

Thus She Spoke: The Words of Power Sorcerer



Words of Power is one of the least used mechanics in Pathfinder. Part of the reason is misunderstanding on how the system works. But another big part of it is that what Words of Power takes away is blatantly obvious; what additional powers it gives are a lot less visible.

Well? If you're playing a caster, shouldn't you be willing to dig in a bit?

Words of Power - A Primer

Instead of typical spell incantations, Words of Power is just that: a few words, put together in combinations, that form raw magic. It consists of:

- A) A Target word, which identifies what/when/where the magic occurs.
- B) One or more Effect words, which identifies what the magic actually does
- C) Optionally, Meta words, which apply free meta-magic to the spell (sort-of.)

So, for instance, you can create a spell that's got a target of a "*Burst*", an effect of "*1d6 Fire Damage/Level*" - and you've got an imitation Fireball spell. Throw in a Meta word of "*Quiet*", and you've got a metamagic Silent version of the spell.

Now, the easiest misunderstanding is the "Levels" of the words.

The Target word "Burst" has a Level of 1. The Effect word "First Blast" has a level of 3. And the Meta word "Quiet" has a level of 1. The thing is, these levels aren't added; part of the problem is that the source material *doesn't just come out and say this*. Instead, it's left ambiguous – you have to actually dissect their Example Wordspells to know for sure what they intended (and, indeed, in all of their examples, the Target/Meta words are *not* counted towards the final level of the spells.) The only level that matters is the Effect Word (the only limitation is that there aren't any Meta or Target words above that level.) So our "Burst Fire Blast Quiet" spell is still only a 3rd level spell.

Things get a bit tricky when multiple effects are added together. There's a neat little chart that gives equivalencies - for example, two 4th level Effect Words can be added together to make a 6th Level spell (and we could use any Target or Meta word as long as it wasn't above a 6th level word.)

The Target words are pretty simple. There's one for "Self", one for "Target Creature/Object", one for a circular blast, one for a line effect, one for a cone, and one for a wall-like barrier.

The Meta words are pretty simple as well: most are simply metamagic feats like Silent Spell or Still Spell. The difference is that these *don't raise the level of a spell*. The limiting factor is you can only use a certain number each day. *In short, you are getting free metamagic.*

The Effect words are varied, and most are simply equivalent versions of the standard spells in the Core Rulebook.

So, now that the primer is out of the way, let's begin with the Words of Power Commandments!

The Ten Words of Power Commandments



Commandment I: Thou Shall Not Skim

It's exceptionally easy to skim through the Effect words. I did it my first few times reading through the Words of Power section. You'll be lulled into complacency by the fact that most of the spells are pretty much the same version of spells in the Core Rulebook.

Let's take a simple spell: Servitor I. Your first reaction is that this spell is basically Summon Monster I. Servitor IV? Same thing as Summon Monster IV. And so on.

... except for one very important, very subtle difference. Words of Power are cast as Standard Actions.

Summon Monster was the best spell for a Sorcerer (or Wizard or Cleric, for that matter) - *and that's with the limitation that you had to wait around through the enemy's turn*. They attack you during their turn? You better hope you succeed on that concentration check. Being able to summon as a standard action is huge.

Need another example? The Words of Power version of Animate dead *is a level lower, has no material component, and can be done at range*. There are a number of differences between the Words of Power and regular versions of the spells, and these can make a big difference.

Commandment II: Thou Shall Think "Spell Slots", not "Spell Level"

If you're a 6th level Sorcerer, do you mentally say 'I have X 1st level spells, Y 2nd level spells, and Z 3rd level spells'? If so, stop. It's understandable - with regular casting, you typically don't use a high level slot for a low level spell - you're probably not using 5th level slots to cast Magic Missile, after all.

Well, that dynamic changes with Words of Power. After all, you can combine multiple effects into a single spell. It's especially nice with protective self-buffs. Now you can throw out several buffs in one round within one standard action. Protection from Evil and Mage Armor? Easy. Levitation and Invisibility? Piece of cake.

You're basically able to shift into an Arcane+Arcane Mystic Theurge on steroids. But unlike the poor prestige class, you're able to fling those extra spells at 2 or 3 per turn. This might not seem like much, but you're going to find yourself loving the extra power at the higher level spell slots. Hold Person is nice, but it's nothing compared to a Hold Person + Sicken Debuff cast as a single (4th level) spell.

