

# STAR LOG.EM-031

## SPELLS OF FUROR



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## SPELLS OF FUROR

**Author:** Sasha Lindley Hall  
**Cover Artist:** Jacob Blackmon  
**Development:** Owen K.C. Stephens

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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC



## ACCESSING ARCHIVES QUERY: SPELLS OF FUROR

Hello, and thank you for purchasing *STAR LOG.EM031: SPELLS OF FUROR!* Much like literature, spells from the Xa-Osoro System are researched, developed, and ultimately traded around in a relatively short period of time. As a result, spell knowledge moves quickly thanks to the presence of resources like infospheres and entire colleges devoted to the study of magic. The spells presented within Star Log.EM-031 are relative newcomers to the system, having only been created in the last few decades. A brief history on each spell is listed below:

- » **Blackout:** Little is known about this spell's origins—it seems to have been created by an unscrupulous technomancer and uploaded to Ulo's undersphere, a secretive hidden sector of the planetary system's infosphere.
- » **Bone Spur Transfiguration:** Given the grisly nature of this spell, it comes as little surprise that a deoxyian mystic associated with Helix's R&D department takes credit for the development of this spell.
- » **Energy Sphere:** This spell was "rediscovered" by the Reclamation following recent excavations on Ozari. Originally castable only in its fiery form, research has made this spell more versatile.
- » **Psychosomatic Weapon:** This deadly spell is associated with the eldritch knights of Ozari's Spellguard, and while they've never confirmed that they created the spell, its augmentative properties speak louder than the order's words.
- » **Slapstick:** The first known use of this spell was on a live broadcast of "The Seventeen Stooges," a comedy sketch by popular kobold producer Yipster Yap, who is associated with the Dragonheir Concordance.
- » **Vampiric Bite:** This spell was "discovered" after an autopsy was performed on the corpse of an exsanguinated human found on Lunox. Bite marks created by the spell are always consistent with the teeth of the caster's true form, and evidence seems to indicate that the spell's origin might lie with a secretive sect of dhampir.

## NEW SPELLS

The following spells are available to all characters capable of learning spells from the indicated spell lists. For more information regarding the bard, cleric, magus, paladin, and wizard classes, see the *STARFARER'S COMPANION* by Rogue Genius Games.

### BLACKOUT

**School** evocation (electricity); **Level** technomancer 1–6

**Casting Time** 1 standard action

**Area** 20-foot radius centered on you

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates (object); **Spell Resistance** no  
You unleash an electromagnetic pulse that fries nearby technological items. Attempt a Computers or Engineering check as part of casting this spell. All items within the spell's area that use battery charges (including powered armor and weapons, armor upgrades, computers, technological items, and so on) immediately stop working for the spell's duration, as if they had run out of battery charges.

The spell only affects an item if the result of your Computers or Engineering check is high enough to affect items of the item's level, as described on Table: Blackout Skill DCs on page 5. Additionally, the spell has a maximum item level that it can affect based on the spell's level. For example, if you want to affect a 5th level item with this spell, you must cast this spell as a 2nd level spell or higher, and the result of your Computers check must meet or exceed DC 27.

The maximum item level that this spell can effect is determined by the spell's level, as described below.

- » **1st:** Items of 4th level or lower are affected.
- » **2nd:** Items of 7th level or lower are affected.
- » **3rd:** Items of 10th level or lower are affected.
- » **4th:** Items of 13th level or lower are affected.
- » **5th:** Items of 16th level or lower are affected.
- » **6th:** Items of 20th level or lower are affected.

### BONE SPUR TRANSFIGURATION

**School** transmutation; **Level** cleric 3, magus 2, mystic 3, wizard 3

**Casting Time** 1 full action

**Range** touch

**Target** one living creature

**Duration** 1 round/2 levels

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

You touch a target with a hand or prehensile appendage, requiring a melee attack against the target's KAC. If your attack hits, you transfigure painful spikes onto the target's bones, chitin, or similar bodily structures, causing the target to take 2d8 nonlethal piercing damage at the start of each of its turns. Whenever the target takes an action to move (including to run or take a guarded step), it takes an additional 1d8 points of nonlethal piercing damage. Each time the target takes at least 1 point of damage from this spell, it is sickened for 1 round. If the target has fewer than half its total Hit Points

when it takes this damage, it is nauseated for 1 round instead.

Creatures that lack bonelike structures (such as incorporeal creatures and most oozes) are immune to the effects of this spell at the GM's decision.

### ENERGY SPHERE

**School** evocation (see text); **Level** bard 1-6, magus 1-6, technomancer 1-6, wizard 1, 2, 4, 5, 7, 8

**Casting Time** 1 standard action

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

**Effect** sphere of energy

**Duration** 1 round/level

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

When you cast this spell, choose one of the following energy types: acid, cold, fire, electricity, or sonic. You form a sphere of the chosen energy type at a grid intersection that you have line of sight to. You can command the sphere to roll up to 30 feet each turn as a move action. The sphere is not affected by gravity and can ascend or descend as part of its movement.

