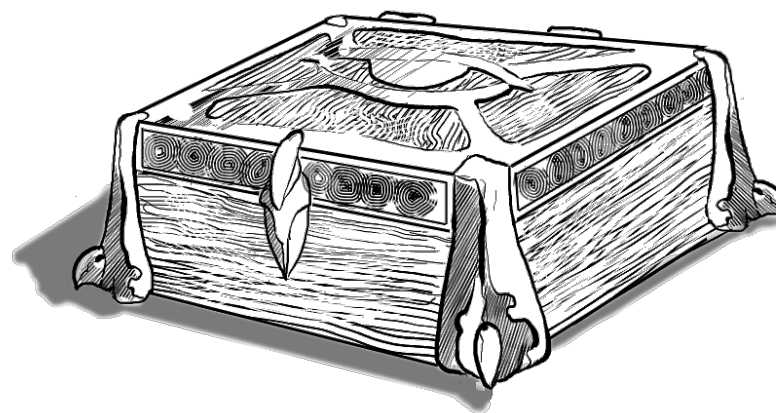




# The Thaumaturgie Codex II



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# The Thaumaturgic Codex II

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## Introduction

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It is not known exactly where Lord Glenshadow found the *Thaumaturgic Codex*, but in his own memoirs, *Chronicles of the Sorcerer Lord*, he wrote that it was found “On a lower plane” when he was very young, and that throughout his life it had been a source of frustration, worry, and power.

The Codex seems to contain an infinite number of spells, but it only reveals twenty of them at a time. Each day when the book is opened it contained twenty random spells. When it is closed those spells vanish and the next day they are replaced with twenty other random spells. Sometimes the spells it contains are mundane or commonplace. Often the spells revealed are already known. But occasionally the Codex reveals rare, unusual secrets...

# ABYSSAL WIND

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**School** Conjuration (Creation); **Level** magus 7, sorcerer/wizard 7, summoner 7, witch 7

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## Casting

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

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## Effect

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**Range** 60 ft.  
**Area** cone shaped spread  
**Duration** instantaneous  
**Saving Throw** see text; **Spell Resistance** yes

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## Description

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With this spell the caster projects a gust from the lower planes. This draft is not very strong, but it is partly composed of negative energy. Anyone struck by the *abyssal wind* must make a Fortitude save or suffer 6 points of temporary Strength damage. Those who save are unaffected by the Strength loss. Additionally, targets must make a Reflex save or suffer 1d4 points of damage per level of the caster (maximum of 15d4) from the negative energy. Succeeding at the Reflex save reduces this damage by half.

# ACID RAIN

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**School** Conjuration (Creation) [Acid]; **Level** magus 4, sorcerer/wizard 4, summoner 4, witch 4

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## Casting

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**Casting Time:** 1 standard action  
**Components:** V, S, M (a vial of acid)

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## Effect

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**Range** long (400 ft. + 40 ft./level)  
**Area** 20-ft.-radius  
**Duration** 1 round +1 round/three levels  
**Saving Throw** Reflex half; **Spell Resistance** yes

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## Description

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This devastating spell causes several inches of highly caustic acid to rain down on the area. Any creatures in the area must make a saving throw or suffer 3d4 points of acid damage. For every three caster levels (maximum 24), the acid continues to burn for another round, causing another 3d4 points of damage. At 7<sup>th</sup>-8<sup>th</sup> level, the acid lasts for 2 rounds; at 9<sup>th</sup>-11<sup>th</sup> level, the acid lasts for 3 rounds; and so on, to a maximum of 8 rounds at 24<sup>th</sup> level. Regardless of the caster's level, the acid only falls from the cloud for one round.

# ACID STORM

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

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a vial of acid)

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## Effect

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**Range** Long (400 ft. + 40 ft./level)

**Effect** 30-ft.-radius spread

**Duration** see text

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

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## Description

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This spell uses powerful winds to spray an area with corrosive acid. Creatures in the area of effect suffer 4d4 points of acid damage. For every three caster levels (maximum 30<sup>th</sup>) the acid persists for another round, causing another 4d4 points of damage for that round. At 11<sup>th</sup> – 12<sup>th</sup> level, the acid lasts for 3 rounds; at 13<sup>th</sup>-15<sup>th</sup> level, the acid lasts for 4 rounds and so on, to a maximum of 10 rounds at 30<sup>th</sup> level. Furthermore, the winds associated with this spell spray acid so profusely that it increases the saving throw DC by 2. A creature that makes the saving throw suffers half damage in subsequent rounds.

