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## ROLEPLAYING GAME<sup>™</sup>

# ULTIMATE MAGIC PLAYTEST

## ROUND 2: WORDS OF POWER

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# ROUND 2 OF THE PLAYTEST

Hello again from the tortured pits of RPG design! It's taken us a little while to get this particular piece of rules ready for your game, but we think you'll be pleased. This round of the *Ultimate Magic* playtest takes a look at the Words of Power alternate spellcasting system. This system allows a spellcaster to create spells using primal words, combining them and altering them as they see fit to create custom spell effects. It should be noted that this system is optional. It includes components that are very different from the standard way that spells are cast and created. As an optional rule, this system is not sanctioned for use with the Pathfinder Society Organized Play program.

For those of you hoping to help playtest this system, incorporate it into your game. Presently, the rules only

cover sorcerers and wizards, but the final version will cover most of the spellcasting classes. Create spells using these words and try them out in your game. Are they too powerful? Too weak? Although the list of words presented is not the full selection of words that will be in the final book, it is a start. Are there enough options? What other groups of effect words could be present? Once you have had a chance to play with these rules, jump on the messageboards at [paizo.com](http://paizo.com) and let us know what you think in the *Ultimate Magic* playtest forums. We look forward to reading your reports.



Jason Bulmahn  
Lead Designer

## WORDS OF POWER

Most spellcasters spend their entire careers learning and mastering the spells that make up their calling, but there is another way. Some turn their backs on rote memorization of traditional spellcasting and instead unlock the power behind the spells themselves, the fundamental building blocks of magic. Such spellcasters learn the words of power, and through them, learn to control the very forces behind magic, shaping and wielding it like no other.

While they function in much the same way as every other spellcaster, words of power spellcasters (or wordcasters, as they tend to call themselves) have a great deal of flexibility in how they prepare and cast their spells. Each wordcaster learns a number of words of power and, with some restrictions, she can combine these words to create any effect that she can dream up.

Each spell cast by a wordcaster has a number of components, including one target word and one or more effect words. The wordcaster still has spell slots, just like other members of her class, but she uses them differently. Each spell slot has a point value associated with it, depending on its level. Each word has a point value as well, and the total value of all of the words used to create the spell cannot exceed the total point value for a spell of that level. In addition, some words also have a level associated with them. This level is the minimum level of the spell slot that can be used to cast a spell using that word.

If a wordcaster belongs to a class that prepares spells, she must prepare her words of power spells as well, deciding in advance the exact combination of words that

will occupy each of her available spell slots. If a wordcaster belongs to a class that spontaneously casts spells, such as a sorcerer, she can create her words of power spells as she casts them.

It is important to note that words of power spells are treated like ordinary spells in every way. They can be dispelled, disrupted, and counterspelled just like any other spell (although the latter has special rules, as noted in the Counterspelling Words of Power section). Casting a words of power spell provokes an attack of opportunity, just like any other spell, unless the wordcaster casts the spell on the defensive, which requires a concentration check as normal.

Unless otherwise noted, words of power spells use the same rules for schools, subschools, and all other rules concerning magic. Refer to Chapter 9 of the *Pathfinder RPG Core Rulebook* for more information.

### Becoming a Wordcaster

When a character takes his first level in a class that grants the ability to cast spells, he must decide whether or not to be a wordcaster or a normal spellcaster. If the class does not grant the ability to cast spells until a later level, the decision does not need to be made until that level is attained. Once made, this choice cannot be changed. A character who elects to be a wordcaster cannot use spells, but he can utilize spell trigger and spell completion items just as if he were an ordinary spellcaster of his class. A handful of new feats allow a wordcaster to learn and use a limited number of spells in his slots (see the sidebar).



## Components

Each words of power spell is made up of at least two but at most four component words. Each spell must have one or more word from each of the word types listed below. Each word has a cost associated with it. Whenever a words of power spell is cast, its component words cannot have a total cost greater than the available total for a spell of that level, as noted on Table 1–1.

**Target Word:** This word determines the range of the spell, how the spell manifests, and whom it can affect. If a spell has an area, it affects every creature in the area defined by the word. If it has targets, it affects the specific targets described by its word.

**Effect Word:** This word determines what effect the spell has when cast. It also determines the school of the spell, its duration, saving throw, and spell resistance, if any. A words of power spell can have more than one effect. In this case, it counts as both schools of magic. If either

effect calls for a saving throw, then the saving throw applies to both effects. If either effect is subject to spell resistance, then the spell is subject to spell resistance. The durations of multiple effects are tracked separately. See the Effect Word section for more information on adding multiple effect words to a single spell.

## Casting a Words of Power Spell

Casting a spell using the words of power system functions in much the same way as casting a spell using the standard spellcasting system. Each words of power spell is assumed to have a material, somatic, and verbal component. Divine casters using this system must provide a divine focus instead of a material component. Unless otherwise noted, the material component is something that can be easily found in a spell component pouch.

Words of power spells take one standard action to cast and provoke an attack of opportunity as normal unless

## WORDCASTER FEATS

Metamagic feats, such as Empower Spell and Quicken Spell, work on words of power spells just like they would on an ordinary spell. The increase to the spell's level means that the spell uses up a higher-level spell slot, but retains the point and level restrictions of the original level. For example, a 3rd-level words of power spell modified by the Empower Spell feat would use up a 5th-level spell slot, but could not contain words higher than 3rd level, and the total cost of those words could not exceed the maximum for a 3rd-level spell.

In addition, wordcasters can take the following feats to augment their casting capabilities.

### EXTRA WORD

You have uncovered a new word of power.

