**Target Restrictions** *selected*





This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 4th-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 4th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR V (SUMMONING)

**School** conjuration (summoning); **Level** bard 5, cleric 5, druid 5, sorcerer/wizard 5, witch 5

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 5th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 5th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR VI (SUMMONING)

**School** conjuration (summoning); **Level** bard 6, cleric 6, druid 6, sorcerer/wizard 6, summoner 4, witch 6

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 6th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 6th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR VII (SUMMONING)

**School** conjuration (summoning); **Level** cleric 7, druid 7, sorcerer/wizard 7, summoner 5, witch 7

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 7th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 7th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR VIII (SUMMONING)

**School** conjuration (summoning); **Level** cleric 8, druid 8, sorcerer/wizard 8, witch 8

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I*, except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 8th-level list. If a wordspell with this effect spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 8th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

#### SERVITOR IX (SUMMONING)

**School** conjuration (summoning); **Level** cleric 9, druid 9, sorcerer/wizard 9, summoner 6, witch 9

**Duration** 1 round/level

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

**Target Restrictions** *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 9th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 9th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

### Teleportation Words

Teleportation words transport the targets to other places, or even other planes of existence.

#### DIMENSIONAL HOP (TELEPORTATION)

**School** conjuration (teleportation); **Level** bard 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3

**Duration** instantaneous

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

**Target Restrictions** *selected*

A wordspell with this effect word teleports willing targets to another location within line of sight of the wordcaster and within range of the wordspell.

#### DIMENSIONAL JUMP (TELEPORTATION)

**School** conjuration (teleportation); **Level** magus 5, sorcerer/wizard 5, summoner 5, witch 5

**Duration** instantaneous

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

**Target Restrictions** *selected*

A wordspell with this effect word teleports willing targets to another location on the same plane of existence. The wordcaster must be one of the targets of a wordspell with this effect word and the destination must be a place he has visited in the past.

#### DIMENSIONAL SHIFT (TELEPORTATION)

**School** conjuration (teleportation); **Level** cleric 5, sorcerer/wizard 7, witch 7



**Duration** instantaneous

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

**Target Restrictions** *selected*

A wordspell with this effect word teleports willing targets to another plane of existence. The caster must be one of the targets of a wordspell with this effect word. The wordcaster cannot precisely control the destination, except for specifying the plane and having the targets arrive within 5–500 miles of the intended location.

#### DIMENSIONAL GATE (TELEPORTATION)

**School** conjuration (teleportation); **Level** cleric 8, sorcerer/wizard 9

**Duration** 1 round/level

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

**Target Restrictions** *burst* (emanation)

A wordspell with this effect word creates a gateway between the wordcaster's current plane and another plane of existence. While this gate is open, creatures, spells, effects, and objects from either plane can freely pass between the planes through the gateway, which takes the form of an archway dividing the emanation in half. The wordcaster cannot control the destination on the other plane and the target will arrive within 5–500 miles of the intended location.

### Time Words

Spells containing time words alter the flow of time, speeding it up or slowing it down.

#### FLEET (TIME)

**School** transmutation; **Level** druid 1, ranger 1

**Duration** 1 hour/level

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

**Target Restrictions** *personal*

The target of a wordspell with this effect word has its base land speed increased by 10 feet for the duration of this effect word.

#### DASH (TIME)

**School** transmutation; **Level** alchemist 1, bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1

**Duration** 1 minute/level

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

**Target Restrictions** *personal*

The target of a wordspell with this effect word has its base land speed increased by 30 feet for the duration of this effect word.

#### ACCELERATE (TIME)

**School** transmutation; **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2

**Duration** 1 round/level

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word can take one additional move action each turn. This move action can come before, after, or between other actions, but not during a full-round action.

**Boost:** If the target takes a full-attack action, it can, instead of taking an extra move action, make one additional attack at its highest attack bonus.

#### DECELERATE (TIME)

**School** transmutation; **Level** bard 2, magus 2, sorcerer/wizard 2, summoner 2

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word is staggered for this effect word's duration. The target is allowed a new saving throw against this effect word at the end of each of its turns; a successful save ends the duration of this effect word.

**Boost:** The target of a wordspell with this effect word does not receive any additional saving throws to end the effect. If the target fails the first saving throw, it is staggered for the entire duration.

#### PREDICT (TIME)

**School** divination; **Level** cleric 2, witch 2

**Duration** instantaneous

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

**Target Restrictions** *personal*

The target of a wordspell with this effect word is cast (maximum once per round) can look into the future of one particular action that will happen within the next hour and determine whether or not it is likely to have good or bad results. This prediction is not guaranteed; there is only a 70% chance of receiving an accurate prediction + 1% per caster level. If this check fails, the results are incorrect. The only information the target receives is “weal” for a good outcome, “woe” for a bad outcome, or both for outcomes that are both good and bad, or that are or neutral in regard to the caster. Additional castings concerning the same course of action always reveal the same results.

#### BORROW FUTURE (TIME)

**School** transmutation; **Level** alchemist 4, bard 4, magus 4, sorcerer/wizard 4, summoner 4

**Duration** instantaneous

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

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes either a standard action and a move action or a full-round action immediately after a wordspell with this effect word is cast (maximum once per round). The target skips its next turn,

but any effects that would occur on its turn or spell effects that would expire on its turn occur normally. The target is not helpless on its next turn, but can take no actions.

