



A FREE PREVIEW

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SPELLBINDER'S SOURCEBOOK

INTRODUCTION

Welcome to the free preview of the Spellbinder's Sourcebook, a collection of fifty arcane spells from Bloodstone Press. This preview includes three new spells from the Spellbinder's Sourcebook. It also features the table of contents from the Spellbinder's Sourcebook, 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 right here for only \$4.00!

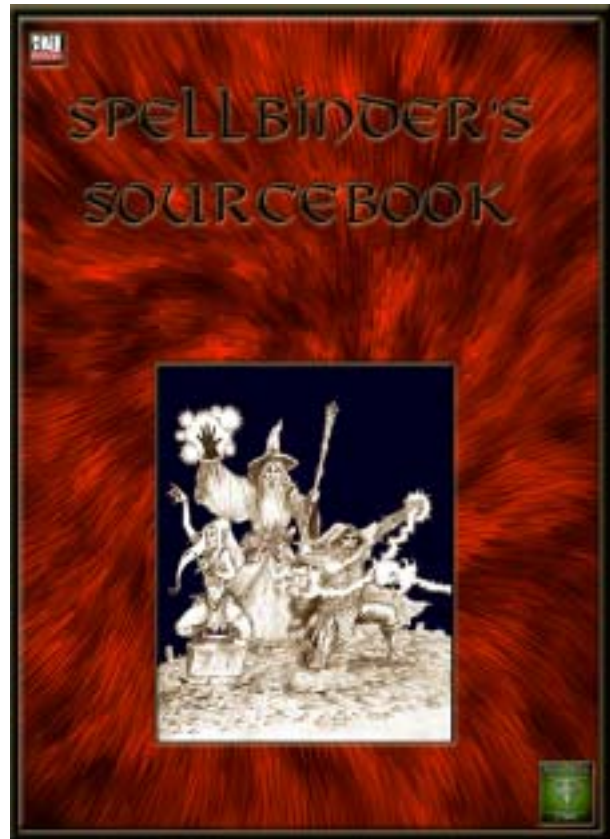
CLARIFICATIONS

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@bloodstonepress.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** contains fifty arcane spells for the d20 system. Impressive new spells such as *curse of agony*, *blindness*, and *flesh of retribution* can be found in this collection. New high level spells like *entropic blade* and *create war beast* are also included here.

The **Spellbinder's Sourcebook** also features several spells from Bloodstone's earliest works, updated to the 3.5 version of the core rules. Original and **creative** ideas such as *encumbering load*, *damning stare* and *staggering blows* 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 spells your arcane casters are sure to turn the tables on their adversaries in **new and unexpected** ways!

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CREEPING SHADOWS

Illusion [Phantasm]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal and 20-ft.-radius

Target: Caster; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates one or more shadowy phantasms that interfere with the caster's opponents and help him fight. Any living creature that makes a melee attack against the caster suddenly perceives one or more shadowy figures creeping into its peripheral vision. Those who fail their saving throw believe the shadow is a real threat and divert some of their attention to it.

The *creeping shadows* distract and interfere with the opponent as per the aid another rules (*PHB*). The caster can choose each round whether the shadows grant him a +2 circumstance bonus to attack or Armor Class. Each *creeping shadow* must make an attack roll against AC 10 to provide this bonus each round. They make touch attacks with the caster's base attack bonus + his Intelligence (wizards) or Charisma (sorcerer) modifier. The shadows also seem to flit on the edge of the opponent's vision and dart out of sight. To the opponent, the mysterious shadows seem to be making incredibly good Bluff and Hide checks to avoid being seen and attacked while they interfere with him. In reality, they are only phantasms of his mind. He can attempt to make opposed Sense Motive and Spot checks to see where the phantasms hide, but he will not succeed.

Attacks always miss *creeping shadows*. If the opponent attempts to ready an action to attack a *creeping shadow* before it interferes with him, he finds his attack misses and he is still distracted.

This spell can create one *creeping shadow* per 3 caster levels (maximum 5 shadows). New opponents can be designated by the caster as a free action each round. For example, a 6th level caster would be aided by 2 *creeping shadows*. If he were attacked by 1 orc, both shadows would automatically begin interfering with that orc unless the caster directed otherwise, possibly granting a total bonus of +4 to the caster's attack rolls or AC. They could also be directed to divide their efforts, one providing a +2 AC bonus to the caster and the other providing a +2 bonus to his attack rolls.



ENCUMBERING LOAD

Illusion (Phantasm) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: 1 creature

Duration: 10 minutes/level

Saving Throw: Will disbelief

Spell Resistance: Yes

This spell causes the recipient to feel as though a great weight is upon their shoulders. The *encumbering load* weighs 25 lb. per level of the caster. If this spell causes the recipient's encumbrance to exceed heavy carrying capacity, he loses all Dexterity bonuses and can only move 5 feet per round.

Material Component: 1 ounce of lead.

TIME LEAP

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 creature/level, no two of which can be more than 30 feet apart

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell warps time and causes a number of creatures to leap into the future as far as 1 round per caster level. The subjects of this spell do not experience any time passing at all, they are immediately thrust into the future. However, time passes normally in their absence. The subjects immediately disappear and cannot be located via any sort of scrying or most divination spells. They now exist in another time and will suddenly reappear when that time comes. Those divination spells that reveal the future may unveil some clues about the subjects, but the boundaries of time cannot be traversed with spells such as *scry*.

Note that no time passes for those affected by the spell. A spell (such as *bull's strength*) that is in effect on a recipient of *time leap* does not lose any of its duration during the effect of *time leap*. A spell that has 1 round left before it expires will not expire until the first round after the subject returns from the *time leap*, perhaps 9 or more rounds in the future.

SPELLBINDER'S SOURCEBOOK

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