**Prerequisites:** Caster level 1st, the ability to cast words of power spells, see Special.

**Benefit:** Add one effect word from your class's list to your list of words known. This is in addition to the number of words normally gained at each level in your class. You may instead add two words from your class's word list to your list of words known, but both of these words must be at least one level lower than the highest-level spell you can cast in that class. Once made, these choices cannot be changed.

**Special:** You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of spells known, such as the bard, oracle, or sorcerer. You can take this feat multiple times.

### VERSATILE WORDCASTER

You have learned to cast a limited number of normal spells and can cast them using your words of power spell slots.

**Prerequisites:** Caster level 1st, the ability to cast word of power spells.

**Benefit:** When you take this feat, you may select one spell on your class's spell list. This spell must be of a level you can cast. You can instead choose two spells, but they must be at least one level lower than the highest-level spell you can cast. You may prepare these spells using your words of power spell slots or cast them using these slots if your class does not prepare spells.

**Special:** You can take this feat multiple times.

### WORD BURNING

You can consume one of your available spell slots each day to gain a limited pool of points that you can apply to other word of power spells.

**Prerequisites:** Caster level 5th, the ability to cast words of power spells.

**Benefit:** Each day, when you prepare your words of power spells or regain your spell slots, you can choose to expend any one spell slot you possess. You gain a number of points from that slot equal to its total word cost (see Table 1–1). You can apply the points from that spell slot to any other spell that you prepare or cast that day, increasing the total word cost limit. You can split these points up among any number of other spell slots, but none of the spell slots can have a level equal to or higher than the expended spell slot. This does not increase the maximum word level of these slots, but it does allow more expensive words to be combined in lower-level spell slots.





the caster casts the spell defensively. The DC for casting these spells defensively is the same as it is for a traditional spell of the same level.

The DC for any saving throw called for by the spell is calculated the same way as for any other spell of that level. Wordcasters use the same ability score to determine their DC as do ordinary spellcasters of their class.

### Learning Words

For a wordcaster, learning new words of power is akin to unlocking the very building blocks of reality. Each word represents a new source of power that falls under their control. It is no surprise then that most wordcasters obsessively learn as many words as their minds can comprehend.

Each wordcaster, regardless of class, begins play knowing all of the target words, even those that they cannot yet use because of the associated level restriction. Wordcasters learn these words as part of their most basic training. For arcane casters using a spellbook, these words do not have a cost to scribe and take up one page each.

In addition to the target words, all wordcasters also begin play knowing a number of effect words equal to the number of spells they would normally be allowed to know at 1st level, and gain effect words at the same rate at which new spells are normally acquired. For each class, use the following guidelines.

**Sorcerers:** Sorcerers begin play knowing a number of effect words equal to the number indicated in the *Core Rulebook* on Table 3–15. Whenever they gain a level in their respective class, or a level of spellcasting in that class, they gain new effect words based on the same table. Wordcasters may exchange effect words for other words, using the same rules they use for exchanging spells.

**Wizards:** Wizards begin play knowing all 0-level effect words for their class and a number of 1st-level effect words equal to 4 + their Intelligence modifier. Whenever they gain another level of wizard, they add 2 additional words

to their wordbook, of any level they can cast. Wizards can add new words to their books for the same time and cost as it would take to add a spell of the same level.

### Counterspelling

Words of power spells can be counterspelled like any other spells, but because of their flexible nature, there are additional rules governing counterspells and words of power.

If a wordcaster is attempting to counter the spell of another wordcaster, he can make a Spellcraft check, as normal, to identify the spell as it is being cast and can cast an identical spell to counter it as it is being cast. This means that the opposing wordcaster must know all of the effect words of the spell and either have an identical spell prepared or have an available spell slot of an equal or higher level. If the spell contains multiple effect words, but the opposing caster only knows one of the words (or only has a spell with one of the words prepared), he can still attempt to counter the spell, but this attempt functions as if using *dispel magic* and does not come with the guarantee of success. The opposing caster must make a dispel check to counter the spell. He must still expend a spell of the same or higher level containing at least one word of the spell to be countered.

If a wordcaster is attempting to counter the spell of a spellcaster, he must make a Spellcraft check to identify the school of the spell being cast. He can then counter that spell using any words of power spell so long as it is of an equal or higher level than the spell being cast and it contains at least one effect word of the same school as the spell. This works like a *dispel magic* counterspell attempt, and the wordcaster must make a dispel check to counter the spell. If a spellcaster attempts to counter the spell of a wordcaster, he must use a spell of an equal or higher level that is of the same school as one or more of the effect words in the spell being cast. This too works like a *dispel magic* counterspell attempt, and the spellcaster must make a dispel check to counter the spell.

**TABLE 1-1: WORDS OF POWER SPELL COSTS**

Spell Level	Total Word Cost
0	3
1st	5
2nd	7
3rd	10
4th	13
5th	16
6th	20
7th	24
8th	28
9th	32

### TARGET WORDS

Target words determine the way in which a spell determines its targets. A word of power spell contains only one target word. Target words use the following format.

**Name:** This is the name of the target word. It is used as part of the spell's complete title.

**Level:** This lists the class (in the case of target words, all spellcasting classes) and level of the target word. A spell cannot contain a target word higher than its level.

**Cost:** This is the cost needed to add this target word to a spell. A spell cannot contain words whose total cost exceeds its limit for a spell of that level (see Table 1–1).



**Range:** This describes the range of a spell containing this target word.

**Description:** This describes how a spell using this target word determines its targets or area of effect. This could be a selection of targets by the caster or the creation of an area of effect, wherein all the creatures in the area are automatically targets of the spell. It might also create an effect that has no specific targets, instead just causing the effect word to occupy the listed space.