# AMNESIA

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

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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

**Target** one living creature

**Duration** instantaneous

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

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## Description

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Subjects of this spell are unable to remember anything they have experienced during a period of time determined by the caster, from a minimum of one minute to a maximum of one hour per caster level. This period of blocked memory begins at the moment of casting and extends backwards in time. The blocked memories are still in the subject's mind but cannot be retrieved through any normal means. Any experience points gained during the blocked time are lost. **Detect thoughts** has no chance of learning about the blocked memories, although more powerful magic, such as **mind probe**, may access the memories.

# ANIMUS

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

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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

**Target** One living creature

**Duration** 1 round/level

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

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## Description

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This spell infects targets with a seething resentment and hostility toward any single object, creature, group, or idea the caster desires. His attitude is shifted to hostile. The resulting behavior is dependent on the alignment and personality of the subject and the nature of the encounter. Essentially the spell urges the subject to make a fight or flight decision regarding the target of its hatred. They may lash out, they may flee the situation, or they may try to hold their anger inside, which may lead to lashing out or fleeing at any moment, depending on a multitude of roleplaying options.

# CREEPING SHADOWS

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**School** illusion [phantasm]; **Level** sorcerer/wizard 3, witch 3

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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**Range** personal and 20-ft.-radius

**Target** caster and see text

**Duration** 1 round/level

**Saving Throw** none and Will negates; **Spell Resistance** no and yes; see text

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## Description

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This spell creates one or more shadowy phantasms that interfere with the caster's opponents and help the caster fight. Any living creature that makes a melee attack against the caster suddenly perceives one or more shadowy figures creeping in its peripheral vision and must make a Will save. Those who fail the saving throw believe the shadow is a real threat and divert some of their attention to it.

The creeping shadows distract and interfere with the opponent per the aid another rules. The caster can choose each round whether each shadow grants him a +2 circumstance bonus to attack or Armor Class. Each *creeping*

*shadow* must make an attack roll against AC 10 to provide this bonus each round. They make touch attacks with the caster's attack bonus.

The *shadows* also seem to flit on the edge of the opponent's vision and dart out of sight. To the opponent, the mysterious figures seem to be making incredibly good stealth checks to avoid being seen while they interfere with him, as if using hide in plain sight. In reality, they are only phantasms of his mind. He can attempt to make opposed Sense Motive and Perception checks to see where the phantasms hide, but he will not succeed. Attacks always miss *creeping shadows*. If the opponent attempts to ready an action to attack a *creeping shadow* before it interferes with him, he finds his attack misses and he is still distracted.

This spell creates one *creeping shadow* per three caster levels (maximum five shadows). New opponents can be designated by the caster as a free action each round but only opponents that are in melee with the caster may be selected. Subjects only get one saving throw against this spell. Even if the *shadows* stop bothering the subject for a few rounds and return later, those who saved are still unaffected and those who failed are still affected.

## DESERT WIND

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**School** conjuring (creation); **Level** druid 3, magus 4, sorcerer/wizard 4, summoner 3, witch 4

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a pinch of sand)

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### Effect

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**Range** 30 ft.

**Area** cone shaped spread

**Duration** instantaneous

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

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### Description

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This spell creates a dry, sandy gust that absorbs water and blinds creatures. Anyone struck by the cone must make a Fortitude save or suffer 1d6 points of damage per caster level from dehydration (maximum 10d6). Creatures with the aquatic or water subtype take 1d8 points of damage per caster level. Nonliving creatures such as golems and undead take no damage. Creatures in the area must also make a Reflex saving throw or be blinded for 1d4 rounds by grains of sand in their eyes.

# DROWSY

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

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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

**Target** one living creature

**Duration** 1 min./level

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

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## Description

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*Drowsy* causes subjects to become extremely tired but does not cause them to sleep, although they may choose to do so. The lethargy induced by this spell causes a –1 penalty to the subject’s attack rolls and a –2 to their Dexterity ability score with all relevant effects to AC, skills, and saves applied.

