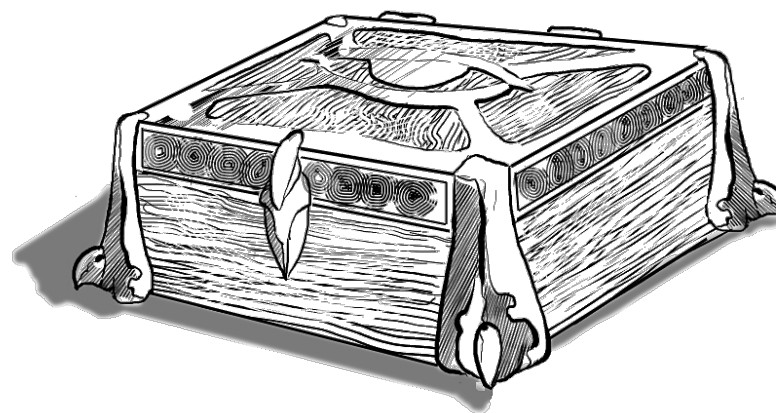




# The Thaumaturgie Codex III



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# The Thaumaturgic Codex



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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...

## Bloat

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**School** transmutation; **Level** sorcerer/wizard 4, witch 4

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, F (a small convex mirror)

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### Effect

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

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

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### Description

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While flashing a small, warped mirror and uttering a few arcane words, the caster causes the subjects to become slightly shorter and incredibly obese.

Creatures affected by this spell have their speed reduced to half and suffer a -2 penalty to attack rolls, AC, and Reflex saves. Subjects also cannot run or charge.

## Dissipation

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

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### Casting

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**Casting Time** 1 standard action

**Components** V

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### Effect

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

**Area** 20-ft.-radius spread

**Duration** instantaneous

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

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### Description

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This spell uses teleportation magic to scatter some of the subjects' flesh and tissue to random locations, leaving them with deep wounds. This spell's energy bursts in a 20 foot radius area, inflicting 1d6 points of damage per caster level (max 10d6) on all subjects within range. Objects are not damaged by this spell.

This spell can be blocked by spells and effects that prevent teleportation or dimensional travel such as dimensional lock.

## Falcon's Flight

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**School** transmutation; **Level** sorcerer/wizard 9, witch 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** Personal

**Target** You

**Duration** 1 hour/level

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### Description

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This spell functions as [fly](#), except the caster can fly at a speed of 80 feet (60 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking [nonlethal damage](#) (a forced march still requires Constitution checks). This means you can cover 128 miles in an eight-hour period of flight (or 96 miles at a speed of 30 feet).

## Foot Race

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**School** transmutation; **Level** druid 2, magus 2, 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

**Target** One creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 minute/level

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

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### Description

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This spell increases your base land speed of all subjects by 30 feet. (This adjustment is treated as an [enhancement bonus](#).) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases speed, this spell affects the subjects' jumping distance (see the [Jump](#) skill).

## Infuriate

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

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a small piece of hot metal)

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### Effect

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**Range** Personal

**Target** you

**Duration** 1 round/level

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### Description

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This spell fills the caster with a burning anger that enhances his physical might, but impairs his spell casting abilities. While under the effects of this spell the caster gains a +4 enhancement bonus to all three physical ability scores (Strength, Dexterity and Constitution), but must make a Concentration check (DC 20 + spell level) to cast any other spells.

## Invigorate

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**School** transmutation; **Level** magus 3, sorcerer/wizard 2

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (bean extract costing 2 gp)

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### Effect

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**Range** Personal

**Target** you

**Duration** 1 round/level

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### Description

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This spell fills the caster with battle-lust that enhances his physical might and impairs his spell casting abilities. While under the effects of this spell the caster gains a +2 enhancement bonus to all three physical ability scores (Strength, Dexterity and Constitution), but must make a Concentration check (DC 10 + spell level) to cast any other spells.

# Kaleidoscopic Strike

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**School** illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 5, witch 5

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a prism)

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## Effect

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

**Area** 20-ft.-radius burst

**Duration** 1 round plus 1 round per caster level

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

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## Description

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This spell creates a burst of bright scintillating colors and swirling, roiling patterns that can sicken, stagger and kill anyone caught within it.

Subjects are affected according to their Hit Dice.