**Boost:** Instead of losing its next turn, the target of a wordspell with this effect word is staggered on its next turn.

#### CONTROL TIME (TIME)

**School** transmutation; **Level** sorcerer/wizard 9

**Duration** instantaneous

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

**Target Restrictions** *selected*

Time around the target of a wordspell with this effect word comes to a halt, allowing the target to take 1d4 standard actions before time resumes. All other creatures and objects are immune to the target during these additional actions. Other creatures cannot even be targeted while time is stopped in this way. The target can cast spells and use items on his person at the time of the casting as normal.

#### Wall Words

Wall words create large barriers that impede and harm those who pass through them.

#### WIND WALL (WALL)

**School** evocation [air]; **Level** cleric 3, druid 3, magus 3, ranger 3, sorcerer/wizard 3, summoner 3

**Duration** 1 round/level

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

**Target Restrictions** *barrier*

This effect word creates a vertical wall of swirling wind. This wind does not obscure sight, but missile weapons that pass through the wall automatically miss (with the exception of large missiles, such as giant-thrown rocks and siege weapons). Creatures that pass through the wall treat it as difficult terrain and must make a DC 10 Strength check. Failure indicates that the creature cannot pass through the wall this round, but may try again in future rounds. Gases, gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall.

#### FIRE WALL (WALL)

**School** evocation [fire]; **Level** druid 4, magus 4, sorcerer/wizard 4, summoner 4

**Duration** 1 round/level

**Saving Throw** Reflex half; **Spell Resistance** yes

**Target Restrictions** *barrier*

This effect word creates a vertical wall of crackling flame. Creatures in the space of the wall when it forms or that

attempt to pass through the wall take 2d6 points of fire damage + 1 point of fire damage per level of the wordcaster (maximum +20). A Reflex save halves this damage. The wall blocks line of sight.

#### ICE WALL (WALL)

**School** evocation [cold]; **Level** druid 4, magus 4, sorcerer/wizard 4, summoner 4

**Duration** 1 round/level

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

**Target Restrictions** *barrier*

This effect word creates a vertical wall of solid ice. The wall must be a smooth, uninterrupted surface when formed. The wall is 1 inch thick per caster level and has 3 hit points per inch of thickness. The wall blocks line of sight.

#### STONE WALL (WALL)

**School** conjuration (creation); **Level** cleric 5, druid 6, magus 5, sorcerer/wizard 5, summoner 5

**Duration** 1 round/level

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

**Target Restrictions** *barrier*

This effect word creates a vertical wall of solid stone. The wall must be a smooth, uninterrupted surface when formed. The wall is 1 inch thick per caster level, has hardness 8, and has 15 hit points per inch of thickness. The wall blocks line of sight.

#### BLADE WALL (WALL)

**School** conjuration (creation); **Level** cleric 6, summoner 5

**Duration** 1 round/level

**Saving Throw** Reflex half; **Spell Resistance** yes

**Target Restrictions** *barrier*

This effect word creates a vertical wall of whirling blades that deals 1d6 points of damage per level to any creature that comes in contact with it. If a creature is in the area of the wall when it forms, that creature can make a Reflex save to avoid the damage entirely. Creatures that pass through the wall can make a Reflex save to halve the damage. Regardless of the outcome of their roll, they still move through the wall. This wall provides cover to creatures on the other side, but does not block line of sight.

#### Weather Words

Words from the weather family control the forces of nature, summoning wind, rain, and snow.

#### FOG BANK (WEATHER)

**School** conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1





**Duration** 1 minute/level (D)

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

**Target Restrictions** *barrier, burst* (emanation)

This effect word creates a thick fog in its area of effect. It obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, whereas creatures farther away have total concealment. A moderate wind or fire effect removes the fog in the affected area. The fog is stationary.

**Boost:** If a wordspell with this effect word uses the *burst* target word, it can be directed to move up to 10 feet each round by the caster as a swift action.

#### WIND BLAST (WEATHER)

**School** evocation [air]; **Level** druid 2, sorcerer/wizard 3

**Duration** 1 round

**Saving Throw** Fortitude negates; **Spell Resistance** yes

**Target Restrictions** *line*

This effect word creates a blast of air that can knock over or hinder those in its path. When a wordspell with this effect word is cast, any Large or smaller creature within the area of the wordspell must make a Fortitude save or be knocked prone and pushed back 10 feet. Any creature wishing to move through the line of air must make a DC 20 Strength check. Failure means the creature wastes 5 feet of movement, but is otherwise unhindered and can continue to move (so long as it does not move through the line of air). The DC increases to 30 if the creature attempts to move toward the source of the wind. Flying creatures take a -4 penalty on saves and Strength checks made against this effect.

#### BLIZZARD (WEATHER)

**School** conjuration (creation); **Level** druid 3, magus 3, sorcerer/wizard 3, witch 3

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

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

**Target Restrictions** *burst* (emanation)

This effect word causes heavy snow to fall in the area of effect. This provides concealment as the *fog bank* effect word, but it cannot be removed by wind. In addition, the ground in the area of effect is treated as difficult terrain for the duration and as being very slippery for the purposes of Acrobatics and Climb skill checks.