Commandment III: Thou Shall Ignore Thy Previous Notions About Spells

Let's start with a simple one. Fireballs are circular blasts, and Lightning Bolts are line effects. Except... you can make a "Line Fire Blast" or a "Burst Lightning Blast" with Words of Power, switching those around.

Okay, now take Stinking Cloud. It's a cloud. Except the Words of Power version (Torture) can be made into a wall. Or a cone. Or even just hit a specific single target.

Ever seen a Wall of Fear? Why not? It literally comes in any shape. Go ahead; throw a "Terror Barrier" between you and the mook horde and you'll have a scarily effective form of crowd control. One big mental barrier to becoming a Words of Power caster is forgetting everything you know about how traditional spells work.

Commandment IV: Know Thy Combinations

Want to combine Fireball with Stinking Cloud? Or Hold Person plus Enervate?

Hope you realize the spell only lasts as long as the shortest duration. The negative levels from Enervate (well, the Life Leech effect word) only lasts as long as Hold Person ("Paralyze Humanoid"). And your GM will probably rule that the Stinking Cloud only flashes into existence for a brief moment, winking back out before any enemies can be affected by it.

As for what those combinations are? We'll get to 'em in just a bit.

Commandment V: Thou Shall Summon

Seriously. Servitor is your best spell. Yeah, the spell imposes the "nerf" that it can't really summon multiple lower level creatures (or at least at any reasonable price.) But it gives the huge advantage of the Standard Action summons. Milk that for all its worth.

And even better, those summons have Spell Like Abilities to make up for spells you may no longer have available. Really missing Glitterdust's ability to outline an invisible foe? Summon up a Mephit. Once you get to the mid levels, you should expect upwards of half of your high level slots to be devoted to Servitor.

Commandment VI: Thou Shall Talk with Thy GM

Words of Power, honestly, could have been written much cleaner and clearer. Some sections are ambiguous, and some are downright contradictory. Sit down with your GM before-hand and ask them how they envision certain things working. At minimum, here are some things to discuss:

- Do spells with a Duration of "Instantaneous" count towards the rule about spells having the shortest time determining the spell length? In other words, is it possible to use a Fireball that leaves a fog cloud afterwards, or would the fog cloud immediately dissipate because it's "Instantaneous"
- Is "Independent Research" a possibility like it is for regular Arcane spells? There is no "Light" cantrip word...
- Does the Human's Alternative Favored Class bonus translate into Words of Power as well? A casual reading of the rules says it will, but it's better to ask. You actually want them to rule *against* this (more on this later.)
- Do feats that apply to spells apply to individual Words? To specific combinations of Words? In other words, can you take Spell Specialization (Wrack), and get the bonus to Wrack + Fog Bank?

Commandment VII: Thou Shall Abuse Your Spell Focus

To get Augment Summoning, you need to take the "waste" feat of Spell Focus Conjunction. For regular casters, it's not a complete loss - it helps out with Glitterdust, Black Tentacles, Grease, etc - though it's probably not a feat they'd take on its own.

For you? Spells that combine multiple effect words of different schools count as a spell from each school. Casting a Conjunction + Necromancy spell? Spell Focus (Conjunction) will increase the Save DC. It doesn't matter if you're combining a little 1st level Fog Bank with a 4th level Necromancy Terror spell, you'll still get the bump in Save DC. You can even use this in really cheap ways. "I cast Fog Bank + Fire Blast" "Wait... why?" "Because it makes the blast spell count as Conjunction, so I can increase the Save DC as though it was a 5th level spell."

Commandment VIII: Thou Shall Use Your Free Heighten

What do you think about the Heighten Spell metamagic feat? Not the best, nor is it probably worth taking most of the time... but it's still not too shabby on Enchantment spells as a way of inflating the Save DC for a Save-or-Suck. Fey Sorcerers can probably get a lot of mileage out of it simply by using it to cast heightened versions of the low level enchantment spells.

Well, not only do you get the feat for free, but you actually get a dramatically enhanced version of it.

Want to cast a 1st level Charm Person, but heighten it up to the 3rd level so the Save DC is 2 higher? A regular caster with the Heighten Spell feat can do that. You, however, can do it for free while tacking on another 1st level effect. Give your newfound friend a Protection from Evil spell while you're at it. The save is for a 3rd level spell, and if they fail the saving throw, you've got a new ally with a built-in buff.