3 HD or less

The creature is automatically slain (no save).

4 to 6 HD

The creature is allowed a saving throw, but is slain if the save fails. If the saving throw succeeds, the creature is unconscious for 2d4 rounds, then staggered and sickened for 1d4 rounds, then sickened for 1d4+1 rounds (Only living creatures are knocked unconscious.)

7 to 10 HD

If the saving throw fails, the creature is unconscious for 2d4 rounds, then staggered and sickened for 1d4 rounds, then sickened for 1d4+1 rounds (Only living creatures are knocked unconscious). If the saving throw succeeds, the creature is sickened and staggered for 1d4 rounds then sickened for 1d4+1 rounds.

11 to 14 HD

If the saving throw fails the creature is sickened and staggered for 1d4 rounds, then sickened for 1d4+1 rounds. If the saving throw succeeds the creature is sickened for 1d4+1 rounds.

15 or more HD

If the saving throw fails the creature is sickened for 1d4+1 rounds. If the save succeeds, the creature is sickened for 1 round.

Sightless creatures are not affected by *kaleidoscopic strike*.

# Rainbow Force

**School** conjuration (creation); **Level** sorcerer/wizard 5

## Casting

**Casting Time** 1 standard action

**Components** V, S

## Effect

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

**Target** up to 7 willing creatures

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless); see text; **Spell**

**Resistance** yes (harmless)

## Description

With this spell the caster imbues up to seven of his allies with magical power, the exact bonuses they gain depend on the color he assigns them. Only one color may be assigned to each individual. Once assigned, the color cannot be changed without casting this spell again. Colors not assigned are lost after the spell casting is completed. The caster may include himself in the group of subjects.

As each subject is assign a color, their skin, clothing, and equipment takes on various hues of their assigned color.

As outlined on the table, subjects gain an enhancement bonus to one ability score (except for indigo, which takes a Con penalty). Subjects also gain the ability to project a colored ray that inflicts 1d6 points of energy damage. This ray has a range of close (25 feet + 5 feet per 2 caster levels) and requires a ranged touch attack to be effective. There is no

| Color  | Ability Bonus | Ranged Attack (1d6) | Defense                     | Other Effects  |
|--------|---------------|---------------------|-----------------------------|--|
| Red    | +4 Str        | Negative energy     | DR 2/-                      | All weapons gain the <u>keen</u> bonus   |
| Orange | +4 Dex        | Fire                | Fire resistance 10          | All weapons gain the <u>flaming</u> bonus  |
| Yellow | +4 Int        | Electricity         | Electricity resistance 10   | All weapons gain the <u>shock</u> bonus  |
| Green  | +4 Con        | Poison              | +2 natural armor            | Lay hands (4 hp per caster level)  |
| Blue   | +4 Wis        | Cold                | Cold resistance 10          | All weapons gain the <u>frost</u> bonus  |
| Indigo | -4 Con        | Negative energy     | +2 natural armor and DR 2/- | Cast <u>enervation</u> once per 3 caster levels, claw attack (1d6), and <u>frightful presence</u> 10 ft. |
| Violet | +4 Cha        | Acid                | Acid resistance 10          | All weapons inflict an extra 1d6 acid damage   |

saving throw, though creatures may be immune or resistant to the energy type. The poison in this case does not inflict secondary damage. Rainbow warriors also gain a defensive power such as energy resistance, damage resistance, or natural armor. Subjects of this spell also gain an offensive power such as shocking or flaming enhancements on their weapons, except for the green warrior which gains a lay on hands power that can heal up to 4 hp per caster level. Just as the paladin's ability, the green warrior can divide her healing among multiple recipients, and she doesn't have to use it all at once.

The indigo warrior can cast an enervation spell once per round and can cast one enervation for every three levels the caster of *rainbow force* has. He also gains claws and a frightful presence with a 10 foot radius and a DC equal to the DC of this spell. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer.

All level dependant spell effects are based on the caster level of *rainbow force*, not the subject's level.

## Rainbow Ray

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**School** illusion (pattern) [mind-affecting]; **Level** 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** close (25 ft. + 5 ft./2 levels)

**Effect** ray

**Duration** instantaneous

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

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### Description

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This spell causes a colorful ray of rainbow hues to shoot from the caster's outstretched hand. The caster must succeed at a ranged touch attack to affect the target. A target that fails his saving throw is dazed for 1 round, then confused for 1d4+1 rounds, then sickened for 1 hour per caster level. Those who make the saving throw are merely dazzled for 1 round per caster level.