## PERSONAL

**Level** all 0; **Cost** 0

**Range** no range

The spell only affects the caster of the spell.

## SINGLE

**Level** all 0; **Cost** 0

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

The spell only affects a single target, determined by the range. If the spell deals energy damage, it is a ray that requires a ranged touch attack to hit, or it can be used as a melee touch attack with no range (decided by the wordcaster when the spell is cast). If used as a melee touch attack and the attack misses, the caster can hold the charge and try again with subsequent attacks.

## MASS

**Level** all 1; **Cost** 2

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

The spell affects up to one target per level of the caster, no two of which can be more than 30 feet apart.

## SMALL BURST

**Level** all 2; **Cost** 3

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

The spell affects all targets in a 10-foot-radius burst.

## MEDIUM BURST

**Level** all 3; **Cost** 5

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

The spell affects all targets in a 20-foot-radius burst.

## LARGE BURST

**Level** all 5; **Cost** 8

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

The spell affects all targets in a 40-foot-radius burst.

## SMALL CONE

**Level** all 1; **Cost** 2

**Range** 10 ft.

The spell affects all targets in a cone-shaped burst.

## ARCANE SCHOOLS AND BLOODLINES

Wizards who belong to an arcane school receive an additional spell slot of each level to prepare a words of power spell of their chosen school. They must also select two other schools to act as their opposition schools. They can prepare words of power spells using effect words from these schools, but the spells take up two of their slots as normal.

Sorcerer wordcasters gain bonus spells just like their spellcasting counterparts, and can cast these spells in addition to their words of power spells by using up the appropriate spell slots. They can exchange words for new words according to their normal progression for exchanging spells, but may not exchange these bonus spells.

## MEDIUM CONE

**Level** all 3; **Cost** 5

**Range** 20 ft.

The spell affects all targets in a cone-shaped burst.

## LARGE CONE

**Level** all 5; **Cost** 8

**Range** 40 ft.

The spell affects all targets in a cone-shaped burst.

## SMALL LINE

**Level** all 1; **Cost** 2

**Range** 20 ft.

The spell affects all targets in a 20-foot line.

## MEDIUM LINE

**Level** all 2; **Cost** 3

**Range** 60 ft.

The spell affects all targets in a 60-foot line.

## LARGE LINE

**Level** all 3; **Cost** 5

**Range** 120 ft.

The spell affects all targets in a 120-foot line.

## EFFECT WORDS

Effect words determine the overall outcome of a words of power spell. A words of power spell can contain more than one effect word, and it is possible for their effects to counteract one another. Effect words use the following format.

**Name:** This is the name of the effect word. Each word belongs to a group of similar words, noted in parentheses.





An individual spell cannot contain two words from the same group.

**School:** This is the school of magic that the spell belongs to. If a spell has more than one effect word, it can belong to more than one school, although it never benefits from effects based on school (such as Spell Focus) more than once. It can, however, take penalties based on school more than once; for example, if a target has a bonus on saving throws against necromancy and illusion spells, that character would add both bonuses on the saving throw if the spell was of both schools.

**Level:** This lists the classes that can learn the word and the word's level for members of that class. Note that an individual spell can contain no words of a level higher than the spell.

**Cost:** This is the cost needed to add this effect word to a spell. A spell cannot contain words whose total cost exceeds its limit for a spell of that level (see Table 1-1). If an effect word has a second cost listed, separated by a “/,” the second number is the cost of the effect word if it is added to a spell that already contains one effect word. The highest-level effect word is always considered the first word added to a spell. Lower-level words are added later and are subject to this increased cost. If there is a tie, the caster chooses which word uses its increased cost. If the spell has a boost option and is added to a spell with a higher-level effect word, increase the boosted cost by the same amount. For example, if a spell has a cost of “7/9” and a boosted cost of 12, that boosted effect would cost 14 if added to a spell with a higher-level effect word.

**Duration:** This is the duration of the spell. If a spell has more than one effect word, the shorter duration is used.

**Saving Throw:** If the spell allows a saving throw, it is noted here along with the effect of a successful save. If more than one effect word is used, the higher-level word (or higher cost in the case of a tie, then caster's choice) determines the type of save (if both allow one, or the lower-level word if only it allows one). If the save is successful, it applies to both effect words, but the result can vary based on the individual word. If the save fails, the target takes the full effect of both words. The save DC is equal to 10 + the spell's level (not the word's level) + the wordcaster's spellcasting ability score modifier (Intelligence for wizards, Wisdom for clerics, druids, and rangers, and Charisma for bards, paladins, and sorcerers). For example, if a 5th-level spell contains a 2nd-level effect word that allows a Reflex save for half and a 4th-level effect word that allows a Will save to negate, targets of the spell make a Will save with a DC of 15 plus the caster's ability score modifier. If the save is successful, the target takes half the normal effect from the 2nd-level word and negates

the 4th-level word. If the save fails, the target takes the full effect of both words.

**Spell Resistance:** If the effect word allows spell resistance, it is noted here. If the spell uses more than one effect word, and either of those words allows spell resistance, it applies to all of the effect words.

**Target Restrictions:** Some effect words can only be combined with specific target words. If this is the case, the specific target words are noted here.

**Effect:** This describes the effects of the spell when it uses this effect word.

**Boost:** Some effect words can be used to greater effect by increasing the cost of the word. If this is possible, its increased cost and effect are noted here.

