



WANDS

Recrafted





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Wands Recrafted

BY RICHARD MOORE

A frequent complaint regarding magic wands is that they are basically nothing more than “*spell-in-a-stick*” items. A common appellation for a wand of *cure light wounds* among organized play participants is a “life insurance policy”, and even PCs who have no true magical aptitude, arcane or divine, will buy these wands and ramp up their Use Magic Device skill so that they have unlimited healing at their fingertips.

In this supplement, we will explore a method of reinterpreting wands in a way that makes them more valued and relevant to the casters who use them, and yet remains more or less consistent with the pricing scheme and economy of wands as detailed in the existing core rules of the Pathfinder Roleplaying Game. Ideally, using these rules should make every spellcaster at your table want to have a wand of his or her own that is custom-made to their character's portfolio of magical expertise—items they will keep for a long period of time and use over and over again.

THE RULES

Under this new system, wands are still priced and created as described in the Pathfinder Roleplaying Game Core Rulebook and function as explained in those rules, with some minor exceptions. Our

rules for complex wands below also allow players and GMs to create wands that store multiple spells.



Each spell cast from a wand consumes one charge as normal. A wand that has less than its maximum number of charges remains primed to accumulate and store magical energy which can be channeled back into more uses of its associated spell. Each morning, when a spellcaster prepares spells or regains spell slots, he can also imbue a wand with a portion of his power so long as the spell cast by the wand is among his known spells or in his spellbook. Imbuing a wand with this power restores one charge to the wand, but the caster must forgo one prepared spell or spell slot of a level equal to that of the highest spell level cast by the wand. A single wand cannot gain more than one charge per day from foregone spell slots, but a caster can imbue a number of different wands with his power each day equal to his spellcasting ability score modifier (the same one used to determine his bonus spells). Additionally, certain feats (which are fully described below) allow casters to imbue a single wand with additional charges per day by expending other daily-use class resources. These feats also allow the caster to boost the power of their spells or class abilities by expending extra charges as noted.

When the wand runs out of charges, it cannot be used until it is recharged. Exhausting a wand completely, however, is a dangerous thing to do. When the last charge of a wand is used, it overloads the thaumaturgical circuit which powers the wand, creating a surge of magic that can be potentially deleterious to the wand itself, or even to its wielder. Upon using the last charge of a wand, the wielder must immediately roll a Use Magic Device check to attempt to control the surge of magic. The DC of this check is equal to 10 + the highest spell level stored in the wand + the caster level of the wand's creator. Success indicates that the wand is inert but reusable; it can be recharged normally with spell slots or other resources as described below in the New Feats section of this document. Failure indicates that the wand gains the broken condition—it can still be recharged, but will consume double the normal amount of charges until repaired with a mending or make whole spell cast by a character with a caster level equal to or higher than the item's creator. Failure by 10 or more indicates that the wand is immediately destroyed by the explosive discharge of the magic which holds it together, and the wielder of the wand, as well as any adjacent creatures or objects, takes 1d6 points of untyped damage per caster level of the wand's creator.

A wizard who selects a wand as his bonded object for the purpose of the arcane bond class ability can't recharge that wand with

different spells when it runs out of charges. If he wants to use another wand as his bonded object, he can do so by following the process of replacing a lost or destroyed bonded object as outlined in the core rules.

The number of charges a wand has when created, and the maximum number of charges it can hold, is derived differently than in the core rules:

- When created, the wand contains a number of charges equal to 5 + the caster level of the wand's creator.
- A wand can hold a maximum number of charges equal to 10 + the caster level of the wand's creator + the wielder's ability score modifier used to determine bonus spells. Clerics, druids, inquisitors, and rangers add their Wisdom modifier. Bards, oracles, paladins, summoners, and sorcerers add their Charisma modifier. Magi, witches and wizards add their Intelligence modifier.

If the spell stored in the wand requires a specifically valued material component (such as the animate dead spell's onyx gems), a certain number of those material components are also required to create the wand. This number is determined as follows: 50, minus the creator's caster level, minus the creator's ability score modifier used to determine bonus spells. Regardless of this formula, however, the number of such material components required to craft the wand cannot be reduced beyond that of the initial number of charges the wand contains.

