

The Disgraced

Spell List

4th Level Spells

Confusion (enchantment(compulsion)[mind-affecting], VS MDF, medium, all creatures in a 15ft radius burst, 8rds, SRyes) – WILL DC 20 or confused for duration.

Crushing Despair (enchantment(compulsion)[mind-affecting], VSM, creatures in 30ft cone, 8min, SRyes) – WILL DC 20 or -2 attack, saves, ability checks, skills, weapon damage

Greater Invisibility (illusion(glamer), VS MDF, personal/touch, 8rds, SRyes) – Invisibility that doesn't end when you attack.

Telekinetic Charge (evocation[force], close, one willing creature, SRyes) – Move creature anywhere within range. Movement doesn't provoke AoOs. If they end adjacent to enemy, can make attack at +2 as an immediate action.

3rd Level Spells

Dispel Magic (abjuration, VS, medium) – Make a dispel check (1d20+8). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 8rds, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 80min, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

Inflict Pain (enchantment [mind-affecting, pain], VS, close, one creature, 8rds, SRyes) – Creature takes -4 penalty on attack, skill, ability checks. WILL DC 19 reduces length to 1 round.

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 8d6 electricity, REF DC 18 half.

Suggestion (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 8hr or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL DC 19 negates.

2nd Level Spells

Bear's Endurance (transmutation, VS MDF, creature touched, 8min, SRyes) – +4 CON enhancement

Hideous Laughter (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 8rd, SRyes) – WILL DC 18 or target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

Invisibility (illusion[glamer], VSM, creature touched, 8min, SRyes) – Become invisible until you attack

Scorching Ray (evocation[fire], VS, close, SRyes) – 2 rays +5 touch (4d6 fire).

Silent Charm Person (enchantment(charm)[mind-affecting], S, close, humanoid creature, 8hr, SRyes) – WILL DC 17 or treat you as friendly. +5 bonus to saving throw if allies are threatening him

1st Level Spells

Charm Person (enchantment(charm)[mind-affecting], VS, close, humanoid creature, 8hr, SRyes) – WILL DC 17 or treat you as friendly. +5 bonus to saving throw if allies are threatening him

Disguise Self (illusion (figment), VS, personal, 80min) – Disguise yourself with a +10 bonus.

Ear-Piercing Scream (evocation [sonic], VS, close, one creature, SRyes) – FORT DC 16 or dazed for 1 rd. 4d6 sonic FORT halves).

Magic Missile (2) (evocation[force], VS, medium, SRyes) – 4 1d4+1 missiles of force

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Unprepared Combatant (enchantment (compulsion)[emotion, mind-affecting], VS, close, 1 creature, 1 min/lvl, SRyes) – WILL DC 17 or -4 init and REF.

Spellbook (for Arcane Bond)

- Deep Slumber** (enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 8 min, SRyes) – Like *sleep*, but affects up to 10HD of targets. Will DC 19 to negate
- Displacement** (illusion[glamer], VM, touch, 8rd, SRyes) – 50% concealment
- Expeditious Retreat** (transmutation, personal, 8min) - +30 enhancement to speed
- Fire Shield** (evocation[fire or cold], VSM, personal, 8rd) – Creatures that attack you take 1d6+8 fire/cold. Take ½ damage from opposite element.
- Lesser Globe of Invulnerability** (abjuration, VSM, 10ft. sphere on you, 8rd) – 3rd level or lower spells don't affect you, effects are suppressed in the globe
- Resist Energy** (abjuration, VSDF, 80min) – Resist 20 (acid, cold, electric, fire or sonic)
- See Invisibility** (divination, VSM, personal, 80min) – See invisible/ethereal creatures
- Silent Image** (illusion (figment), VSF, long, visual figment 12 10ft. cubes, concentration) – Visual illusion with no sound. Will DC 16 to disbelieve if interacted with
- Stoneskin** (abjuration, VSM, creature touched, 80min, SRyes) – DR 10/adamantine. Discharged when it prevents 80 dmg.
- Touch of Idiocy** (enchantment(compulsion)[mind-affecting], VS, living creature touched, 80min, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.
- Ventriloquism** (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL DC 17 realizes where the voice is illusory)

Class Abilities

- Aura of Despair** – You can emit a 30-ft aura for 8 rounds. This aura causes enemies to take -2 on ability checks, attack rolls, damage rolls, saving throws, and skill checks. Rounds do not need to be consecutive.
- Dazing Touch** – Melee touch attack (+3), living creature becomes dazed for 1 round. Creatures are immune if they have more than 8 HD.

Item List

- Pearl of Power I** – You can activate this item as a standard action to reprepare one of your first levels spells as if you hadn't cast it.
- Potion of Cure Serious Wounds** – You can drink this to regain 3d8+5 hit points.
- Scroll of Dispel Magic (CL 12)** – as your prepared spell, but roll 1d20+12 for CL check.
- Scroll of Fly** (transmutation, CL5, creature touched, 5min, SRyes) – Creature gains fly speed of 60ft, +2 to Fly checks.
- Scroll of Glitterdust** (conjuration, CL3, medium, 10ft. radius, 3rd) – Creatures in area are outlined, no invis. WILL DC 13 or be blinded; new save every round.
- Scroll of Hold Monster** (enchantment (compulsion)[mind-affecting], CL9, medium, 1rd/lvl(D), SRyes) – WILL DC 17 or creature is paralyzed. Full-round gives another save.
- Scroll of Mage Armor (CL 6)** (conjuration(creation)[force], CL 6, creature touched, 6hr) - +4 armor bonus
- Scroll of Stoneskin** – as your arcane bond spell, but it lasts for 70 minutes and prevents 70 damage.
- Staff of Caustic Fury** – can cast the following spells (damage has been changed from fire to acid)
- Burning Hands (1 charge)** (evocation[acid], VS, 15ft cone, SR yes) – 5d4 acid, REF DC 16 half
 - Fireball (2 charges)** (evocation[acid], VSM, long, 20ft. radius, SRyes) – 8d6 acid, REF DC 18 half.
 - Wall of Fire (3 charges)** (evocation[acid], VSM, medium, concentration + 8rd, SRyes) – Form a 20ft. long sheet/lvl or ring with radius 5ft/2lvls. On your turn, 2d4 acid [0,10], 1d4 acid to (10,20). If you pass through, deals 2d6+8 acid damage.

Resource Management

Spells							
4 th	<i>confusion</i>	<i>crushing despair</i>	<i>greater invisibility</i>	<i>telekinetic charge</i>			
3 rd	<i>dispel magic</i>	<i>haste</i>	<i>heroism</i>	<i>inflict pain</i>	<i>lightning bolt</i>	<i>suggestion</i>	
2 nd	<i>bear's end.</i>	<i>hideous laughter</i>	<i>invisibility</i>	<i>scorching ray</i>	<i>silent charm p.</i>		
1 st	<i>charm p.</i>	<i>disguise s.</i>	<i>e-p scream</i>	<i>m. missile</i>	<i>m. missile</i>	<i>shield</i>	<i>u. combat.</i>
Daily Resources							
Aura of Despair (rounds)							
Dazing Touch							
Arcane Bond							
<i>pearl of power I</i>							
Consumables							
<i>staff of caustic fury</i>							
<i>potion of cure serious wounds</i>							
<i>scroll of dispel magic (CL 12)</i>							
<i>scroll of fly</i>							
<i>scroll of glitterdust</i>							
<i>scroll of hold monster</i>							
<i>scroll of mage armor (CL 6)</i>							
<i>scroll of stonесkin</i>							