**Boost:** Each creature in the area of effect takes 2d6 points of cold damage each round at the end of its turn. Boosting this effect word increases its level by 1.

#### STORM MASTER (WEATHER)

**School** transmutation; **Level** cleric 7, druid 7, sorcerer/wizard 7, witch 7

**Duration** 1 hour/level (D)

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

**Target Restrictions** *personal*

A word spell with this effect word grants the target the ability

to alter the weather around it in a 1-mile radius. The target can change the conditions by shifting the weather one step at a time up or down a scale of weather effects. The scale is as follows: freezing cold, blizzard, snow, cold rain, cold wind, calm, warm wind, warm rain, thunderstorm, tornado, extreme heat. Each change takes 10 minutes to fully take effect. Thus if the weather currently features warm wind and the caster wanted to change that to cold wind, she would need to first change the weather to calm, and then to cold wind. The target cannot control the specifics of the weather, merely what type of weather is occurring (the target cannot, for example, make lightning strike a house, but it can cause lightning to strike within the area).

**Boost:** Each change in the weather takes only 5 minutes.

#### Wounding Words

Wounding words afflict the target with cuts and bruises, causing pain and tearing at its flesh.

#### BLEEDING WOUNDS (WOUNDING)

**School** necromancy; **Level** cleric 0, inquisitor 0, sorcerer/wizard 0, witch 0

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

**Target Restrictions** *selected*

If the target of a wordspell with this effect word is dying, it takes 1 hit point of bleed damage each turn.

**Boost:** The target of a wordspell with this effect takes 1d3 hit points of bleed damage. Boosting this effect word increases its level by 1.

#### LESSER WOUND (WOUNDING)

**School** necromancy; **Level** cleric 1, inquisitor 1, witch 1

**Duration** instantaneous

**Saving Throw** Will half; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes 1d6 points of damage + 1 point per wordcaster level (maximum +5). Undead are instead healed by this effect and do not receive a saving throw or spell resistance.

**Boost:** The target of a wordspell with this effect takes 1d8 points of damage + 1 point per wordcaster level (maximum +5).

#### MODERATE WOUND (WOUNDING)

**School** necromancy; **Level** cleric 2, inquisitor 2, witch 2

**Duration** instantaneous

**Saving Throw** Will half; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes 2d6 points of damage + 1 point per wordcaster level (maximum +10). Undead are instead healed by this wordspell and do not receive a saving throw or spell resistance.

**Boost:** The target takes 2d8 points of damage + 1 point per caster level (maximum +10).

### GREATER WOUND (WOUNDING)

**School** necromancy; **Level** cleric 3, inquisitor 3, witch 3

**Duration** instantaneous

**Saving Throw** Will half; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes 3d6 points of damage + 1 point per wordcaster level (maximum +15). Undead are instead cured by this effect and do not receive a saving throw or spell resistance.

**Boost:** The target takes 3d8 points of damage + 1 point per caster level (maximum +15).

### ELDER WOUND (WOUNDING)

**School** necromancy; **Level** cleric 4, inquisitor 4, witch 4

**Duration** instantaneous

**Saving Throw** Will half; **Spell Resistance** yes

**Target Restrictions** *selected*

The target of a wordspell with this effect word takes 4d6 points of damage + 1 point per wordcaster level (maximum +20). Undead are instead healed by this effect and do not receive a saving throw or spell resistance.

**Boost:** The target takes 4d8 points of damage + 1 point per caster level (maximum +20).

## META WORDS

These words specifically modify other word elements. Meta words use the following format.

**Name:** This is the name of the meta word.

**Level:** This line lists the minimum level of a wordspell that can contain this meta word. Spells of a lower level cannot use this meta word.

### WORDSPELL. BOOST

**Level** 0

This meta word allows an effect or target word to use its boosted description. Some boosted descriptions increase the level of the effect word or target word, and can only be used if the wordspell is of a high enough level to accommodate the new level. If a word has more than one boosted description, the caster can choose which to use (but never more than one per word). This meta word can be applied to a spell multiple times—once to the target word and once for each effect word.

### CAREFUL

**Level** 1

A wordspell with this meta word does not require a somatic component.

### DISTANT

**Level** 0

This word increases a wordspell's range, as determined by

its target word. If the word has a close range, it increases to medium (100 ft. + 10 ft./level). If the word has a medium range, it increases to long (400 ft. + 40 ft./level). This word has no effect on target words with a range other than close or medium.

### IRRESISTIBLE

**Level** 5

Targets of a wordspell with this meta word must roll their saving throws twice and take the worse result. This meta word increases the level of all the effect words in the wordspell that allow a saving throw by two levels.

### LENGTHY

**Level** 0

A wordspell with this meta word doubles its duration. This meta word has no affect on effect words with a duration of instantaneous. The effect of this word does not stack with the effect of the Extend Spell feat.

### MANIFESTATION

**Level** 4

This word changes the saving throw type of certain effect words used in this spell. If the effect word requires a Will saving throw, it instead requires a Fortitude saving throw. This change does not affect whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

### MIND WARP

**Level** 4

This word changes the saving throw type of certain effect words used in this spell. If the effect word requires a Fortitude saving throw, it instead requires a Will saving throw. This change does not affect whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

### PENETRATING

**Level** 5

The caster of a wordspell containing this meta word can roll twice to overcome any spell resistance the targets might possess, taking the better result. This meta word increases the level of all of the effect words in the spell that allow for spell resistance by one level. It can modify a target word or an effect word.