Complex wands contain two or more spells which are all cast using the same pool of charges. The materials cost of the spells is subsumed in the cost of creation on a per-

spell basis: each spell stored in the wand costs 375 gp × the spell level × the caster level of the creator. A wand cannot contain a number of spells greater than the creator's ability score modifier used to determine bonus spells.

SAMPLE COMPLEX WANDS

All of the following wands are *complex* wands. That is, they each hold more than one spell effect. Some spells include a superscript abbreviation indicating their source. The abbreviations are explained at the end of this product.

BLIGHT WITCH'S WAND

This wand contains the following spells: *pox pustules* (2nd), *spore*^{BoHR:S} (2nd).

Caster Level: Witch level 5th

Minimum Intelligence Score: 14

Starting Charges: 10

Maximum Charges: 15 + wielder's spellcasting ability score modifier

Creation Cost: 7,500 gp

CONDUCTOR'S WAND

This wand contains the following spells: *songstrike*¹⁰⁰¹⁻¹ (1st), *mute*¹⁰⁰¹⁻² (2nd), *bonefiddle*^{VR} (3rd), *heroic finale*^{APG} (4th).

Caster Level: Bard level 10th

Minimum Charisma Score: 18

Starting Charges: 15

Maximum Charges: 20 + wielder's spellcasting ability score modifier

Creation Cost: 37,500 gp

TOTEM ANIMAL WAND

This primitive appearing wand is formed of a crude stick wrapped in leather cords at each end. It has a large animal tooth at the base and a rough claw at the tip. While the tooth and claw appear fearsome, they are purely decorative, as they would clearly break if the wand was used as a weapon.

This wand contains the following spells: *bear's endurance* (2nd), *bull's strength* (2nd), *cat's grace* (2nd).

Caster Level: Druid level 5th

Minimum Wisdom Score: 16

Starting Charges: 10

Maximum Charges: 15 + wielder's spellcasting ability score modifier

Creation Cost: 11,250 gp



VAMPIRE HUNTER'S WAND

This wand contains the following spells: *potent weapon*¹⁰⁰¹⁻¹ (1st), *examine coffin*¹⁰⁰¹⁻² (2nd), *life shield*^{USH} (3rd), *golden shield*^{BoDM} (4th).

Caster Level: Cleric level 7th

Minimum Wisdom Score: 18

Starting Charges: 12

Maximum Charges: 17 + wielder's spellcasting ability score modifier

Creation Cost: 26,250 gp

WAND OF CINDERS

This wand contains the following spells: *brimstone*¹⁰⁰¹⁻¹ (1st), *hotfoot*^{FF} (1st).

Caster Level: Sorcerer level 5th

Minimum Charisma Score: 14

Starting Charges: 10

Maximum Charges: 15 + wielder's spellcasting ability score modifier

Creation Cost: 3,750 gp

WAND OF FORCE

This ornate wand is formed of a twisted, darkened oak stick capped with a silver decorative reinforcement holding a smooth, polished amethyst. The amethyst itself glows softly with a deep blue inner light that occasionally pulses.

This wand contains the following spells: *magic missile* (1st), *cushioning bands*^{UM} (2nd), *force punch*^{UM} (3rd), *resilient sphere* (4th).

Caster Level: Wizard level 7th

Minimum Intelligence Score: 18



Starting Charges: 12

Maximum Charges: 17 + wielder's spellcasting ability score modifier

Creation Cost: 23,625 gp

WAND OF GOOD FORTUNE

This wand contains the following spells: *beneficent breeze*^{GGAM} (2nd), *fool's luck*¹⁰⁰¹⁻² (2nd).

Caster Level: Sorcerer level 4th

Minimum Charisma Score: 14

Starting Charges: 9

Maximum Charges: 14 + wielder's spellcasting ability score modifier

Creation Cost: 6,000 gp

WAND OF ILLUSTRIOUS HEALING

This silver wand is about 18" long. It has white linen wrapped around its entire length. At one end is a single large pearl, held gracefully by a pair of silver feminine hands.