Commandment XI: Thou Shall Abuse the Save Types

A good portion of the advice given to Wizards and Sorcerers is making sure that the spells don't all target the same type save. If all your spells target Reflex, you're going to be really hampered when you're up against Air Elementals.

Well, Words of Power let you game the system. The saving throw for a Words of Power spell is whatever effect word has the highest level - with the caster choosing if there is a tie. That means you can cast a Charm Person effect that requires a Fortitude Save, or a Stinking Cloud that targets the Will save.

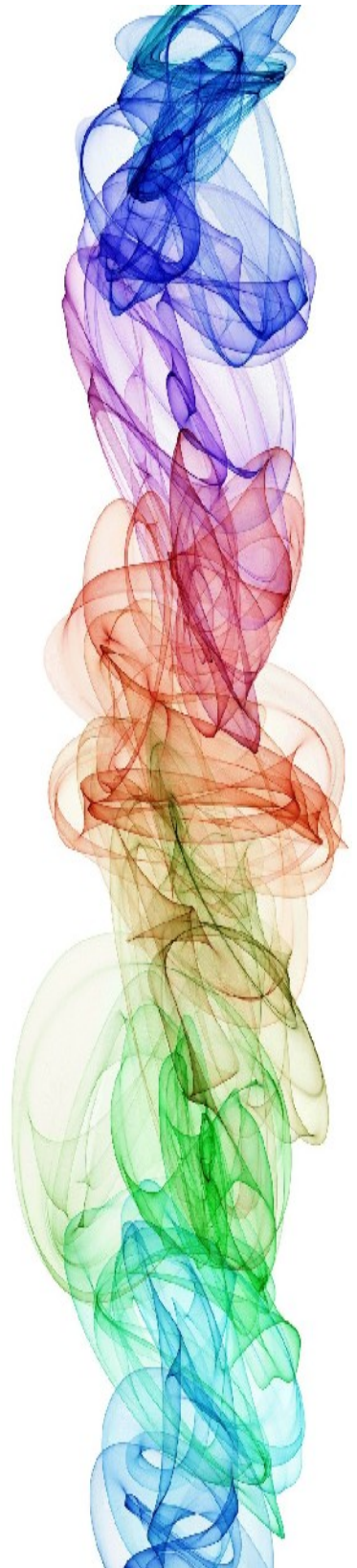
Commandment X: Thou Shall Not Waste the GM's Time

A 10th level Sorcerer knows a single 5th level spell and two (or so) 4th level spells. For them, casting a high level spell doesn't involve a huge number of decisions, so they don't require a whole lot of time to figure out what they're casting.

You? Your fifth level slot could be used on that 5th level word you know... or a 4th level word and another word 2nd level or lower... or two words 3rd level and lower... or three words 2nd level and lower... or a 3rd level word and two 1st level words.

In other words, you have options. You should spend time out of session going over what those options are so you have a good idea on what you want to do when it's your turn. This guide has a few Cheat Sheets to help out with this, but a good rule of thumb is this: if you know you're taking too long to decide on a spell, just save everyone the annoyance and just summon something.

Speaking of Summoning, one good way to not waste the GM's time is to use Summon Cards. For each of the main summons at each level, write out an index card of that summon monster's stats (taking Augment Summoning into account.) This is a good idea for anyone using summoning on a regular basis, but it's especially important for you - because you'll be the most time-pressed character at the table.



A Backtrack on Blasting



Much has been said in other guides about Blasting's shortcomings. And for good reason: for the most part, blasting as a strategy is a bad way to go (fun, maybe, but not optimized.) And I agree with blasting usually being substandard.

Which is why it might confuse people to see blasting feats and bloodlines given pretty decent rankings. Why the love? Because if you're going to Blast, a Words of Power Sorcerer is *by far* the best place to do it. You're not only able to do it better and with more flexibility than any other caster on the planet, you can actually overcome a lot of the problems that cause people to shy away in the first place.

Problem A: Creatures with very high reflex saves, Evasion, or Improved Evasion. Up against an Elder Air Elemental's +21 Reflex Save? No problem – combine it with a Glimmering and make that pesky flier roll a +7 Will Save instead. And Evasion (improved or not) gets nailed, too – it only works when you're rolling a reflex save, after all.