### QUIET

**Level** 1

A wordspell with this meta word does not require a verbal component. This meta word can modify a target word or an effect word.

### SIMPLE

**Level** 1



A wordspell with this meta word does not require a material component. This meta word can modify a target word or an effect word.

## CLASS WORD LISTS

Words marked with an asterisk (\*) are boosted versions of lower level words. A wordcaster only needs to learn the base version of a word in order to be able to cast its boosted versions.

## ALCHEMIST WORDS

### 1st-Level Alchemist Words

*Dash* (Time), *Decipher* (Language), *Fade* (Concealing), *Force Shield* (Armor), *Fortify* (Body), *Glide* (Flight), *Lesser Cure* (Healing)

### 2nd-Level Alchemist Words

*Accelerate*(Time), *Decipher\** (Language), *Disappear*(Concealing), *Energy Resistance* (Body), *Enhance Form* (Body), *Float* (Flight), *Moderate Cure* (Healing), *Sense Hidden* (Detection), *Sense Thoughts*(Detection)

### 3rd-Level Alchemist Words

*Altered Form* (Change), *Greater Cure* (Healing), *Soar* (Flight), *Translate* (Language)

### 4th-Level Alchemist Words

*Altered Form\** (Change), *Bestial Form* (Change), *Borrow Future* (Time), *Disappear\** (Concealing), *Elder Cure* (Healing), *Perfect Form* (Body), *Purify* (Life)

### 5th-Level Alchemist Words

*Bestial Form\** (Change), *Monstrous Form* (Change), *Resist Arcana* (Dispelling)

### 6th-Level Alchemist Words

*Energy Immunity* (Body), *Monstrous Form\** (Change), *Sense Hidden\** (Detection)

## BARD WORDS

### 0-Level Bard Words

*Beacon* (Divination), *Cramp* (Pain), *Decipher* (Language), *Echo* (Illusion), *Lift* (Gravity), *Sense Magic* (Detection)

### 1st-Level Bard Words

*Dash* (Time), *Decipher\** (Language), *Fade* (Concealing), *Friendship* (Command), *Glide* (Flight), *Lesser Cure* (Healing), *Radiance* (Illumination), *Servitor I* (Summoning), *Simple Order* (Command), *Spook* (Fear), *Wrack* (Pain)

### 2nd-Level Bard Words

*Accelerate*(Time), *Decelerate*(Time), *Disappear*(Concealing), *Discordant Note* (Sonic), *Enhance Form* (Body), *Float*

(Flight), *Glimmering* (Illusion), *Gloom* (Illumination), *Moderate Cure* (Healing), *Paralyze Humanoid* (Binding), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Translate* (Language)

### 3rd-Level Bard Words

*Complex Order*(Command), *Damage*(Destruction), *Dimensional Hop* (Teleportation), *Far Sight* (Divination), *Greater Cure* (Healing), *Servitor III* (Summoning), *Sunshine* (Illumination), *Suppress\**(Dispelling), *Terror*(Fear), *Torture* (Pain)

### 4th-Level Bard Words

*Borrow Future* (Time), *Crush Will* (Command), *Disappear\** (Concealing), *Elder Cure* (Healing), *Paralyze Creature* (Binding), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning), *Simple Order\** (Command), *Sound Blast* (Sonic), *Unseen Shell* (Concealing)

### 5th-Level Bard Words

*Far Casting* (Language), *Far Sight\** (Divination), *Servitor V* (Summoning), *Unmake*(Dispelling)

### 6th-Level Bard Words

*Destructive Vibration* (Sonic), *Far Casting\** (Language), *Locate* (Divination), *Sense Hidden\** (Detection), *Servitor VI* (Summoning), *Unseen Shell\** (Concealing)

## CLERIC/ORACLE WORDS

### 0-Level Cleric/Oracle Words

*Bleeding Wounds* (Wounding), *Cramp* (Pain), *Decipher* (Language), *Force Block* (Armor), *Sense Magic* (Detection), *Soothing Touch* (Healing)

### 1st-Level Cleric/Oracle Words

*Alignment Shield* (Alignment), *Decipher\** (Language), *Fog Bank* (Weather), *Force Block\** (Armor), *Fortify* (Body), *Lesser Cure* (Healing), *Lesser Wound* (Wounding), *Radiance* (Illumination), *Sense Alignment* (Detection), *Servitor I* (Summoning), *Simple Order* (Command), *Soothing Touch\** (Healing), *Spook* (Fear), *Wrack* (Pain)

### 2nd-Level Cleric/Oracle Words

*Discordant Note* (Sonic), *Energy Resistance* (Body), *Enhance Form* (Body), *Gloom* (Illumination), *Moderate Cure* (Healing), *Moderate Wound* (Wounding), *Paralyze Humanoid* (Binding), *Predict* (Time), *Sense Alignment\** (Detection), *Sense Hidden* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Undeath* (Death)

### 3rd-Level Cleric/Oracle Words

*Damage* (Destruction), *Far Sight* (Divination), *Force Armor* (Armor), *Greater Cure* (Healing), *Greater Wound* (Wounding),