This wand contains the following spells: *cure light wounds* (1st), *cure moderate wounds* (2nd), *cure serious wounds* (3rd).

Caster Level: Oracle level 6th

Minimum Charisma Score: 16

Starting Charges: 11

Maximum Charges: 16 + wielder's spellcasting ability score modifier

Creation Cost: 13,500 gp

WAND OF TEMPORAL RAVAGING

This black and blue wand holds an exquisite-looking hourglass at one end. The timepiece contains a thick, syrupy substance which barely seems to move but if watched long enough eventually does.

This wand contains the following spells: *hold person* (2nd), *sands of time*^{UM} (3rd), *symbol of slowing*^{UM} (4th).

Caster Level: Cleric level 7th

Minimum Wisdom Score: 16

Starting Charges: 12

Maximum Charges: 17 + wielder's spellcasting ability score modifier

Creation Cost: 63,625 gp

WAND OF WINTER

This wand contains the following spells: *icy sheath*^{BoHR:S} (1st), *ice aegis*¹⁰⁰¹⁻² (2nd), *ice spears*^{ISM} (3rd).

Caster Level: Wizard level 5th

Minimum Ability Score: 16

Starting Charges: 10

Maximum Charges: 15 + wielder's spellcasting ability score modifier

Creation Cost: 11,250 gp

FEATS

BLOODFIRED RECHARGE

Prerequisites: Bloodline class feature.

Benefit: Once per day, when you regain your spell slots, you can choose to forego 2 daily uses of your 1st-level bloodline power (or 2 increments of time, if the ability is measured in rounds or minutes) to imbue a

wand with 1 charge. At caster level 8th, you may forego 4 such daily uses to imbue a wand with 2 charges; at caster level 16th, you may forego 6 such daily uses to imbue 3 charges. A wand so imbued must contain a spell that is on your class spell list and of a level no greater than the highest-level spell you can cast.

Additionally, once during the next 24 hours, if you use a wand so charged to cast a spell that inflicts a variable amount of elemental damage (acid, cold, electricity, fire, force, or sonic), you may expend 1 additional charge from the wand to roll the dice used to determine the amount of damage dealt twice and take the higher result. If this ability is not used within 24 hours, it is lost until this feat is used on that wand again.

CHANNELED RECHARGE

Prerequisites: Channel energy class feature.

Benefit: Once per day, when you prepare your spells, you can choose to forego 2 daily uses of channel energy to imbue a wand with 1 charge. At caster level 8th, you may forego 4 such daily uses to imbue a wand with 2 charges; at caster level 16th, you may forego 6 such daily uses to imbue 3 charges. A wand so imbued must contain a spell that is on your class spell list and of a level no greater than the highest-level spell you can cast.

Additionally, once during the next 24 hours, if you use a wand so charged to cast a cure

or inflict spell, you may expend 1 additional charge from the wand to roll any dice used to determine the amount of damage healed or dealt twice and take the higher result. If this ability is not used within 24 hours, it is lost until this feat is used on that wand again.

HEXING RECHARGE

Prerequisites: Hex class feature.

Benefit: Once per day, when you prepare your spells, you can choose to forego the use of one of your hexes for the entire day to imbue a wand with 1 charge. If you forego a major hex to use this feat, the wand instead regains 2 charges; if you forego a grand hex, it regains 3 charges. A wand so imbued must contain a spell that is on your class spell list and of a level no greater than the highest-level spell you can cast.

Additionally, once during the next 24 hours, if you use a wand so charged to cast a spell which allows the targeted creature a save to reduce or negate the spell's effect, you may expend 1 additional charge from the wand to force the target to roll twice and take the lower of the two results. This effect stacks with other abilities such as the misfortune hex that make targets reroll saving throws, so a creature affected by both a misfortune hex and a wand imbued with a hexing recharge would have to roll the save three times and take the worst result. If this ability

is not used within 24 hours, it is lost until this feat is used on that wand again.