## EFFECT WORD DESCRIPTIONS

### Acid Words

#### ACID BURN (ACID)

**School** conjuration [acid]; **Level** druid 0, sorcerer/wizard 0

**Cost** 3; **Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** no

This spell deals 1d3 points of acid damage. If the spell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

#### CORROSIVE BOLT (ACID)

**School** conjuration [acid]; **Level** sorcerer/wizard 2

**Cost** 5/7; **Duration** 2 rounds

**Saving Throw** None; **Spell Resistance** no

**Target Restrictions** single, mass

This spell deals 1d4 points of acid damage per level of the caster (maximum 5d4). On the following round, the target takes this damage again. Hitting a target with this spell requires a ranged touch attack. If it uses the single target word, it can instead be made with a melee touch attack.

#### ACID WAVE (ACID)

**School** conjuration [acid]; **Level** sorcerer/wizard 4

**Cost** 9/12; **Duration** 2 rounds

**Saving Throw** Reflex half; **Spell Resistance** no

This spell deals 1d6 points of acid damage per level of the caster (maximum 10d6). Targets damaged by this spell are sickened for 1 round per caster level. A successful save reduces the duration of the sickened condition to 1 round.

#### CAUSTIC CLOUD (ACID)

**School** conjuration [acid]; **Level** sorcerer/wizard 7

**Cost** 18; **Duration** 1 round/level

**Saving Throw** Fortitude half; **Spell Resistance** no

**Target Restrictions** small burst, medium burst, large burst



This spell creates a cloud of noxious green vapor that obscures vision. Creatures caught in the cloud take 1d6 points of acid damage per caster level (maximum 20d6) and are fatigued. Creatures caught in the cloud receive a Fortitude save to halve the damage and negate the fatigued effect. Creatures that remain in the cloud take a cumulative -2 penalty on the save each round they remain in the cloud, but spending just 1 round outside the cloud's area resets this penalty. Creatures in the cloud that are fatigued become exhausted on a failed saving throw. A strong wind, such as that created by a *gust of wind*, disperses this cloud immediately.

## Armor Words

### FORCE BLOCK (ARMOR)

**School** abjuration; **Level** cleric 0, sorcerer/wizard 0  
**Cost** 2; **Duration** 1 round  
**Saving Throw** Will negates (harmless); **Spell Resistance** no  
**Target Restrictions** personal, single  
 The target of this spell receives a +1 armor bonus to its AC. This armor is made of force and provides protection against the attacks of incorporeal creatures.

**Boost:** By increasing the cost of this word to 4, this spell can be cast as an immediate action. In this case, the effect lasts until the end of your next turn. This boost cannot be used if the spell includes another effect word (unless that word can also be cast as an immediate action).

### FORCE SHIELD (ARMOR)

**School** abjuration; **Level** sorcerer/wizard 1  
**Cost** 4/5; **Duration** 1 minute/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** no  
**Target Restrictions** personal, single  
 The target of this spell receives a +4 armor bonus to its AC. This armor is made of force and provides protection against the attacks of incorporeal creatures.

### FORCE ARMOR (ARMOR)

**School** abjuration; **Level** cleric 3, sorcerer/wizard 3  
**Cost** 7/9; **Duration** 10 minutes/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** no  
**Target Restrictions** personal, single  
 The target of this spell receives a +4 armor bonus to its AC, +1 for every four levels of the caster. This armor is made of force and provides protection against the attacks of incorporeal creatures. If the target has a greater armor bonus from another source, this spell instead increases that armor bonus by +1 and allows it to provide protection against the attacks of incorporeal creatures.

### FORCE WARD (ARMOR)

**School** abjuration; **Level** sorcerer/wizard 6

**Cost** 14/16; **Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no

**Target Restrictions** personal, single, mass

This spell functions as *force armor*, but it grants a +6 armor bonus to AC, +1 for every four levels of the caster. If the target has greater armor bonus from another source, this spell increases that armor bonus by +2.

## Barrier Words

### WIND BARRIER (BARRIER)

**School** evocation [air]; **Level** cleric 3, druid 3, ranger 3, sorcerer/wizard 3

**Cost** 6; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

**Target Restrictions** small line, medium line, large line

This spell creates a vertical wall of swirling wind. The wall occupies the area of the line and extends to a height of 10 feet plus 1 foot per level of the caster. The wall must be anchored to a solid surface. This wind does not obscure sight, but ranged weapons that pass through the wall automatically miss (with the exception of large missiles, such as giant thrown rocks and siege weapons). Creatures passing through the wall treat it as difficult terrain and must make a DC 10 Strength check. Failure indicates that the creature cannot pass through the wall this round, but may try again in future rounds. Gases, gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall.

### FIRE BARRIER (BARRIER)

**School** evocation [fire]; **Level** druid 4, sorcerer/wizard 4

**Cost** 8; **Duration** 1 round/level

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

**Target Restrictions** small line, medium line, large line

This spell creates a vertical wall of crackling flame. The wall occupies the area of the line and extends to a height of 10 feet plus 1 foot per level of the caster. The wall must be anchored to a solid surface. Creatures in the space of the wall when it forms or that attempt to pass through the wall take 2d6 points of fire damage + 1 point of fire damage per level of the caster (maximum +20). A reflex save halves this damage. The wall obscures sight so that creatures cannot see through it, granting total concealment to those on the other side.

### ICE BARRIER (BARRIER)

**School** evocation [cold]; **Level** druid 4, sorcerer/wizard 4

**Cost** 7; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

**Target Restrictions** small line, medium line, large line

This spell creates a vertical wall of solid ice. The wall occupies the area of the line and extends to a height of 10 feet plus 1 foot per level of the caster. The wall must be



anchored to a solid surface. The wall must be a smooth, uninterrupted surface when formed. The wall is 1 inch thick per level of the caster and has 3 hit points per inch of thickness.