*Sense Alignment\** (Detection), *Servitor III* (Summoning), *Sunshine* (Illumination), *Suppress\** (Dispelling), *Wind Wall* (Wall)

#### 4th-Level Cleric/Oracle Words

*Elder Cure* (Healing), *Elder Wound* (Wounding), *Grave Bane* (Death), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning), *Simple Order\** (Command), *Soar* (Flight), *Translate* (Language)

#### 5th-Level Cleric/Oracle Words

*Alignment Assault* (Alignment), *Cinder Storm* (Fire), *Dimensional Shift* (Teleportation), *Far Casting* (Language), *Far Sight\** (Divination), *Resist Arcana* (Dispelling), *Revive* (Life), *Servitor V* (Summoning), *Stone Wall* (Wall), *Unmake* (Dispelling)

#### 6th-Level Cleric/Oracle Words

*Blade Wall* (Wall), *Energy Immunity* (Body), *Far Casting\** (Language), *Locate* (Divination), *Sense Hidden\** (Detection), *Servitor VI* (Summoning), *Slay* (Death)

#### 7th-Level Cleric/Oracle Words

*Servitor VII* (Summoning), *Storm Master* (Weather)

#### 8th-Level Cleric/Oracle Words

*Alignment Aura* (Alignment), *Dimensional Gate* (Teleportation), *Life Touch* (Life), *Negation* (Dispelling), *Rumble* (Destruction), *Servitor VIII* (Summoning)

#### 9th-Level Cleric/Oracle Words

*Catastrophe* (Destruction), *Repulse* (Gravity), *Servitor IX* (Summoning)

### DRUID WORDS

#### 0-Level Druid Words

*Acid Burn* (Acid), *Beacon* (Divination), *Cold Snap* (Cold), *Decipher* (Language), *Flame Jet* (Fire), *Sense Magic* (Detection), *Soothing Touch* (Healing), *Spark* (Electricity)

#### 1st-Level Druid Words

*Decipher\** (Language), *Fleet* (Time), *Fog Bank* (Weather), *Lesser Cure* (Healing), *Nature's Calm* (Animal), *Radiance* (Illumination), *Servitor I* (Summoning), *Soothing Touch\** (Healing)

#### 2nd-Level Druid Words

*Burning Flash* (Fire), *Energy Resistance* (Body), *Enhance Form* (Body), *Frost Fingers* (Cold), *Servitor II* (Summoning), *Suppress* (Dispelling), *Wild Lure* (Animal), *Wind Blast* (Weather)

#### 3rd-Level Druid Words

*Altered Form* (Change), *Blizzard* (Weather), *Burning Flash\** (Fire), *Far Sight* (Divination), *Lightning Blast* (Electricity), *Moderate Cure* (Healing), *Servitor III* (Summoning), *Sunshine* (Illumination), *Suppress\** (Dispelling), *Wind Wall* (Wall)

#### 4th-Level Druid Words

*Altered Form\** (Change), *Bestial Form* (Change), *Blizzard\** (Weather), *Fire Wall* (Wall), *Greater Cure* (Healing), *Ice Blast* (Cold), *Ice Wall* (Wall), *Nature's Command* (Animal), *Paralyze Creature* (Binding), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning)



#### 5th-Level Druid Words

*Ball Lightning* (Electricity), *Bestial Form\** (Change), *Cinder Storm* (Fire), *Elder Cure* (Healing), *Far Sight\** (Divination), *Grave Bane* (Death), *Monstrous Form* (Change), *Revive* (Life), *Servitor V* (Summoning), *Unmake* (Dispelling)

#### 6th-Level Druid Words

*Energy Immunity* (Body), *Locate* (Divination), *Monstrous Form\** (Change), *Servitor VI* (Summoning), *Stone Wall* (Wall)

#### 7th-Level Druid Words

*Servitor VII* (Summoning), *Slay* (Death), *Storm Master* (Weather), *Unfetter* (Gravity)



#### 8th-Level Druid Words

*Inferno* (Fire), *Rumble* (Destruction), *Servitor VIII* (Summoning), *Thunder Strike* (Electricity), *Winter's Wrath* (Cold)

#### 9th-Level Druid Words

*Catastrophe* (Destruction), *Repulse* (Gravity), *Servitor IX* (Summoning), *True Fire* (Fire)

### INQUISITOR WORDS

#### 0-Level Inquisitor Words

*Acid Burn* (Acid), *Bleeding Wounds* (Wounding), *Cramp* (Pain), *Decipher* (Language), *Sense Magic* (Detection), *Soothing Touch* (Healing)

#### 1st-Level Inquisitor Words

*Alignment Shield* (Alignment), *Dash* (Time), *Decipher\** (Language), *Fade* (Concealing), *Fortify* (Body), *Lesser Cure* (Healing), *Lesser Wound* (Wounding), *Radiance* (Illumination), *Sense Alignment* (Detection), *Simple Order* (Command), *Soothing Touch\** (Healing), *Spook* (Fear), *Wrack* (Pain)