Problem B: Elemental Resistances/Immunities: You've got access to efficient blast spells in each element. At the 3rd and 4th levels alone, you've got d6/level damage spells in: Fire, Electricity, Acid, Cold, and Sonic.

Problem C: Feats/Bloodlines that Funnel. Great, so you've chosen a Red/Fire Draconic bloodline and have taken the Elemental Focus line to pump the Save DC on your Fire spells. Now you're up against a fire-immune Bearded Devil... now what? A Words of Power user can just tack on a 0th level Flame Jet onto a 2nd level Frost Fingers for a 3rd level spell that deals cold damage... yet still gets all the bonuses from the fire feats and bloodlines (the spell still has a [Fire] descriptor, after all.) Those feats which ordinarily trap you into a single element *actually help out with all the elements.*

Bloodlines



Ordinarily, the bloodline powers are a lot more powerful than the bloodline spells. If your bloodline is missing a good spell at the level, so what? You can always just pick up whatever spell you wish the bloodline gave you anyway – the bloodline spells just complement whatever regular spells you’ve learned. Bloodline powers? There’s no duplicating a good bloodline power by simply learning the right spell.

Words of Power Sorcerers have a bit more of a balance between the two because the spells that a bloodline power give you, *you can’t simply learn on your own*. If a bloodline power gives you Glitterdust, it’s giving you a spell that you *can’t get ordinarily*. A big premium is put on good, solid, low level spells – because while the Words of Power system gives you all sorts of options for high level spells, sometimes it’s a bit tricky to get the most out of your low level slots.

So, here are the bloodlines you have to work with:

Aberrant. Not the best choice you can make. This domain is usually taken because of the ability to deliver touch attacks from a safe distance. Well, with Words of Power, there really aren’t any touch spells – offensive spells either have an area or are “Selected”, which has a short range. About the only reason to take it is Enlarge Person as a 1st level buff, but there are better options.

Wildblooded Option: Warped. No really substantial trades. And you probably shouldn’t take this option unless you want to annoy your GM. The random roll Warped Polymorph benefits is a lot of overhead for really meager benefits.

Abyssal. In the early levels, this isn’t really that impressive – the good spells are ones you can learn in the Words of Power system, nor are the abilities worth a whole lot. That all changes at level 15, turning this neon blue. Summon Monster, as a standard action, and summoning two creatures instead of one? There is no better summoner on the planet than a high-level Words of Power Abyssal Sorcerer.

Wildblooded Option: Brutal. The Brutal bloodline doesn’t gain a whole lot, but it doesn’t lose the doubled-up summons either. It gives up imbuing your summons with damage reduction in exchange for the ability to sprout wings and fly. So it’s basically in the same boat as Abyssal: bad at first, then amazing at level 15.

Arcane. A great all-around bloodline. First off, you get a Familiar (don't get the Bonded object – you can already cast spontaneously, so all you get is a single extra high level slot at the risk of losing all your spellcasting.) Go ahead, improve it to a Mephit, then give it an assortment of 1st level spell wands. You've got another caster in the party. The spells could use a bit of work, but getting access to Dispel Magic is actually a lot better than it is for regular Sorcerers. And all of the abilities are great - the best comes at level 15, which can give you a +2 boost to a good chunk of your spells (choose Necromancy.)



Wildblooded Option: Sage. An excellent option, which lets you switch to INT-based casting and dump charisma. You get a ton more skills, which in turn can make you a much better party member - you know how the party is always disappointed that the Sorcerer doesn't know Knowledge(X)? Well, now you can be the know-it-all wizard when the moment is right.

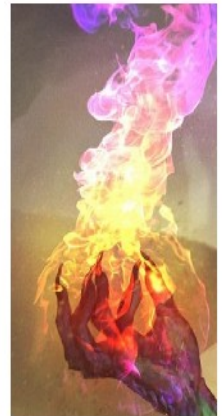
Celestial. A solid meh. Most of the abilities are decent, if uninspiring. The spells aren't terrible, but again, they're not something you'll get excited about.