INSPIRED RECHARGE

Prerequisites: Bardic performance class feature.

Benefit: Once per day, when you regain your spell slots, you can choose to forego 3 rounds of your bardic performance ability for the day to imbue a wand with 1 charge. At caster level 8th, you may forego 6 such rounds to imbue a wand with 2 charges; at caster level 16th, you may forego 9 such rounds to imbue 3 charges. A wand so imbued must contain a spell that is on your class spell list and of a level no greater than the highest-level spell you can cast.

Additionally, once during the next 24 hours, if you use a wand so charged to cast a spell that grants yourself or an ally a competence, insight, luck, or morale bonus, you may expend 1 additional charge from the wand to double the granted bonus. If this ability is not used within 24 hours, it is lost until this feat is used on that wand again.

RESERVOIR RECHARGE

Prerequisites: Arcane pool class feature, spellstrike class feature.

Benefit: Once per day, when you prepare your spells, you can choose to expend 2 points from your arcane pool to imbue a wand with 1 charge. A wand so imbued

must contain a spell that is on your class spell list and of a level no greater than the highest-level spell you can cast.

Additionally, as a swift action once during the next 24 hours, you may drain a number of charges from a held wand that has been charged by this feat up to your Intelligence modifier, and increase the caster level of the next touch range spell delivered as part of a spellstrike by that number. If this ability is not used within 24 hours, it is lost until this feat is used on that wand again.

STUDIOUS RECHARGE

Prerequisites: Arcane school class feature.

Benefit: Once per day, when you prepare your spells, you can choose to forego 2 daily uses of your 1st-level arcane school power (or 2 increments of time, if the ability is measured in rounds or minutes) to imbue a wand with 1 charge. At caster level 8th, you may forego 4 such daily uses to imbue a wand with 2 charges; at caster level 16th, you may forego 6 such daily uses to imbue 3 charges. A wand so imbued must contain a spell that is on your class spell list and of a level no greater than the highest-level spell you can cast.

Additionally, once during the next 24 hours, if you use a wand so charged to cast a spell that can be modified by a metamagic feat which you possess, you can expend additional charges from the wand to apply that metamagic feat to the spell cast. The

number of additional charges required is equal to the number of spell levels by which that feat would normally increase the spell's effective level. If this ability is not used within 24 hours, it is lost until this feat is used on that wand again.

WAND COUNTERSPELL

Prerequisites: Improved Counterspell.

Benefit: When counterspelling, you may use a wand that stores a spell of the same school that is one or more spell levels higher than the target spell in place of one of your own spell slots. Using a wand in this way consumes 1 charge from the wand.

WAND COUNTERSPELL, ABSORBENT

Prerequisites: Improved Counterspell, Improved Wand Counterspell, Wand Counterspell, caster level 7th.

Benefit: When you successfully counter a spell with a wand, you may make a Use Magic Device check (DC 15 + double the countered spell's level) as an immediate action. If you succeed on this check, the wand regains 1 charge.

WAND COUNTERSPELL, IMPROVED

Prerequisites: Improved Counterspell, Wand Counterspell, caster level 4th.

Benefit: When you successfully counter a spell with a wand, no charges are expended from that wand.

SPELL DETAILS

All of the following spells are referenced in the wands above. They are reproduced here for your convenience. As always, most of these spells are also available on <http://www.d20pfsrd.com>, the Pathfinder SRD.

BENEFICENT BREEZE

Source: Genius Guide to Air Magic

School transmutation [air]; **Level** archon 2, bard 3, cleric/oracle 3, druid 2, sorcerer/wizard 2, witch 2.

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

DESCRIPTION

A strong wind surrounds the subject, aiding his movement.

This wind has the following benefits.

The subject can jump up to ten feet across, five feet up, or twenty feet down without making an Acrobatics check, and adds these distances to any jumps that are made with an Acrobatics check. At 8th-caster-level, these distances double.

The subject does not spend extra movement when moving through difficult terrain. At 8th-caster-level, the subject

gains a +10 foot bonus to its move and fly rates.