### STONE BARRIER (BARRIER)

**School** conjuration (creation); **Level** cleric 5, druid 6, sorcerer/wizard 5

**Cost** 12; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

**Target Restrictions** small line, medium line, large line

This spell creates a vertical wall of solid stone. The wall occupies the area of the line and extends to a height of 10 feet plus 1 foot per level of the caster. The wall must be anchored to a solid surface. The wall must be a smooth, uninterrupted surface when formed. The wall is 1 inch thick per level of the caster, has hardness 8, and has 15 hit points per inch of thickness.

### Body Words

#### FORTIFY (BODY)

**School** transmutation; **Level** cleric 1, paladin 1, ranger 1, sorcerer/wizard 1

**Cost** 4/5; **Duration** 1 round/level

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

**Target Restrictions** personal, single

The target of this spell receives a +1 resistance bonus on saving throws. In addition, the target receives a number of temporary hit points equal to its Hit Dice.

**Boost:** By increasing the level of this word to 3 and the cost to 7, this spell can use the mass target word.

#### ENHANCE FORM (BODY)

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

**Cost** 5/7; **Duration** 1 round/level

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

**Target Restriction** personal, single

The target of this spell receives a +4 enhancement to either Strength, Dexterity, or Constitution (caster's choice). The target can end this spell prematurely as a swift action, gaining a +8 enhancement bonus to the ability score until the end of the target's turn.

**Boost:** By increasing the level of this word to 6 and the cost to 14, this spell can use the mass target word.

#### PERFECT FORM (BODY)

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

**Cost** 8/10; **Duration** 1 round/level

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

**Target Restrictions** personal, single

The target of this spell receives a +4 enhancement to Strength, Dexterity, and Constitution.

**Boost:** By increasing the level of this word to 7 and the cost to 16, this spell can use the mass target word.

### Cold Words

#### COLD SNAP (COLD)

**School** evocation [cold]; **Level** druid 0, sorcerer/wizard 0

**Cost** 2; **Duration** instantaneous

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

This spell deals 1d3 points of cold damage. If the spell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

#### FROST FINGERS (COLD)

**School** evocation [cold]; **Level** druid 2, sorcerer/wizard 2

**Cost** 5/7; **Duration** instantaneous

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

This spell deals 1d6 points of cold damage per level of the caster (maximum 5d6). A target that fails its saving throw is also staggered for 1 round.

#### ICE BLAST (COLD)

**School** evocation [cold]; **Level** druid 4, sorcerer/wizard 4

**Cost** 9/12; **Duration** instantaneous

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

This spell deals 1d6 points of cold damage per level of the caster (maximum 10d6). A target that fails its saving throw is entangled by the ice for 1d4 rounds. The entangled effect ends if the target takes an amount of fire damage equal to or greater than the caster level of this spell.

#### WINTER'S WRATH (COLD)

**School** evocation [cold]; **Level** druid 8, sorcerer/wizard 8

**Cost** 21; **Duration** 1 round/level

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

**Target Restrictions** small burst, medium burst, large burst

This spell creates an area of blizzardlike conditions. Anyone inside the area, either when it forms or at the start of the caster's turn, takes 1d6 points of cold damage per level of the caster (maximum 20d6) and 1d4 points of Dexterity damage. A Fortitude save halves this damage and negates the Dexterity damage. Creatures immune to cold damage do not take the Dexterity damage. Because of the heavy snow and winds, visibility is reduced to 5 feet inside the blizzard. Effects that deal fire damage do not harm anyone inside this blizzard unless they are of a level equal to or higher than this spell.



## Command Words

### SIMPLE ORDER (COMMAND)

**School** enchantment (compulsion) [language-dependent, mind affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Cost** 4/6; **Duration** 1 round

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

**Target Restrictions** single

The target of this spell must follow one of five simple commands to the best of its ability on its next turn. If the target cannot take the specified action on its next turn, the spell fails. The possible commands are as follows.

**Approach:** The target must move toward the caster as quickly and directly as possible, provoking attacks of opportunity as normal. The target will avoid obvious hazards, such as fire, pits, or traps that it is aware of (other creatures do not count).

**Drop:** The target drops whatever it is holding and does not pick up anything this round. It can otherwise act normally.

**Fall:** The target falls to the ground and remains prone until its next turn. It can otherwise act normally.

**Flee:** The target moves away from the caster as quickly and directly as possible. This otherwise functions as approach.

**Halt:** The target does not move and takes no other action on its turn, although it is not considered flat-footed or helpless.

**Boost:** By increasing the level of this word to 4 and the cost to 9, this spell can use any target word.

### COMPLEX ORDER (COMMAND)

**School** enchantment (compulsion) [language-dependent, mind affecting]; **Level** bard 3, sorcerer/wizard 3

**Cost** 7/10; **Duration** 10 minutes/level

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

**Target Restrictions** single

The target of this spell must follow the caster's instructions. The caster must be able to convey the orders within 1 round and the actions must be able to be completed within the spell's duration. The instructions cannot include anything that is obviously dangerous or harmful to the target. The instructions do not have to take the entire duration, and once completed, the spell ends. If the instructions are not completed by the time the duration expires, the target is under no compulsion to finish them.

**Boost:** By increasing the level of this word to 6 and the cost to 15, this spell can use the mass target word.

## Detection Words

Detection words are used to learn things that simple observation cannot. They reveal secrets and uncover hidden things. Detection words are special in that they can be combined with other detection words in one spell. Detection words cannot be combined with other effect words in one spell.

