

Threefold Aspect

School transmutation

Casting Time 1 standard action

Components S, F (silver crescent worth 5 gp)

Range personal

Targets you

Duration 24 hours (D)

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses)-the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age.. *True seeing* reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self.

Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Cure Critical Wounds

School conjuration (healing)

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Divination

School divination

Casting Time 10 minutes

Components V, S, M (incense and an appropriate offering worth 25 gp)

Range personal

Target you

Duration instantaneous

Similar to *augury* but more powerful, *adivination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.. As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Chaos Hammer

School evocation [chaotic]

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous (1d6 rounds); see text

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

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the slow spell). A successful Will save reduces the damage by half and negates the slow effect.



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Not published yet.

Last updated 7th April, 2018.

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Chaos Hammer (cont)

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Debilitating Portent

School enchantment (compulsion) [mind-affecting]

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level (D) see text

Saving Throw none; **Spell Resistance** yes

The target is surrounded by a glowing green aura of ill fate.

Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics). If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage..

Path of Glory, Greater

School conjuration (healing); Level bard 2, cleric 2

Casting Time 1 standard action

Components V, S

Range touch (see text)

Area four 5-ft. squares/level (see text)

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You cause four 5-foot squares (one of which must be your space) to glow with dim illumination. Starting on your next turn, as a swift action you can extend the glowing area by an additional four 5-foot squares; each new square must be adjacent to a square that was previously glowing. Allies that end their turns on a glowing square (including one who falls unconscious in the square) are healed of 5 point of damage.

Spiritual Ally

School evocation [force]

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Effect spiritual ally of force

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

An ally made of pure force appears in a single 5-foot square within range. The ally takes the form of a servant of your god.

The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity (as for spiritual weapon), which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus (gaining extra attacks if your base attack bonus is high enough) plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels (maximum +5 at 15th level). It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures.. Each round after the first, you can move the spiritual ally as a swift action. It has a speed of 30 feet, and a fly speed of 30 feet (perfect maneuverability). Being a construct of force, the spiritual ally cannot be harmed by any physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual ally's AC against touch attacks is 10.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual ally strikes it. If the ally is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.



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