Wildblooded Option: Emphyreal. This one depends entirely on what sort of character you want to play. The abilities suck, and so do the spells. But this lets you play a Wisdom-Based sorcerer. At minimum, that means your Will saves are going to be much better. Still, it's hard to see the benefits of Emphyreal over Sage – which shifts it to a more useful stat (INT vs WIS) and gives a lot better abilities.

Destined. Pretty bad. The spells are nothing to write home about, and the abilities are pretty dismal as well. It's tough to get excited by pretty much anything on the list (two give circumstantial luck bonuses to saving throws... really?)

Wildblooded Option: Karmic. Yeah, this gives some unimportant swaps, meaning the result is still pretty bad.

Draconic. Nothing is funnier than a Fire/Red Draconic bloodline user getting +1 damage on their cold dice. Because, technically, the bloodline arcane doesn't say +1 per *die of fire damage*, but +1 per dice on *any spell with a fire descriptor*. So say hello to cheese like a Fire 1 / Acid 4 spell getting bonus acid damage. Like I mentioned in the 'Backtrack on Blasting' section, this turns a mechanic that would ordinarily lock you into a single energy type (and thus get hampered when fighting foes with Resistances/Immunities) into a way of enhancing *all* of the energy types. There are a few decent spells, and the abilities are decent (even if you can duplicate most of their effects via actual spells.) Honestly, you could do worse (though make sure the Elemental/Primal option isn't better for what you want...)



Wildblooded Option: Linnorm. You lose the damage dice ability in exchange for a bad temporary boost to armor.

Elemental. A worse version of Draconic. You get worse abilities and get an actual funnel towards a specific element (unlike the Draconic ability, this won't help a Words of Power sorcerer enhance the spells of other elements.) Also, the early spells are particularly bad.

Wildblooded Option: Primal. This is possibly the best bloodline for a mid-level Words of Power sorcerer. You get the extra damage per die like the Draconic bloodline, but that's not the main draw. The draw is enhancing your summons with extra damage. While this isn't all that impressive in later levels (let alone compared to the 15th level Abyssal ability) it's actually really good in the early to mid levels, where adding an extra 1d6 of damage per attack is extremely good. Cold/Water is probably the best element to go with – the 2nd and 4th level cold blasts not only do respectable damage, but have control effects built in (plus you have a cold blast cantrip you can slap on to any regular blast to qualify it for this bloodline.)

Fey. Actually, this can be really good, especially in the upper levels. The first two spells it gives you are golden, you've got some free rounds of Greater Invisibility, and at 15th level you've got a nice ability when it comes to overcoming spell resistance. The +2 to compulsion spells is actually a very nice bonus as well in ways that aren't immediately obvious. Paralyze Humanoid + Torture, for instance, can be an incredibly good save-or-suck for a Fey Sorcerer. You get to choose whether to target their Will or their Fort save, along with a +2 bonus to the Save DC due to it counting as a compulsion spell.



Wildblooded Option: Sylvan. Mostly a trade-down, but it depends on how much benefit you anticipate getting from the +2 Save DC on Compulsion spells. You get flying, but you have to give up the Spell Resistance reroll. The animal companion isn't terribly helpful, but it's decent if you don't expect to be casting many Paralyze Person or Complex Order spells (which means the +2 bonus is useless.) You still get the nice low-level spells and the invisibility, and the bloodline would be worth considering for just those alone anyway.

Infernal. Not the best of spells, and a bonus to Charm isn't nearly as good as it is for Compulsion - you basically get a bonus to the effect word "Friendship". Not bad, but not nearly as useful. The abilities are okay, but are basically the same ones you'd get for a Draconic or Elemental/Primal bloodline... so why wouldn't you just choose one of those?

Wildblooded Option: Pit-Touched. You lose the bonus to Charm and your free blasts in exchange for a boost to CON. Maybe a better option than Infernal in the late levels, but certainly not one of the best.

Undead. Useful at the higher levels. Most of the spells aren't that incredible, though False Life definitely doesn't get as much love as it should – it's basically a 2nd spell that raises your CON by +2 or +4 for several hours. The 9th level and 15th level abilities are worth paying attention to. Grasp of the Dead gives a sort of blast + crowd control spell - and a pretty darned good one at that (1d6/level with no cap + can't move for a round). The 15th level ability is a nice defensive self-buff that you can cast crowd control and summon spells through.