### SENSE MAGIC (DETECTION)

**School** divination; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

**Cost** 1; **Duration** concentration, up to 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** small cone, medium cone, large cone

This spell detects magic auras. By concentrating each round, the caster can determine the number and location of each aura in the target area. She can make a Knowledge (arcana) skill check to determine the school of each aura (one check per aura; the DC of this check is 15 + the spell level, or 15 +1/2 the caster level for a nonspell effect). If the aura radiates from a magic item, the caster can attempt to identify the item's properties as if using *detect magic* (see Spellcraft in the *Core Rulebook*). If the aura emanates from a spell of 7th level or higher, or is a nonspell effect with a caster level of 12th or higher, the caster knows that the aura is strong, even if the Knowledge check to identify the school is unsuccessful.

### SENSE THOUGHTS (DETECTION)

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

**Cost** 4; **Duration** concentration, up to 1 minute/level (D)

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

**Target Restrictions** small cone, medium cone, large cone

This spell allows the caster to detect the surface thoughts of creatures in the target area. By focusing on one creature in the area, the caster can read the surface thoughts of that creature. The caster must be otherwise aware of the creature to focus on it. A Will save prevents the caster from reading the creature's thoughts for the duration of this spell. If the target has an Intelligence score at least 10 higher than the caster and it makes its Will save, the target can instead read the surface thoughts of the caster for the duration of the spell, while the wordcaster receives no insight. Each round, the caster can focus on a new creature if he desires.

## Electricity Words

### SPARK (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 0, sorcerer/wizard 0

**Cost** 3; **Duration** instantaneous

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

This spell deals 1d4 points of electricity damage. If the spell has only a single target, it requires a melee or ranged touch attack and does not allow a saving throw.

### SHOCK ARC (ELECTRICITY)

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

**Cost** 4/5; **Duration** instantaneous

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

This spell deals 1d4 points of electricity damage per level of the caster (maximum 5d4).



## LIGHTNING BLAST (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 3, sorcerer/wizard 3  
**Cost** 7/9; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
 This spell deals 1d6 points of electricity damage per level of the caster (maximum 10d6).

## BALL LIGHTNING (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 6, sorcerer/wizard 6  
**Cost** 14/16; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
**Target Restrictions** single, mass  
 This spell deals 1d8 points of electricity damage per level of the caster (maximum 15d8 to one target, plus half that damage to any other targets included in the effect).

## THUNDER STRIKE (ELECTRICITY)

**School** evocation [electricity]; **Level** druid 8, sorcerer/wizard 8  
**Cost** 21; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
 This spell deals 1d8 points of electricity damage per level of the caster (maximum 20d8). In addition, a target that fails its saving throw against this damage is deafened for 1 round per caster level.

## Fear Words

### SPOOK (FEAR)

**School** necromancy; **Level** bard 1, cleric 1, sorcerer/wizard 1  
**Cost** 4; **Duration** 1d4 rounds  
**Saving Throw** Will negates; **Spell Resistance** Yes  
**Target Restrictions** single, mass  
 This spell causes the target or targets to become frightened for the duration. This word has no effect on targets with 5 or more Hit Dice.

### TERROR (FEAR)

**School** necromancy; **Level** bard 3, sorcerer/wizard 4  
**Cost** 9/12; **Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** Yes  
 This spell causes the target or targets to become frightened for the duration. A target that succeeds at its saving throw is shaken for 1 round.

### HORROR (FEAR)

**School** necromancy; **Level** sorcerer/wizard 7  
**Cost** 18; **Duration** instantaneous  
**Saving Throw** Fortitude negates; **Spell Resistance** Yes  
**Target Restrictions** single  
 This spell causes the target to take 10 points of damage per level of the caster. If the save succeeds, the target instead takes 3d6 points of damage +1 per level of the caster.

**Boost:** By increasing the level of this word to 9 and the cost to 26, this spell can use the mass target word.

## Fire Words

### FLAME JET (FIRE)

**School** evocation [fire]; **Level** druid 0, sorcerer/wizard 0  
**Cost** 2; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** Yes  
 This spell deals 1d4 points of fire damage. If the spell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

### BURNING FLASH (FIRE)

**School** evocation [fire]; **Level** druid 2, sorcerer/wizard 1  
**Cost** 3/5; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
 This spell deals 1d4 points of fire damage per level of the caster (maximum 5d4). If the spell has only a single target, it requires a ranged touch attack to hit and does not allow a saving throw.

**Boost (sorcerer/wizard only):** By increasing the level of this word to 2 and the cost to 5, this spell does 1d6 points of fire damage per level of the caster (maximum 5d6).

### FIRE BLAST (FIRE)

**School** evocation [fire]; **Level** sorcerer/wizard 3  
**Cost** 6/8; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
 This spell deals 1d6 points of fire damage per level of the caster (maximum 10d6).

### CINDER STORM (FIRE)

**School** evocation [fire]; **Level** cleric 5, sorcerer/wizard 5  
**Cost** 10/13; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
 This spell deals 1d6 points of fire damage per level of the caster (maximum 15d6).

### INFERNO (FIRE)

**School** evocation [fire]; **Level** sorcerer/wizard 8  
**Cost** 20; **Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes  
 This spell deals 1d8 points of fire damage per level of the caster (maximum 20d8).

### TRUE FIRE (FIRE)

**School** evocation [fire]; **Level** sorcerer/wizard 9  
**Cost** 26; **Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no  
**Target Restrictions** single  
 This spell deals 1d6 points of fire damage per level of the caster (maximum 20d6).



