

Madame Zelekhati's (Elemental) Sorcerer Spells

Bloodline Spell-Like Abilities (CL 2nd; concentration +5) (CL 4th; concentration +8)

Sorcerer Spells Known (CL 2nd; concentration +5) (CL 4th; concentration +8)

**Elemental Ray (Sp): (1d6+1 acid)
(1d6+2 acid) 6/day (7/day)**

Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack.

This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**1st (5/day) (7/day)
2nd (4/day)**

Acid Splash

School conjuration (creation) [acid]; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Burning Hands (DC 15)

School evocation [fire]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Charm Person (DC 15)

School enchantment (charm) [mind-affecting];

Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one humanoid creature

Duration 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Color Spray (DC 14) (DC 15)

School illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (red, yellow, and blue powder or colored sand)

Range 15 ft.

Area cone-shaped burst

Duration instantaneous; see text

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

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

Dancing Lights

Detect Magic

Glitterdust (DC 16)

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (ground mica)

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

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing

creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

Light

Mage Armor

Message

Touch of Fatigue (DC 13) (DC 14)

School necromancy; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude negates; **Spell**

Resistance yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

CLW, potion of (x2) (1d8+1)

Invisibility, scroll of

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

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

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

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Share Memory, wand of (5 charges) (10 charges)

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

Casting Time 1 standard action

Range touch

Target you and one creature touched

Duration instantaneous

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

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

Shield, scroll of

See Invisibility, scroll of

Sneezing Powder (x2)

PRICE 60 GP **WEIGHT** 2 lbs.

This coarse yellowish-red powder is a splash weapon that causes uncontrollable sneezing for 1d4+1 rounds. Anyone standing in the square of impact must succeed at a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make DC 8 Fortitude saves. Creatures affected by sneezing powder must make a DC 10 Fortitude save every round for the duration or be staggered until their next turn. This is a poison effect. Crafting this item is a DC 25 Craft (alchemy) check.