# IMPOTENT WEAPON

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**School** transmutation; **Level** magus 3, sorcerer/wizard 3, witch 3

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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**Range** touch

**Target** weapon touched

**Duration** 1 round/level

**Saving Throw** none or Will negates (see text); **Spell Resistance** no

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## Description

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This spell causes any single weapon touched by the caster to inflict minimum damage every time it strikes. Additional damage from Strength or other factors is not affected by this spell, only the damage die for the weapon is minimized. This effect persists for a maximum of 10 rounds.

Weapons that are unattended receive no saving throw. However, weapons that are in the possession of another creature receive a Will save (using the wielder’s Will bonus). Magical weapons always receive a saving throw, according to the rules for magical item saving throws.

# INSOMNIA

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

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## Casting

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

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## Effect

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**Range** close (25ft. +5 ft./2 levels)  
**Target** one living creature  
**Duration** 1d6 hours +1 hour/level  
**Saving Throw** Will negates; **Spell Resistance** yes

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## Description

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This spell renders victims unable to sleep for the duration of the spell (maximum 1d6+10 hours). The subject is also immune to [sleep](#) and any similar spells, poisons, and abilities that induce sleep. Even subjects with narcolepsy and other sleep disorders cannot fall asleep while under this spell. When the spell ends the subject is [fatigued](#). If the subject was already fatigued, they become [exhausted](#).

See the [Book of Broken Dreams](#) for more on sleep disorders.

# Lip Lock

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**School** transmutation; **Level** sorcerer/wizard 2, witch 2

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## Casting

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

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## Effect

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**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature  
**Duration** 1 round/level (D)  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

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## Description

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This spell causes the subject's lips to be magically held shut. This stops the subject from casting any spells with verbal components. It also stops the subject from speaking, requiring others to make [Sense Motive](#) checks (DC 10) to understand the subject's attempts at communication. The Subject also cannot eat or drink while the spell is in effect. Lastly, those affected by this spell also cannot make bite attacks.



# MASQUERADE

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**School** illusion [Glamer]; **Level** sorcerer/wizard 9

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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

**Target** one creature/level

**Duration** 1 hour/level

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

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## Description

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This spell causes the subjects' thoughts, alignments, magical auras, appearance, and identity to be concealed behind a powerful illusion. *Masquerade* affects one subject per caster level (maximum 25), granting them a new appearance and a new profile as detected by several divination spells. The subjects' true identities are protected from all forms of *scrying*, *trueseeing*, divination and detection by this spell. Rather than blocking scry and detection attempts, *masquerade* provides diviners with false images and information, as determined by the caster of *masquerade*. For example, anyone attempting to scry the subject might see them sitting at home reading a book, when the subject is

actually out adventuring. Only powerful spells such as *disjunction*, *miracle* and *wish* can break the concealment of *masquerade*. *Antimagic fields* will also suppress a *masquerade*. The subjects' appearance, auditory aspects, and tactile aspects can be altered with this spell. For example, a heavily armored character could be made to look, sound, and feel as though he were wearing plain clothes. The subjects' size can be made to appear one category larger or smaller than it actually is. Alignments can also be masked with this spell, as can "surface thoughts" detected by such spells as *detect thoughts*. Subjects are also concealed from *detect magic* spells, appearing completely non-magical. Subjects of this spell cannot be targeted by a *true strike* effect, nor can they be studied via *legend lore*.

Unwilling targets can negate the spell's effect by making a saving throw or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the illusion, but spell resistance doesn't help.

# SPELL SHACKLE

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**School** transmutation; **Level** cleric 3, sorcerer/wizard 3, witch 3

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a metal bracelet worth 50 gp)

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## Effect

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**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

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## Description

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*Spell shackle* surrounds the subject with a magical aura that suppresses any and all spells and spell-like abilities originating from the subject. All spells and spell-like abilities cast by the subject function at their nadir. All numeric effects are minimized. Spells deal minimum damage, cure the minimum number of hit points, affect the minimum number of targets, etc., as appropriate. For example, a minimized *fireball* deals 1 point of damage per caster level (up to 10 points of damage). Saving throws and opposed rolls (such as with *dispel magic*) are not affected.