## Force Words

### FORCE BOLT (FORCE)

School evocation [force]; **Level** sorcerer/wizard 2

**Cost** 5/8; **Duration** instantaneous

**Saving Throw** none; **Spell Resistance** Yes

**Target Restrictions** single

This spell deals 1d4 points of force damage per level of the caster (maximum 5d4). This spell is treated like *magic missile* for the purposes of spells that negate or absorb force effects.

### FORCE BLAST (FORCE)

School evocation [force]; **Level** sorcerer/wizard 5

**Cost** 12/15; **Duration** instantaneous

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

This spell deals 1d6 points of force damage per level of the caster (maximum 10d6).

## Illusion Words

### ECHO (ILLUSION)

**School** illusion (figment); **Level** bard 0, sorcerer/wizard 0

**Cost** 2; **Duration** 1 round/level (D)

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

**Target Restrictions** single

This spell targets a single location, creating a sound that rises, recedes, or remains constant for the duration. The sound's volume increases with the caster's level. The base Perception DC to notice this sound is 0, but the DC is reduced by 1 per level of the caster (although it can be higher if the caster desires). This means that at low levels the sound is as loud as a creature talking, but by 10th level, it is as loud as creatures engaged in a noisy battle. The sound can be anything the caster desires, but it cannot replicate speech or language. Once cast, the type of sound cannot be changed.

### GLIMMERING (ILLUSION)

**School** illusion (figment); **Level** bard 2, sorcerer/wizard 3

**Cost** 5; **Duration** 1 round/level (D)

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

**Target Restrictions** single

This spell creates a visual illusion centered on a target space within range. The illusion must be contained within a 10-foot radius from the point selected. This illusion only contains visual elements and while it can move, its movements are repeated once per round. It can otherwise have any appearance the caster desires. The caster can change the illusion's movements by concentrating, but it cannot leave its initial area.

## Meta Words

These effect words specifically modify other word elements. A words of power spell can contain multiple meta words so long

as they do not modify the same element. A spell containing a meta word must contain at least two effect words. The meta word is never considered the highest-level word in the spell for the purpose of determining increased costs.

### DISTANT (META)

**School** universal; **Level** all 2

**Cost** 4; **Duration** see text

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

This word increases the spell's range, as determined by its target word. If the word has a close range, the range increases to medium (100 ft. + 10 ft./level). If the word has a medium range, the range increases to long (400 ft. + 40 ft./level). This word has no effect on target words with a range other than close or medium.

### MANIFESTATION (META)

**School** universal; **Level** all 4

**Cost** 7; **Duration** see text

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

This word changes the saving throw type of certain effect words used in this spell. If the effect word normally requires a Will saving throw, it instead requires a Fortitude saving throw. This does not change whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

### MIND WARP (META)

**School** universal; **Level** all 4

**Cost** 7; **Duration** see text

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

This word changes the saving throw type of certain effect words used in this spell. If the effect word normally requires a Fortitude saving throw, it instead requires a Will saving throw. This does not change whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

## Pain Words

### CRAMP (PAIN)

**School** necromancy; **Level** bard 0, cleric 0, sorcerer/wizard 0

**Cost** 2/3; **Duration** 1 round

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

The targets of this spell have their base speed reduced by half (minimum 10 feet).

### WRACK (PAIN)

**School** necromancy; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Cost** 3/4; **Duration** 1 round/level

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

The targets of this spell are sickened.





### TORTURE (PAIN)

**School** necromancy; **Level** bard 3, sorcerer/wizard 3  
**Cost** 6/8; **Duration** 1 round/level  
**Saving Throw** Fortitude negates; **Spell Resistance** yes  
 The targets of this spell are nauseated. Targets receive another save at the end of their turn to end the effect.

### Power Words

#### BLIND (POWER)

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7  
**Cost** 16; **Duration** varies, see text  
**Saving Throw** none; **Spell Resistance** yes  
**Target Restrictions** single  
 This spell causes a living creature to become blinded, whether the creature can hear the spell or not. This spell's duration depends on the target's current hit point total. Any creature that currently has 201 hit points or more is unaffected.

Hit Points	Duration
50 or fewer	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

#### STUN (POWER)

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8  
**Cost** 20; **Duration** varies, see text  
**Saving Throw** none; **Spell Resistance** yes  
**Target Restrictions** single  
 This spell causes a living creature to become stunned, whether the creature can hear the spell or not. This spell's duration depends on the target's current hit point total. Any creature that currently has 151 hit points or more is unaffected.

Hit Points	Duration
50 or fewer	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

#### KILL (POWER)

**School** enchantment (compulsion) [death, mind-affecting];  
**Level** sorcerer/wizard 9

**Cost** 24; **Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** yes  
**Target Restrictions** single

This spell instantly slays one living creature, whether or not the creature can hear the spell. Any creature that currently has 101 hit points or more is unaffected.

### Summoning Words

#### SERVITOR I (SUMMONING)

**School** conjuration (summoning); **Level** bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1  
**Cost** 3; **Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** no  
**Target Restrictions** single

This spell summons a creature do your bidding. This creature attacks your opponents to the best of its ability each turn if able. If you can communicate with the creature, you can direct its attacks or instruct it to perform other actions. This spell summons one creature from Table 10–1 in the *Core Rulebook* from the 1st-level list. If this spell is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 1st-level list.

A summoned creature cannot summon or conjure other creatures, nor can it use its teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities with expensive material components.

If this spell is used to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures marked with an asterisk are summoned with the celestial template if you are good, and the fiendish template if you are evil. If you are neutral, you may choose which template to apply. Creatures summoned using this spell always have an alignment that matches yours, regardless of their usual alignment.