Sightless creatures are not affected by *rainbow ray*.



## Ray of Malaise

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**School** necromancy; **Level** sorcerer/wizard 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)

**Effect** ray

**Duration** instantaneous

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

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### Description

---

This spell causes a black ray to shoot from the caster's outstretched hand. The caster must succeed at a ranged touch attack to affect the target. A target that fails his saving throw suffers a -4 penalty to Constitution and is sickened for the duration. Those who make the saving throw suffer a -2 penalty to Constitution and are not sickened.

## Rupture Reality

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**School** conjuration (creation); **Level** sorcerer/wizard 5, summoner 5

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

**Area** 20-ft.-radius burst

**Duration** instantaneous

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

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### Description

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This spell tears a hole in the fabric of reality, causing an explosion of concussive force and negative cosmic energy. Creatures in the target area who fail the saving throw are knocked prone and nauseated for 1d3 rounds. They also gain 1 negative level for every two caster levels of the spell caster (maximum 7 negative levels).

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subjects survive, they regain lost levels after a number of hours equal to the caster's class level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from this spell don't last long enough to do so.

Creatures size Gargantuan and larger as well as creatures size Huge with four or more legs are not knocked prone. Undead creatures struck by the blast are not damaged and instead gain 1d6 temporary hit points per two caster levels for 1 hour. Undead are also immune to the nauseating effect.

Those subjects who make the saving throw gain no negative levels, are not knocked prone, and are sickened for one round per caster level.

## Scorpion's Tail

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**School** transmutation; **Level** druid 3, sorcerer/wizard 3

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a scorpion)

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### Effect

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**Range** touch

**Target** willing living creature touched

**Duration** 1 round/level

**Saving Throw** Fortitude (harmless); **Spell Resistance** yes (harmless)

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### Description

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The subject of this spell grows a large scorpion-like tail from their backside. They can make one melee attack per round with the tail at their highest base attack bonus. The tail's stinger inflicts 1d4 points of piercing damage and injects poison. The Fortitude DC for the poison is equal to the DC for this spell. Those who fail suffer 1d3 points of Constitution damage (initial and secondary). However, targets cannot take secondary damage from a spell that does not last at least one minute (10 rounds).

# Shadow of Death

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**School** conjuration (creation); **Level** sorcerer/wizard 5, witch 5

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

**Effect** shadow spreads in 20-ft. radius, 20 ft. high

**Duration** 1 min./level

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

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## Description

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This spell generates a cloud of negative energy that resembles an undulating area of magical darkness. This darkness automatically kills any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on the caster's turn each round while in the shadow).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on the caster's turn each round while in the area (a successful Fortitude save halves this damage).

Holding one's breath doesn't help, but creatures immune to negative energy are unaffected by the spell.

The *shadow of death* moves away from the caster at 10 feet per round, crawling along the surface of the ground. Figure out the shadow's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where the spell was cast.

The shadow crawls along the lowest level of the land, even pouring down den or sinkhole openings.

## Sparkling Burst

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**School** illusion (pattern) [mind-affecting]; **Level** 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

---

**Range** long

**Area** 20-ft.-radius burst

**Duration** instantaneous

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

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### Description

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A burst of bright lights and color explodes in the area stunning of all who see it. Targeted creatures with 9 HD or less that can see the burst must make a saving throw or be stunned for 1d4 rounds. Those who make the save are dazzled for an equal number of rounds. Creatures with 10 HD or more are unaffected.

Sightless creatures are not affected by *sparkling burst*.

## Staggering Blows

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**School** transmutation; **Level** cleric 2, druid 2, sorcerer/wizard 2, War 2

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, F (a bludgeoning weapon)

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### Effect

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**Range** touch

**Effect** bludgeoning weapon touched

**Duration** 1 round/level

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

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### Description

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This spell must be cast on a bludgeoning melee weapon of one-handed or two-handed size (i.e. no light weapons). When this enchanted weapon strikes a blow against a target and inflicts at least 1 point of damage, that target must make a Reflex save (DC equal to the DC of this spell) or become staggered for 1 round.