# SORCERY SHIELD

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

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## Casting

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**Casting Time** 1 standard action

**Components** V, S

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## Effect

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**Range** touch

**Target** creature touched

**Duration** 10 min./level (D)

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

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## Description

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*Sorcery shield* protects the subject from instantaneous evocation magic such as *fireball*, *lightning bolt*, and all other spells of the evocation school with an instantaneous duration. This spell grants the subject a +4 resistance bonus on all saving throws against such spells. This bonus increases by 1 for every three levels the caster has beyond 3<sup>rd</sup> (maximum +9). For example, a 9<sup>th</sup> level caster (6 levels above 3<sup>rd</sup>) gains a +2 resistance bonus against instantaneous evocations.

# SPECTRAL AROMA

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**School** illusion (Figment); **Level** sorcerer/wizard 1, witch 1

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, AF (an atomizer)

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## Effect

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

**Effect** odorous figment which cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level

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

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

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## Description

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This spell simulates any one scent the caster desires. Any smell can be simulated with this spell, whether the noxious stench of rotting flesh or the sweet aroma of lilacs. This spell can foil animals that track with scent and even discourage such animals from entering a certain area. Conversely the caster could choose to create an aroma of fresh blood or meat to distract or even attract hunting animals and monsters. If used to hide from a creature using the Scent ability to track (i.e. dogs and the like), the tracker's Survival check DC to follow the masked trail is increased by +20.

# SUN BURN

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

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a drop of vampire blood)

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## Effect

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**Range** 50 ft.

**Area** 50-ft.-radius burst, centered on the caster

**Duration** 1 min./level

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

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## Description

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The flesh of creatures affected by this spell becomes extremely sensitive to sunlight. These creatures suffer a -2 circumstance penalty to all attack rolls, saves, and checks while in brightly lit conditions such as sunlight or a daylight spell.

# SUN SENSITIVITY

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**School** transmutation; **Level** druid 1, ranger 1, sorcerer/wizard 1, witch 2

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a drop of mole blood)

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## Effect

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**Range** 30 ft.

**Area** 30-ft.-radius burst, centered on the caster

**Duration** 1 min./level

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

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## Description

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The eyes of creatures affected by this spell become extremely sensitive to sunlight. These creatures are effectively dazzled while in brightly lit conditions such as sunlight or a daylight spell.

# TRADING FACES

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**School** illusion (glamer); **Level** bard 3, sorcerer/wizard 3, witch 3; **Domain** trickery 3

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## Casting

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**Casting Time** 1 Standard action

**Component** V, S

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## Effect

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**Range** personal and touch

**Area** caster and 1 subject

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

**Saving Throw** Will negates and see text; **Spell Resistance** yes

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## Description

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This spell switches the caster's appearance with that of a willing subject. An unwilling subject gets a saving throw and may apply any spell resistance they might have. Once the spell is in place, the caster looks, smells, sounds, and feels just like the subject, and vice versa. Both subject and caster gain a +20 bonus on any Disguise checks made to impersonate the person they look like. If the spell effect on either the subject or the caster is broken, via dispel magic or other means, the entire spell ends. The subject must be the same creature type as the caster (humanoid, aberration, dragon, etc.) and within one size category.

# VAMPIRIC STRENGTH

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**School** necromancy; **Level** magus 5, sorcerer/wizard 5, witch 5

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a drop of blood infected with vampirism)

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## Effect

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**Range** touch

**Target** one living creature

**Duration** see text

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

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## Description

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Targets affected by this spell suffer 1d6 points of Strength damage +1 point per three caster levels (maximum of +15). Furthermore, the caster gains a temporary bonus to his inherent Strength score equal to half the amount of strength he drained from the target. The target's Strength returns at the normal rate for [ability score damage](#), typically 1 point per day. The caster's extra Strength fades in a number of rounds equal to his caster level.

# VAMPIRIC YOUTH

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**School** necromancy; **Level** sorcerer/wizard 5, witch 5

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## Casting

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**Casting Time** 10 minutes

**Components** V, S, M (a gem worth 200 gp)

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## Effect

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**Range** touch

**Target** living creature touched

**Duration** see text

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

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## Description

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This spell steals the subject's youth, transferring it to the caster as temporary vitality. For every year the subject is aged, the caster's age is reduced by an equal number of years (up to 1 year per caster level). The change for the victim is permanent, but the change for the caster only persists for one day per caster level, after which time the caster reverts to his original age.

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