If you combine this word with any other effect words, the summoned creature is the only target for these words.

#### SERVITOR II (SUMMONING)

**School** conjuration (summoning); **Level** bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2  
**Cost** 4; **Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** no  
**Target Restrictions** single



This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 2nd-level list. If this spell is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 2nd-level list.

#### SERVITOR III (SUMMONING)

**School** conjuration (summoning); **Level** bard 3, cleric 3, druid 3, ranger 3, sorcerer/wizard 3

**Cost** 6; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 3rd-level list. If this spell is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 3rd-level list.

#### SERVITOR IV (SUMMONING)

**School** conjuration (summoning); **Level** bard 4, cleric 4, druid 4, ranger 4, sorcerer/wizard 4

**Cost** 8; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 4th-level list. If this spell is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 4th-level list.

#### SERVITOR V (SUMMONING)

**School** conjuration (summoning); **Level** bard 5, cleric 5, druid 5, sorcerer/wizard 5

**Cost** 10; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 5th-level list. If this spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 5th-level list.

#### SERVITOR VI (SUMMONING)

**School** conjuration (summoning); **Level** bard 6, cleric 6, druid 6, sorcerer/wizard 6

**Cost** 13; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 6th-level list. If this spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 6th-level list.

#### SERVITOR VII (SUMMONING)

**School** conjuration (summoning); **Level** cleric 7, druid 7, sorcerer/wizard 7

**Cost** 16; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 7th-level list. If this spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 7th-level list.

#### SERVITOR VIII (SUMMONING)

**School** conjuration (summoning); **Level** cleric 8, druid 8, sorcerer/wizard 8

**Cost** 20; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 8th-level list. If this spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 8th-level list.

#### SERVITOR IX (SUMMONING)

**School** conjuration (summoning); **Level** cleric 9, druid 9, sorcerer/wizard 9

**Cost** 24; **Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Target Restrictions** single

This spell functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 9th-level list. If this spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 9th-level list.





## EFFECT WORD LISTS

An \* appearing at the end of a spell's name indicates that it is a boosted spell—the description of the boosted effect is found at the end of the spell's description.

## SORCERER/WIZARD WORDS

### 0-Level Sorcerer/Wizard Words

<i>Acid Burn</i> (Acid)	<i>Flame Jet</i> (Fire)
<i>Cold Snap</i> (Cold)	<i>Force Block</i> (Armor)
<i>Cramp</i> (Pain)	<i>Sense Magic</i> (Detection)
<i>Echo</i> (Illusion)	<i>Spark</i> (Electricity)

### 1st-Level Sorcerer/Wizard Words

<i>Burning Flash</i> (Fire)	<i>Shock Arc</i> (Electricity)
<i>Force Shield</i> (Armor)	<i>Simple Order</i> (Command)
<i>Fortify</i> (Body)	<i>Spook</i> (Fear)
<i>Servitor I</i> (Summoning)	<i>Wrack</i> (Pain)

### 2nd-Level Sorcerer/Wizard Words

<i>Burning Flash*</i> (Fire)	<i>Force Bolt</i> (Force)
<i>Corrosive Bolt</i> (Acid)	<i>Frost Fingers</i> (Cold)
<i>Distant</i> (Meta)	<i>Sense Thoughts</i> (Detection)
<i>Enhance Form</i> (Body)	<i>Servitor II</i> (Summoning)

### 3rd-Level Sorcerer/Wizard Words

<i>Complex Order</i> (Command)	<i>Lightning Blast</i> (Electricity)
<i>Fire Blast</i> (Fire)	<i>Servitor III</i> (Summoning)
<i>Force Armor</i> (Armor)	<i>Torture</i> (Pain)
<i>Fortify*</i> (Body)	<i>Wind Barrier</i> (Barrier)
<i>Glimmering</i> (Illusion)	

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### 4th-Level Sorcerer/Wizard Words

<i>Acid Wave</i> (Acid)	<i>Mind Warp</i> (Meta)
<i>Fire Barrier</i> (Barrier)	<i>Perfect Form</i> (Body)
<i>Ice Barrier</i> (Barrier)	<i>Servitor IV</i> (Summoning)
<i>Ice Blast</i> (Cold)	<i>Simple Order*</i> (Command)
<i>Manifestation</i> (Meta)	<i>Terror</i> (Fear)

### 5th-Level Sorcerer/Wizard Words

<i>Cinder Storm</i> (Fire)	<i>Servitor V</i> (Summoning)
<i>Force Blast</i> (Force)	<i>Stone Barrier</i> (Barrier)

### 6th-Level Sorcerer/Wizard Words

<i>Ball Lightning</i> (Electricity)	<i>Force Ward</i> (Armor)
<i>Complex Order*</i> (Command)	<i>Servitor VI</i> (Summoning)
<i>Enhance Form*</i> (Body)	

### 7th-Level Sorcerer/Wizard Words

<i>Blind</i> (Power)	<i>Perfect Form*</i> (Body)
<i>Caustic Cloud</i> (Acid)	<i>Servitor VII</i> (Summoning)
<i>Horror</i> (Fear)	

### 8th-Level Sorcerer/Wizard Words

<i>Inferno</i> (Fire)	<i>Thunder Strike</i> (Electricity)
<i>Servitor VIII</i> (Summoning)	<i>Winter's Wrath</i> (Cold)
<i>Stun</i> (Power)	

### 9th-Level Sorcerer/Wizard Words

<i>Horror*</i> (Fear)	<i>Servitor IX</i> (Summoning)
<i>Kill</i> (Power)	<i>True Fire</i> (Fire)

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