# Tooth and Claw

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**School** transmutation; **Level** druid 2, sorcerer/wizard 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** touch

**Target** living creature touched

**Duration** 1 round/level

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

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## Description

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The subject of this spell gains natural claw and bite attacks that inflict typical damage for a creature of their size. If the subject already has those natural weapons, the damage increases one size category, per the table below.

|      | Small | Medium | Large | Huge |
|------|-------|--------|-------|------|
| Bite | 1d4   | 1d6    | 1d8   | 2d6  |
| Claw | 1d3   | 1d4    | 1d6   | 1d8  |

The subject of this spell applies his full Strength bonus to claw attacks and half his Strength bonus to bite attacks. If the subject could make bite attacks before receiving this spell, he uses his full Strength bonus for bite attacks instead. The claw attacks are considered primary attacks and are made at the subject's highest base attack. The bite attack is considered a secondary attack and subjects take a -5 penalty on the attack roll when biting.

*Material Component:* A tiger's tooth and claw.

# Tooth and Claw, Mass

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**Target:** 1 subject per caster level, no two of which may be more than 30 feet apart

This spell functions like tooth and claw, except as noted above.

## Turtle's Armor

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**School** transmutation; **Level** druid 6, sorcerer/wizard 7

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### Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a turtle's shell)

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### Effect

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**Range** touch

**Target** creature touched

**Duration** 1 round/level

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

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### Description

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The subject of this spell grows a plastron and carapace similar to that of a turtle, granting him a +8 natural armor bonus. This armor covers most of the subject's body and impedes his movement as plate mail armor does (-6 armor check penalty, -10 ft. or -5 ft. speed depending on the subject's base speed). However, spell casting is not affected by this natural armor.

## Unholy Bolt

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**School** necromancy; **Level** sorcerer/wizard 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)

**Effect** ray

**Duration** instantaneous

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

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### Description

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The caster projects a ray of negative energy that damages all living things. Living targets suffer 1d6 points of damage per caster level (Max 5d6). The caster must make a ranged touch attack to hit, and if the ray hits an undead creature, that creature is healed for an equal amount of damage. Undead that are not already damaged gain temporary hit points which last for 1 hour.

# Veteran's Skill

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**School** transmutation; **Level** sorcerer/wizard 3

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## Casting

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**Casting Time** 1 standard action

**Components** V, S, M (a few drops of a soldier's sweat)

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## Effect

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**Range** touch

**Target**

**Duration** 1 round/level

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

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## Description

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With this spell the caster improves the subject's fighting skill. The benefit of this spell depends on the subject's base attack bonus; good, average, or poor.

*Good:* Fighters, Barbarians, Rangers, Paladins and any other character whose base attack bonus is within 2 points of his actual character level is considered to have a good base attack value.

*Average:* Rogues, clerics, monks, and other characters that have a base attack bonus that is roughly  $\frac{3}{4}$  of their total character level are considered to have an average base attack bonus.

*Poor:* Wizards, sorcerers, witches, and other characters whose base attack bonus is roughly  $\frac{1}{2}$  of their character level are considered to have a poor base attack bonus.

Subjects with a good base attack bonus gain a +1 competence bonus to their base attacks for the duration of this spell. Subjects with an average base attack bonus have their bonus increased to good (equal to their character level). Subjects with a poor base attack bonus have their bonus increased to average ( $\frac{3}{4}$  of their total character level).

# Waves of Force

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**School** evocation [Force]; **Level** 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** 60 ft.

**Effect** line-shaped wave of force emanating out from you to the extreme of the range

**Duration** 1 round

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

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## Description

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This spell creates an undulating force effect that originates from the caster, affecting all creatures in its path with pressure equal to a windstorm (974 MPH wind).

A Small or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Small or smaller creature is pushed back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Medium creatures are knocked prone by the force, or if flying are pushed back 1d6×10 feet.

Large and Huge creatures are unable to move forward against the force, or if flying are pushed back 1d6×5 feet.

Gargantuan or larger creatures may move normally within a *wave of force* effect.

A wave of force can't move a creature beyond the limit of its range.

Ranged attacks are impossible in the area of a *wave of force*.

The force automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 75% chance to extinguish those lights.

A *wave of force* can do anything that a sudden blast of wind would do; create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and push gases or vapors to the edge of its range.

*Waves of force* can be made permanent with a permanency spell.



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