# WORDS OF POWER



## 2nd-Level Inquisitor Words

*Burning Flash* (Fire), *Disappear* (Concealing), *Energy Resistance* (Body), *Moderate Cure* (Healing), *Moderate Wound* (Wounding), *Paralyze Humanoid* (Binding), *Sense Alignment\** (Detection), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Suppress* (Dispelling)

## 3rd-Level Inquisitor Words

*Burning Flash\** (Fire), *Greater Cure* (Healing), *Greater Wound* (Wounding), *Sense Alignment\** (Detection), *Suppress\** (Dispelling), *Torture* (Pain)

## 4th-Level Inquisitor Words

*Disappear\** (Concealing), *Elder Cure* (Healing), *Elder Wound* (Wounding), *Paralyze Creature* (Binding), *Purify* (Life), *Simple Order\** (Command), *Terror* (Fear)

## 5th-Level Inquisitor Words

*Alignment Assault* (Alignment), *Cinder Storm* (Fire), *Grave Bane* (Death), *Resist Arcana* (Dispelling)

## 6th-Level Inquisitor Words

*Energy Immunity* (Body), *Locate* (Divination), *Sense Hidden\** (Detection), *Unmake* (Dispelling)

## MAGUS WORDS

### 0-Level Magus Words

*Acid Burn* (Acid), *Cold Snap* (Cold), *Decipher* (Language), *Flame Jet* (Fire), *Force Block* (Armor), *Lift* (Gravity), *Sense Magic* (Detection), *Spark* (Electricity)

### 1st-Level Magus Words

*Burning Flash* (Fire), *Dash* (Time), *Decipher\** (Language), *Fade* (Concealing), *Force Block\** (Armor), *Force Shield* (Armor), *Glide* (Flight), *Radiance* (Illumination), *Shock Arc* (Electricity)

### 2nd-Level Magus Words

*Accelerate* (Time), *Burning Flash\** (Fire), *Corrosive Bolt* (Acid), *Decelerate* (Time), *Disappear* (Concealing), *Discordant Note* (Sonic), *Enhance Form* (Body), *Float* (Flight), *Force Bolt* (Force), *Frost Fingers* (Cold), *Gloom* (Illumination), *Suppress* (Dispelling)

### 3rd-Level Magus Words

*Altered Form* (Change), *Blizzard* (Weather), *Dimensional Hop* (Teleportation), *Fire Blast* (Fire), *Force Armor* (Armor), *Lightning Blast* (Electricity), *Soar* (Flight), *Suppress\** (Dispelling), *Wind Wall* (Wall)

### 4th-Level Magus Words

*Acid Wave* (Acid), *Altered Form\** (Change), *Bestial Form* (Change), *Blizzard\** (Weather), *Borrow Future* (Time), *Disappear\**

(Concealing), *Fire Wall* (Wall), *Ice Blast* (Cold), *Ice Wall* (Wall), *Life Leech* (Death), *Perfect Form* (Body), *Sound Blast* (Sonic)

## 5th-Level Magus Words

*Ball Lightning* (Electricity), *Bestial Form\** (Change), *Cinder Storm* (Fire), *Dimensional Jump* (Teleportation), *Force Blast* (Force), *Monstrous Form* (Change), *Stone Wall* (Wall)

## 6th-Level Magus Words

*Force Ward* (Armor), *Monstrous Form\** (Change), *Unmake* (Dispelling)

## PALADIN WORDS

### 1st-Level Paladin Words

*Alignment Shield* (Alignment), *Decipher* (Language), *Fortify* (Body), *Lesser Cure* (Healing), *Sense Alignment* (Detection), *Soothing Touch* (Healing)

### 2nd-Level Paladin Words

*Decipher\** (Language), *Energy Resistance* (Body), *Enhance Form* (Body), *Sense Alignment\** (Detection), *Soothing Touch\** (Healing), *Suppress* (Dispelling)

### 3rd-Level Paladin Words

*Moderate Cure* (Healing), *Sense Alignment\** (Detection), *Sunshine* (Illumination), *Suppress\** (Dispelling)

### 4th-Level Paladin Words

*Alignment Assault* (Alignment), *Grave Bane* (Death), *Greater Cure* (Healing), *Purify* (Life)

## RANGER WORDS

### 1st-Level Ranger Words

*Beacon* (Divination), *Decipher* (Language), *Energy Resistance* (Body), *Fleet* (Time), *Fortify* (Body), *Nature's Calm* (Animal), *Servitor I* (Summoning)

### 2nd-Level Ranger Words

*Decipher\** (Language), *Enhance Form* (Body), *Lesser Cure* (Healing), *Servitor II* (Summoning), *Wild Lure* (Animal)

### 3rd-Level Ranger Words

*Moderate Cure* (Healing), *Servitor III* (Summoning), *Wind Wall* (Wall)

### 4th-Level Ranger Words

*Greater Cure* (Healing), *Nature's Command* (Animal), *Purify* (Life), *Servitor IV* (Summoning)

## SORCERER/WIZARD WORDS

### 0-Level Sorcerer/Wizard Words

*Acid Burn* (Acid), *Bleeding Wounds* (Wounding), *Cold Snap* (Cold), *Cramb* (Pain), *Decipher* (Language), *Echo* (Illusion),





*Flame Jet* (Fire), *Force Block* (Armor), *Lift* (Gravity), *Sense Magic* (Detection), *Spark* (Electricity)