The subject gains a +10 bonus to all Climb checks, and does not lose its Dex bonus to AC when climbing. At 8th-caster-level, this bonus increases to +20.

BONEFIDDLE

Source: Villains Rebirth

School transmutation [sonic]; **Level** bard 3

CASTING

Casting Time 1 standard action
Components V, S, M (A miniature violin or fiddle bow)

EFFECT

Range medium (100 ft. + 10 ft./level)
Target one creature/round
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

You make sawing motions in the air with a miniature violin or fiddle bow towards the intended target.

The target's bones begin to vibrate and ache as if they were being sawed upon by dozens of rough-edged cords and a distressing off-key fiddling sound emanates from his location. If the target fails a Fortitude saving throw, he suffers 2d6 points of nonlethal damage from the pain. The victim must make a new saving throw each round the spell persists or suffer an additional 2d6 points of nonlethal damage.

As a move action, you may change the target of the spell to any other creature within line of sight and in range of the spell.

A creature targeted by a *bonefiddle* spell automatically fails all Stealth checks due to the loud obnoxious sound of his bones being sawed upon. A *bonefiddle* spell has no effect on creatures that are immune to critical hits or do not have a skeleton.

BRIMSTONE

Source: [1001 Spells](#)

School conjuration (creation) [air, fire]; **Level** sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S, M (a ball of ash and sulfur)

EFFECT

Range 0 ft.

Effect one smoking stone in your palm

Duration 1 min./level or until expended (D)

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

DESCRIPTION

A fiery, smoking stone the size of a walnut appears in your palm.

The stone is hot enough to ignite flammable materials and deals 1d4 points of fire damage each round that it stays in contact with a creature or object, but won't hurt you or your equipment as long as you keep it in hand. You can use the stone to make a melee touch attack or you can throw it as a splash weapon, making a ranged touch attack with a maximum range of 120 feet. If the stone is wielded by any other creature, treat it as an improvised weapon (-4 nonproficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet. Note, though, that any other

creature wielding it takes damage each round in which the stone is held.

When the stone hits (either as a ranged or melee attack), it breaks and releases a flash of heat and acrid smoke. The flash deals 1d4 points of fire damage per caster level (maximum 5d4, no save) to the target struck, while all creatures in adjacent squares (including the target and the wielder if the wielder isn't you) must make a Fortitude save or be sickened for 1 round. A strong wind (21+ miles per hour) disperses the smoke and negates its effects.

EXAMINE COFFIN

Source: [1001 Spells](#)

School divination (scrying); **Level** cleric/oracle 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, F /DF (a small glass lens)

EFFECT

Range touch

Targets coffin, sarcophagus or burial niche touched

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell allows the caster to touch any sealed burial receptacle and see its contents. The spell magically illuminates the coffin's interior, although it does not enable the caster to see through magical darkness or to view the inside of a casket protected by magical means or lead sheeting. Upon touching the coffin, the caster receives a cursory view of the coffin's interior that reveals no hidden objects or precise details.

On the subsequent round, the caster may attempt a Perception check to locate any objects not in plain view, or gather additional details, but he still cannot see objects concealed by an intervening barrier, such as the body itself or a false bottom.

Viewing the coffin's interior in the former manner only requires a standard action, while conducting a more thorough examination necessitates a full-round action. The caster may touch and examine multiple coffins until the spell expires.

FOOL'S LUCK

Source: [1001 Spells](#)

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 min./level

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

DESCRIPTION

The touched creature becomes luckier when dealing with traps and hazards.

The spell grants a +2 luck bonus to all saves against traps, hazards, diseases and poisons. The subject also gains a +2 luck bonus to Perception and Disable Device checks. While subject to fool's luck, any damage dealt by traps or hazards is reduced by 5 points.

GOLDEN SHIELD

Source: [Book of Divine Magic](#)

School abjuration; **Level** cleric/oracle 4, paladin 3

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 5 ft.

Effect 5-ft. radius golden dome, centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

A shimmering golden dome surrounds you.

