



A FREE PREVIEW

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SPELLBINDER'S SOURCEBOOK

INTRODUCTION

Welcome to the free preview of the Spellbinder's Sourcebook Volume II, a collection of fifty arcane spells from Bloodstone Press. This preview includes three new spells from the Spellbinder's Sourcebook II. It also features the table of contents from the Spellbinder's Sourcebook II, proving a brief list of every spell within it. If you like what you see here, you can get a copy of the Spellbinder's Sourcebook II right here for only \$4.00!

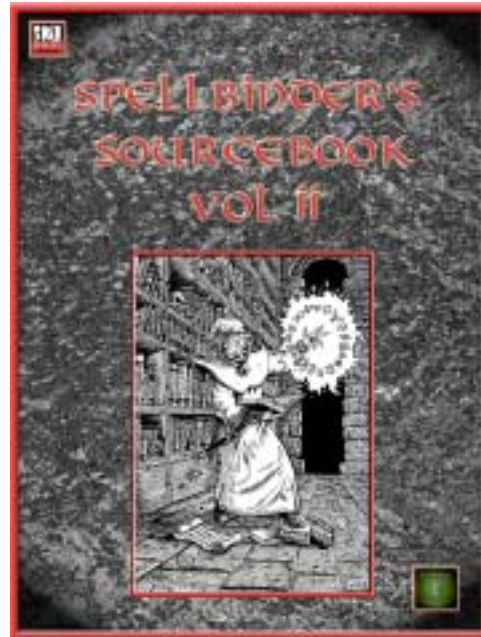
CLARIFICATIONS

Despite the long hours spent developing and honing this material, clarifications may still be in order. If you have any questions or need clarification concerning these rules do not hesitate to contact us at questions@bloodstone-press.com. We will do our best to get you an answer and we'll try to make suitable adjustments to future releases of this material.

OGC

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The **Spellbinder's Sourcebook II** contains fifty arcane spells for the d20 system. Impressive new spells such as *cry of damnation*, *goblin hoard*, and *toxic flesh* can be found in this collection. Other new spells like *essence of the earth* and *diminish* are also included here.

The **Spellbinder's Sourcebook II** also features several spells from Bloodstone's earlier works, updated to the 3.5 version of the core rules. Original and **creative** ideas such as *flaming vortex*, *storm door*, and *snow blind* have been clarified and adjusted for play with the 3.5 version of the core rules and are ready to be added to your game!

With this collection of **new** and diverse spells, your arcane casters can conquer **any** foe!

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SPELLBINDER'S SOURCEBOOK

BLOOD, SWEAT, AND TEARS

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This brutal spell causes the subject to begin bleeding, become fatigued and to suffer from blurred vision caused by excessive tearing of his eyes. The bleeding causes 1d4 points Constitution damage. A fatigued character cannot run or charge and takes a -2 penalty to Strength and Dexterity. Unlike normal fatigue, this condition fades when the spell ends. A character with blurred vision suffers a 20% miss chance on all melee attacks and a 50% miss chance on all ranged attacks.

CALLITHUMPIAN DISCORD

Evocation [Sonic]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft.+5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This terrible, earsplitting cacophony causes deafness, fear, and even death. Creatures in the area of this spell must make a Fortitude save or suffer 6d6 points of sonic damage and become permanently deaf. Those who succeed are deafened for 1d6 rounds and suffer only half damage. Deafened creatures suffer -4 on initiative checks, have a 20% chance of spell failure when enacting spells with verbal components and cannot make Listen checks. Those who fail the Fortitude save must also make a Will save or become shaken for 1d4 minutes. A shaken creature suffers -2 morale penalties on attack rolls, weapon damage rolls, and saving throws.

HALF DEAD

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One humanoid

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes one humanoid subject to become living dead. This differs from Undead in that the character is not actually dead. The subject's type does not change; his life force is suspended in the narrow realm between life and death. The subject gains the following abilities while under the effects of this spell.

Although the subject's type does not change, this spell does cause *detect undead* spells to detect the subject as if he were an undead of equal HD. The subject's visage also becomes deathly, appearing exceptionally hoary. Living opponents with an Intelligence of 3 or higher who see the subject must make a Will save or become shaken. The DC is equal to the DC of this spell.

The subject gains a +2 inherent bonus to his Strength score, but suffers a -2 penalty to his Constitution. The subject also gains damage reduction (1/silver or magic) and receives a +2 circumstance bonus against all mind-affecting spells and effects. At caster level 10th this increases to damage reduction (2/silver or magic) and a +4 bonus against mind-affecting spells. When the caster reaches 15th level, these bonuses increase again to damage reduction (3/silver or magic) and a +6 bonus against mind-affecting spells and effects (the maximum).

An evil cleric can use their ability to bolster undead to strengthen a subject of this spell. To do this, the Hit Dice result of the cleric's turning check must exceed the subject's HD. If it does not, the attempt is wasted with no ill effects to the subject. If the check exceeds the subject's HD, the subject gains a +1 morale bonus to all saving throws for 1 round per level of the cleric who bolstered him.

Since he is not actually dead, the subject cannot be turned by a good cleric. However a successful turning attempt will weaken the subject, causing him to suffer a -1 morale penalty to all saving throws for one round per level of the cleric that tried to turn him.

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