Wildblooded Option: Sanguine. A pretty decent trade-up from Undead. You ditch two abilities that don't matter that much for the ability to pump the caster level on Necromancy spells - aka, most of the building block spells you've got. Wrack, Torture, Life-Leech, Terror - getting a +1 Caster Level bonus to these spells is great.

Aquatic. Okay, this can be a great bloodline... if you know you're going to be going into a water-heavy campaign. Otherwise, you've got a slew of completely useless abilities. And you also run the very real danger of the campaign devolving into Aquaman jokes.

Wildblooded Option: Seaborn. Same issues as the base bloodline. Only worthwhile if you know you're going to be doing a lot of water-heavy stuff.

Boreal. Pretty meh. Enlarge Person is a great 1st level spell to have, and is probably the biggest reason to take the bloodline. Cold Steel is also nice, giving a pre-battle buff to the fighter's sword and the archer's arrows. Still, the abilities aren't terribly impressive, and getting a bonus to Cold spells leaves a bit to be desired (it would've been nice if the Blizzard spell came with the Cold descriptor, instead of just Conjuration (creation).) This loses out to the Draconic and Elemental/Primal options.

Wildblooded Option: Rime-Blooded. At first, this doesn't look bad at all – all your cold spells get the ability to stagger their victims – and like I mentioned earlier, that means a Words of Power user can really do it for any element type. The problem is, the spell you'd probably use to achieve this effect (Frost Fingers, 2nd level Effect Word) already staggers anyway... and without allowing them a second save to negate it (like the ability.) It's not to say that the ability isn't useful, just that it's not as impressive as it first might seem.

Deep Earth. Blegh. When the best thing you can say for a bloodline is that it gives a mediocre Save-or-Trip ability... blegh.

Wildblooded Option: Bedrock. Mildly better than the bad option it comes from.

Dreamspun. A pretty mediocre class... except for the part that raises your initiative. There are probably better choices, but if you're playing a high level game, choosing a bloodline that gives you +4 to your initiative roll isn't something you want to immediately dismiss. Still, given how bad the rest of the bloodline is, this is something to cherry pick with Eldritch Heritage or Crossblooded.

Wildblooded Option: Visionary. Definitely a trade-up for the Dreamspun. You get an excellent hook for the GM to use at the 9th level – which basically gives you a free, powerful divining spell every day. The Arcana isn't a huge deal, but it might come up if your GM likes throwing night encounters at you – that way there's no issue on sleep duration.

Protean. The spells are nothing special, nor are most of the abilities. The 15th level ability is nice, though - it gives a nice "get out of jail free" card if you're in a rough situation.

Wildblooded Option: Anarchic. And the award for the worst Bloodline Arcana goes to... yes, the circumstantial coin-flip ability that will hurt you as often as it will help you!

Serpentine. Nope. Unless you're out to be an Enchantment-focused build (and, honestly, Fey's probably a better choice then) this really doesn't give you much to talk about. The spells in particular are horrendous.

Wildblooded Option: Envenomed. The poison ability isn't actually half bad – you basically get a High DC poison ability a few times per day that you can put on the fighter's sword. That said, it's only a minor improvement to the pretty lukewarm bloodline.

Shadow. Definitely an option to think about. Ray of Enfeeblement is a good 1st level spell to add to your playlist, and later on, you get Shadow Conjunction and Shadow Evocation – two spells which definitely expand your flexibility. The higher level abilities are pretty nice, too. Just make sure to research the darkness/lightness rules and talk with your DM on how darkness-generating effects are going to be handled. If you are considering this, definitely read some of the guides on Shadow Conjunction and Shadow Evocation.

Wildblooded Option: Umbral. A slight upgrade from Shadow – mostly because the +1 Caster Level from the bloodline arcane might come into play once in awhile, but you're rarely going to care about getting brief bonuses to your Stealth checks.

Starsoul. This bloodline would be solid red if it weren't for Glitterdust as a second level spell and two solid abilities at the 9th level: you no longer need to breathe, and you get a multi-functional wall of fire. Still, there are a lot better options to go with, though it's an okay option to cherry-pick with Crossblooded.

Wildblooded Option: Void-Touched. Basically, you trade away a multi-functional spell with a lot of different applications for a one-dimensional blast – not the sort of trade you should be making.

Stormborn. Very similar to the Boreal (but with Electricity instead of Cold)... though it's missing a good low level spell.