Undead creatures are unable to physically enter the dome, though they can still attack you with ranged weapons or targeted spells. Living creatures (friend and foe alike) and constructs can enter the dome without problem. If you exit the dome before the end of the spell's duration it will instantly vanish.

HOT FOOT

Source: [Forgotten Foes](#)

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

CASTING

Casting Time 1 standard action

Components V, S, M (a pinch of sulfur dust or a tindertwig)

EFFECT

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

Target one creature

Duration 1 round/level

Saving Throw no; **Spell Resistance** yes

DESCRIPTION

With a successful ranged touch attack, magical flames spring to life on the target's feet. The flames deal 1d3 points of fire damage per round, and give the target a -2

penalty to AC, ability checks, skill checks and saves until the spell ends or the fire is otherwise extinguished. The target can use a full round action to douse the flames.

ICE AEGIS

Source: [1001 Spells](#)

School abjuration; **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 10 min./level or until discharged(D)

DESCRIPTION

After casting this spell you are covered in thin layer of ice and frost.

This ice radiates no cold and does not harm you, even as it grants you a +3 deflection bonus and fire resistance 30. Every 10 points of fire damage prevented by the spell reduces the spell's deflection bonus by 1. When the deflection bonus drops to 0, the spell is discharged.

ICY SHEATH

Source: [Book of Heroic Races Compendium](#)

School transmutation [cold]; **Level** cleric 1, druid 1, inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Fort negates (harmless, object);

Spell Resistance yes (harmless, object)

DESCRIPTION

Frost spreads instantly from your finger to cover the touched weapon.

For the duration of this spell, treat all damage dealt by the weapon as cold damage. The weapon retains its normal hardness and hit points.

LIFE SHIELD

Source: [Undead Slayer's Handbook](#)

School conjuration (healing); **Level** cleric 3, druid 3, paladin 2

CASTING

Casting Time 1 standard action

Components S, DF

EFFECT

Range personal

Target you

Duration 1 minute/level or until discharged

DESCRIPTION

You surround yourself with a positive energy field that damages undead opponents.

Each time an undead creature damages you with a melee attack, that creature takes an amount of positive energy damage equal to half the damage it dealt to you. This damage is calculated after applying your damage reduction, resistances, and other defenses. Once this spell has dealt 5 points of damage per caster level (maximum 50), it is discharged.

MUTE

Source: [1001 Spells](#)

School necromancy; **Level** bard 2, cleric/oracle 3, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute/level (D)

Saving Throw Fortitude negates; **Spell**

Resistance yes

DESCRIPTION

A sickening glob of black energy strikes the target's face and as it dissolves the creature finds its mouth is no longer present.

If the target fails its Fortitude save it becomes mute, unable to speak. This has obvious effects on spells which require verbal components. It still may make other sounds such as walking, snapping fingers, or clapping.

POTENT WEAPON

Source: [1001 Spells](#)

School transmutation; **Level** cleric/oracle 1, paladin 1, ranger 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

DESCRIPTION

When you cast this spell, you designate a creature type (see *bane* special weapon property).

The touched weapon gains a +1 enhancement bonus to attack rolls against the chosen type and also deals an additional

1d6 points of damage against the chosen type.

SONGSTRIKE

Source: [1001 Spells](#)

School evocation [sonic]; **Level** bard 1

CASTING

Casting Time 1 move action

Components V

EFFECT

Range 30 ft.

Area cone

Duration instantaneous

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

DESCRIPTION

With a single note, you blast forth a cone of sonic energy that inflicts 1d4 points of damage per three caster levels (maximum 5d4).

SPORE

Source: [Book of Heroic Races Compendium](#)

School conjuration (summoning); **Level** druid 2, sorcerer/wizard 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one living creature/2 caster levels, no two of which can be more than 30 ft. apart

Duration 1d6 rounds

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

DESCRIPTION

A miasma of small, black spores wafts up from the ground, accompanied by a musty odor.

On a failed saving throw, the targeted creatures become sickened for the spell's

duration. A successful Fortitude save reduces the duration to one round. If this spell is empowered (using the Empower Spell feat), the targeted creatures instead become nauseated.

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