The shape and damage caused by the sphere is determined by the spell's level. The target can attempt a Reflex saving throw to halve the damage dealt by this spell.

- » **1st:** The sphere has a 5-ft.-radius and deals 2d8 points of energy damage of the chosen type to all creatures within its area at the end of each of your turns.
- » **2nd:** The sphere has a 5-ft.-radius and deals 4d8 points of energy damage of the chosen type to all creatures within its area at the end of each of your turns.
- » **3rd (Wizard 4th):** The sphere has a 5-ft.-radius and deals 7d8 points of energy damage of the chosen type to all creatures within its area at the end of each of your turns, as well as whenever a creature ends its turn within the sphere's area.
- » **4th (Wizard 5th):** The sphere has a 10-ft.-radius and deals 10d8 points of energy damage of the chosen type to all creatures within its area at the end of each of your turns, as well as whenever a creature ends its turn within the sphere's area.
- » **5th (Wizard 7th):** The sphere has a 20-ft.-radius and deals 10d8 points of energy damage of the chosen type to all creatures within its area at the end of each of your turns, as well as whenever a creature ends its turn within the sphere's area.
- » **6th (Wizard 8th):** The sphere has a 20-ft.-radius and deals 15d8 points of energy damage of the chosen type to whenever the sphere passes through a creature's space or a creature ends its turn within the sphere's area. A creature that started its turn outside of the sphere who moves through its area during its turn is likewise affected. A creature cannot be damaged by the sphere more than once per turn.

### PSYCHOSOMATIC WEAPON

**School** illusion (phantasm); **Level** bard 2, mystic 2, wizard 2

**Casting Time** 1 action

**Range** touch

**Target** weapon touched

**Duration** 1 round/level



**Saving Throw** Will partial, see text; **Spell Resistance** yes You infuse a touched weapon with illusory stimuli, causing any creature hit by the weapon to believe the attack is far deadlier than it truly is. The first time you hit a creature with the target weapon, the target must attempt a Will save or take 2d6 additional points of damage from each successful attack that you make against it with the weapon for 1 round. If the target succeeds on its saving throw, they take no additional damage from this spell for 1 round.

### SLAPSTICK

**School** transmutation; **Level** bard 1–6, magus 1-6, technomancer 1-6

**Casting Time** 1 swift action

**Range** touch

**Target** one held object

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless, object); **Spell Resistance** none

You change the density and mass of an item with no more than 1 Bulk, making it easier to wield that item as a weapon. The target acts in all ways as a basic melee weapon with the thrown (20 ft.) special property the spell's duration in addition to its standard functions. Whenever you attack with the target object, you can substitute your key spellcasting ability modifier to attack rolls and damage rolls with the weapon for your Strength modifier.

The amount of damage that the spell deals is determined by the spell's level. The type of damage is usually kinetic (bludgeoning, piercing, or slashing) unless the GM determines otherwise. For example, it is reasonable for a lit torch to deal bludgeoning & fire damage while affected by this spell. Regardless of the type of damage done, attacks attempted with the target object are made against the target's KAC.

- » **1st:** The target object deals 1d4 points of damage when wielded as a weapon.
- » **2nd:** The target object deals 1d6 points of damage when wielded as a weapon. You also gain a special Weapon Specialization feat with the weapon, allowing you to add  $1-1/2 \times$  your caster level to the weapon's damage rolls.
- » **3rd:** The target object deals 2d6 points of damage when wielded as a weapon. You also gain a special Weapon Specialization feat with the weapon, allowing you to add  $1-1/2 \times$  your caster level to the weapon's damage rolls.
- » **4th:** The target object deals 3d6 points of damage when wielded as a weapon. You also gain a special Weapon Specialization feat with the weapon, allowing you to add  $1-1/2 \times$  your caster level to the weapon's damage rolls.
- » **5th:** The target object deals 5d6 points of damage when wielded as a weapon. You also gain a special Weapon Specialization feat with the weapon, allowing you to add  $1-1/2 \times$  your caster level to the weapon's damage rolls.
- » **6th:** The target object deals 7d6 points of damage when wielded as a weapon. You also gain a special Weapon Specialization feat with the weapon, allowing you to add  $1-1/2 \times$  your caster level to the weapon's damage rolls.

TABLE: BLACKOUT SKILL DCs

Item Level	Skill DC to Affect
1st	21
2nd	23
3rd	24
4th	26
5th	27
6th	29
7th	30
8th	32
9th	33
10th	35
11th	36
12th	38
13th	39
14th	41
15th	42
16th	44
17th	45
18th	47
19th	48
20th	50

### VAMPIRIC BITE

**School** necromancy; **Level** cleric 1, 2, 4, 5, 7, 8, mystic 1-6

**Casting Time** 1 standard action

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

**Target** one living creature

**Duration** instantaneous

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

You drain the life ichor from one living creature within range. The target can attempt a Fortitude saving throw to halve the damage dealt by this spell. This spell has no effect on creatures that are immune to bleed damage or lack a Constitution score. Temporary Hit Points gained from this spell last 1 minute and do not stack with those gained from other sources. If you would gain at least 2 temporary Hit Points from *vampiric bite*, you can choose to heal half as many Hit Points instead of gaining temporary Hit Points. For example, if you would gain 14 temporary Hit Points from the spell, you can choose to heal 7 Hit Points instead.