### 1st-Level Sorcerer/Wizard Words

*Alignment Shield* (Alignment), *Burning Flash* (Fire), *Dash* (Time), *Decipher\** (Language), *Fade* (Concealing), *Fog Bank* (Weather), *Force Block\** (Armor), *Force Shield* (Armor), *Fortify* (Body), *Friendship* (Command), *Glide* (Flight), *Lock Ward* (Binding), *Radiance* (Illumination), *Servitor I* (Summoning), *Shock Arc* (Electricity), *Simple Order* (Command), *Spook* (Fear), *Wrack* (Pain)

### 2nd-Level Sorcerer/Wizard Words

*Accelerate* (Time), *Burning Flash\** (Fire), *Corrosive Bolt* (Acid), *Damage* (Destruction), *Decelerate* (Time), *Disappear* (Concealing), *Energy Resistance* (Body), *Enhance Form* (Body), *Float* (Flight), *Force Bolt* (Force), *Frost Fingers* (Cold), *Gloom* (Illumination), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling)

### 3rd-Level Sorcerer/Wizard Words

*Altered Form* (Change), *Blizzard* (Weather), *Complex Order* (Command), *Dimensional Hop* (Teleportation), *Far Sight* (Divination), *Fire Blast* (Fire), *Force Armor* (Armor), *Glimmering* (Illusion), *Lightning Blast* (Electricity), *Paralyze Humanoid* (Binding), *Servitor III* (Summoning), *Soar* (Flight), *Sunshine* (Illumination), *Suppress\** (Dispelling), *Torture* (Pain), *Translate* (Language), *Undeath* (Death), *Wind Blast* (Weather), *Wind Wall* (Wall)

### 4th-Level Sorcerer/Wizard Words

*Acid Wave* (Acid), *Altered Form\** (Change), *Bestial Form* (Change), *Blizzard\** (Weather), *Borrow Future* (Time), *Disappear\** (Concealing), *Fire Wall* (Wall), *Ice Blast* (Cold), *Ice Wall* (Wall), *Life Leech* (Death), *Perfect Form* (Body), *Servitor IV* (Summoning), *Simple Order\** (Command), *Sound Blast* (Sonic), *Terror* (Fear), *Unseen Shell* (Concealing)

### 5th-Level Sorcerer/Wizard Words

*Ball Lightning* (Electricity), *Bestial Form\** (Change), *Cinder Storm* (Fire), *Crush Will* (Command), *Dimensional Jump* (Teleportation), *Far Casting* (Language), *Far Sight\** (Divination), *Force Blast* (Force), *Monstrous Form* (Change), *Paralyze Creature* (Binding), *Servitor V* (Summoning), *Stone Wall* (Wall), *Unmake* (Dispelling)

### 6th-Level Sorcerer/Wizard Words

*Energy Immunity* (Body), *Far Casting\** (Language), *Force Ward* (Armor), *Monstrous Form\** (Change), *Negation* (Dispelling),

*Resist Arcana* (Dispelling), *Sense Hidden\** (Detection), *Servitor VI* (Summoning), *Slay* (Death), *Unfetter* (Gravity), *Unseen Shell\** (Concealing)

### 7th-Level Sorcerer/Wizard Words

*Blind* (Power), *Caustic Cloud* (Acid), *Destructive Vibration* (Sonic), *Dimensional Shift* (Teleportation), *Horror* (Fear), *Servitor VII* (Summoning), *Storm Master* (Weather)

### 8th-Level Sorcerer/Wizard Words

*Inferno* (Fire), *Permanent Paralysis* (Binding), *Repulse* (Gravity), *Servitor VIII* (Summoning), *Stun* (Power), *Thunder Strike* (Electricity), *Winter's Wrath* (Cold)

### 9th-Level Sorcerer/Wizard Words

*Control Time* (Time), *Dimensional Gate* (Teleportation), *Kill* (Power), *Life Leech\** (Death), *Servitor IX* (Summoning), *True Fire* (Fire)



## SUMMONER WORDS

### 0-Level Summoner Words

*Acid Burn* (Acid), *Decipher* (Language), *Force Block* (Armor), *Lift* (Gravity), *Sense Magic* (Detection)

### 1st-Level Summoner Words

*Dash* (Time), *Decipher\** (Language), *Fade* (Concealing), *Force Block\** (Armor), *Force Shield* (Armor), *Fortify* (Body), *Glide* (Flight), *Servitor I* (Summoning)

### 2nd-Level Summoner Words

*Accelerate* (Time), *Decelerate* (Time), *Disappear* (Concealing), *Energy Resistance* (Body), *Enhance Form* (Body), *Float* (Flight), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling)

### 3rd-Level Summoner Words

*Dimensional Hop* (Teleportation), *Servitor IV* (Summoning), *Soar* (Flight), *Suppress\** (Dispelling), *Wind Wall* (Wall)

### 4th-Level Summoner Words

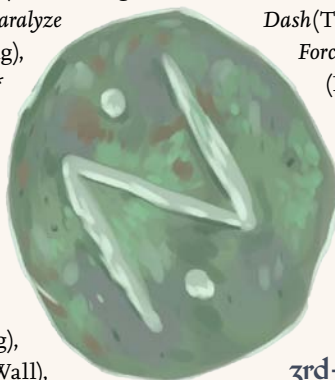
*Borrow Future* (Time), *Disappear\** (Concealing), *Fire Wall* (Wall), *Ice Wall* (Wall), *Perfect Form* (Body), *Servitor VI* (Summoning)

### 5th-Level Summoner Words

*Blade Wall* (Wall), *Cinder Storm* (Fire), *Dimensional Jump* (Teleportation), *Nature's Command* (Animal), *Paralyze Creature* (Binding), *Servitor VII* (Summoning), *Stone Wall* (Wall)

### 6th-Level Summoner Words

*Energy Immunity* (Body), *Permanent Paralysis* (Binding), *Repulse* (Gravity), *Resist Arcana* (Dispelling), *Sense*



*Hidden\** (Detection), *Servitor IX* (Summoning), *Unmake* (Dispelling)

## WITCH WORDS

### 0-Level Witch Words

*Bleeding Wounds* (Wounding), *Cramp* (Pain), *Decipher* (Language), *Sense Magic* (Detection), *Soothing Touch* (Healing), *Spark* (Electricity)

### 1st-Level Witch Words

*Burning Flash* (Fire), *Decipher\** (Language), *Fade* (Concealing), *Fog Bank* (Weather), *Force Shield* (Armor), *Friendship* (Command), *Glide* (Flight), *Lesser Cure* (Healing), *Lesser Wound* (Wounding), *Nature's Calm* (Animal), *Radiance* (Illumination), *Servitor I* (Summoning), *Shock Arc* (Electricity), *Simple Order* (Command), *Soothing Touch\** (Healing), *Spook* (Fear), *Wrack* (Pain)

### 2nd-Level Witch Words

*Burning Flash\** (Fire), *Disappear* (Concealing), *Float* (Flight), *Gloom* (Illumination), *Moderate Cure* (Healing), *Moderate Wound* (Wounding), *Paralyze Humanoid* (Binding), *Predict* (Time), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Wild Lure* (Animal)

### 3rd-Level Witch Words

*Altered Form* (Change), *Blizzard* (Weather), *Dimensional Hop* (Teleportation), *Far Sight* (Divination), *Force Armor* (Armor), *Greater Wound* (Wounding), *Lightning Blast* (Electricity), *Servitor III* (Summoning), *Soar* (Flight), *Suppress\** (Dispelling), *Torture* (Pain), *Translate* (Language)

### 4th-Level Witch Words

*Altered Form\** (Change), *Blizzard\** (Weather), *Complex Order* (Command), *Disappear\** (Concealing), *Elder Wound* (Wounding), *Greater Cure* (Healing), *Ice Blast* (Cold), *Nature's Command* (Animal), *Servitor IV* (Summoning), *Simple Order\** (Command), *Terror* (Fear), *Unseen Shell* (Concealing)

### 5th-Level Witch Words

*Crush Will* (Command), *Dimensional Jump* (Teleportation), *Elder Cure* (Healing), *Far Casting* (Language), *Far Sight\** (Divination), *Paralyze Creature* (Binding), *Revive* (Life), *Servitor V* (Summoning), *Unmake* (Dispelling)

### 6th-Level Witch Words

*Ball Lightning* (Electricity), *Caustic Cloud* (Acid), *Far Casting\** (Language), *Locate* (Divination), *Sense Hidden\** (Detection), *Servitor VI* (Summoning), *Slay* (Death), *Unseen Shell\** (Concealing)

### 7th-Level Witch Words

*Dimensional Shift* (Teleportation), *Horror* (Fear), *Servitor VII* (Summoning), *Storm Master* (Weather)

## INTRODUCING WORDS OF POWER

If you are a GM and would like to introduce wordspells to your campaign in a limited way, consider providing the PCs with a cache of wordspell potions, scrolls, or wands. This gives the PCs a concrete and limited set of wordspells with which they can experiment, and doesn't require them to learn the entire system at once. It may be helpful to provide a copy of the rules for the words contained in the item so the player can reference that specific combination. For example, if the PCs discover a *scroll of elder cure*, give the players the text of the *elder cure* word (see page 179) so they know exactly how the scroll works.

Once the players are familiar with the system, and they want to experiment with using other wordspells, you can allow spellcaster PCs that are already in the campaign to take the Experimental Spellcaster feat (see page 166), or a player can start a new wordcaster character.

### 8th-Level Witch Words

*Life Touch* (Life), *Permanent Paralysis* (Binding), *Repulse* (Gravity), *Servitor VIII* (Summoning)

### 9th-Level Witch Words

*Catastrophe* (Destruction), *Servitor IX* (Summoning), *Thunder Strike* (Electricity)

## META WORDS

### 0-Level

*Boost* (Meta), *Distant* (Meta), *Lengthy* (Meta)

### 1st-Level

*Careful* (Meta), *Quiet* (Meta), *Simple* (Meta)

### 4th-Level

*Manifestation* (Meta), *Mind Warp* (Meta)

### 5th-Level

*Irresistible* (Meta), *Penetrating* (Meta)

## TARGET WORDS

### 0-Level

*Cone* (Target), *Personal* (Target), *Selected* (Target)

### 1st-Level

*Burst* (Target), *Line* (Target)

### 3rd-Level

*Barrier* (Target)