- » **1st:** The spell deals 2d6 piercing damage and 1d4 bleed damage. You gain 1 temporary Hit Point.
- » **2nd:** The spell deals 4d6 piercing damage and 2d4 bleed damage. You gain 2d4 temporary Hit Points.
- » **3rd (Cleric 4th):** The spell deals 7d6 piercing damage and 3d4 bleed damage. You gain 3d4 temporary Hit Points.
- » **4th (Cleric 5th):** The spell deals 10d6 piercing damage and 4d4 bleed damage. You gain 4d4 temporary Hit Points.
- » **5th (Cleric 7th):** The spell deals 15d6 piercing damage and 5d4 bleed damage. You gain 5d4 temporary Hit Points.
- » **6th (Cleric 8th):** The spell deals 17d6 piercing damage and 6d4 bleed damage. You gain 6d4 temporary Hit Points.

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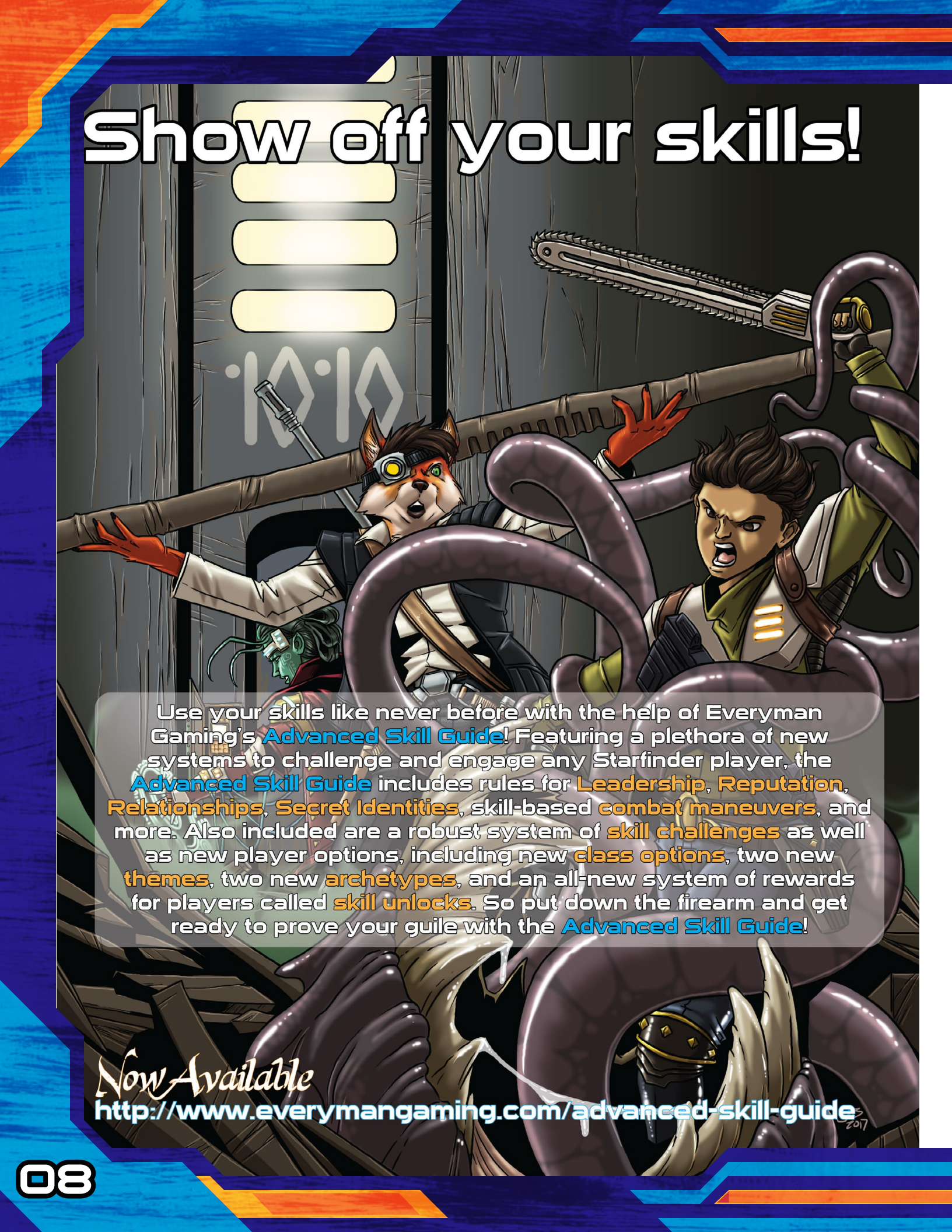


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