Wildblooded Option: Arial. Not much to see here, unless you expect to be doing a lot of fighting in the rain. Unfortunately, weather is handwaved/forgotten by a lot of DMs, making this almost completely useless.

Verdant. The best thing to do with this bloodline is to take it, find a Plant-Domain cleric, and then form a support group called, "Why didn't we just play druids?"

Wildblooded Option: Groveborn. The bonus to the summoned creatures is okay, but it's just putting polish on a really bad bloodline.

Accursed. A nice bloodline if you like doing debuffs. Those early level spells are nice – Ray of Enfeeblement and Ray of Exhaustion. While the abilities aren't overwhelming, there are some nice high-DC debuffs you have to work with.

Djinni/Efrete/Marit/Shaitan. I'm grouping these all together because they're all pretty much the same. They've got abilities that are either humdrum or are ones you can duplicate pretty easily through spells, they've got spells that you'll already have through Words of Power, and are generally pretty underwhelming.



Maestro. This is subtle but strong bloodline for Words of Power. First off, the Bloodline Arcane Power lets you use the Careful (aka, Still Spell) meta word to artificially pump the caster level - which can be useful for anything from adding an extra damage die to a blast spell to increasing spell duration to helping overcome spell resistance. Then at level 9, you get constant Tongues as well as a DC boost to any spells that are language-dependant. Top it off with good spells in the 2nd and 3rd level slots? It's a bloodline without an obvious overwhelming power, but is one that is extremely flexible.



Rakshasa. Pretty much just a collection of underwhelming abilities and spells you already have. The abilities are all pretty much the equivalent to a wizard that spends half his spells casting anti-screaming spells. When it's all said and done, he doesn't do much. Hiding your alignment, disguising what spell you cast, getting bonuses to protect your lies... at what point do you actually get an ability that *helps you accomplish something*?

Crossblooded. In a word: Yes. This is usually suggested for pretty much any optimized sorcerer, and it's actually better for a Words of Power version than a regular one (because you can compensate for knowing few high level spells by combining a few lower-level ones together as another way of using the high level spell slots.) It gets even cheesier with the Human's Alternate Favored Class bonus (an extra spell learned each time you level up from 4th level onward.)

By far, the biggest thing to pay attention to with Crossblooded is the Bloodline Arcana. You flat-out get both bloodlines' arcane, so make sure both of them have something valuable to contribute. All of the abilities, spells, and feats, you basically get a mix-and-match between the two bloods, selecting whatever's best from either – so it doesn't matter nearly as much if Bloodline A doesn't have very good spells (you can just grab ones from Bloodline B) or if Bloodline A's 3rd level ability is useless. Also, keep in mind, if *neither* bloodline has a good ability or spell at a level, you can go back and take one of the earlier ones you skipped. Bloodline A and Bloodline B both have horrible 3rd level spells? Then just grab the 2nd level one you didn't take earlier. The 9th level ability suck? Grab the 3rd level ability you missed out on earlier.

This makes bloodlines like Empyrial a lot better. Who cares if the abilities and spells aren't that good? You can use your other bloodline for that stuff; you get to become a Wisdom-based caster and dump your Charisma instead.

A Note on Wildblooded and Cross-Blooded combined: You cannot take multiple archetypes if they replace the same class ability. There are two ways to look at Wildblooded and Cross-Blooded interacting. One way is to say: "They both modify a bloodline ability, therefore you cannot take them both". Another is to say, "Wildblooded replaces one bloodline with another, which Cross-Blooded can then alter afterwards." When in doubt, talk it over with your GM.



Race

Human.

Ever since Human Sorcerers got the favored class bonus of “An Additional Spell Known”, pretty much any optimized sorcerer is going to be that race. Words of Power doesn’t benefit *quite* as much from that bonus (there are far fewer effect words than regular sorcerer spells) but it’s still far and away the best race. This is true even if you’re playing an INT or WIS based sorcerer.

If you really don’t want to play human, your biggest consideration is to pick a race that gives you a bonus to your spellcasting stat. After that, you’re after Dexterity, followed by Constitution. I won’t go into the individual races, because the Sage and Empyrean bloodlines throw it all into havoc (since they switch you to INT and WIS based casting, respectively.)

Stats

Your spellcasting stat (probably Charisma) is your primary stat. It will start out the highest, it will be what you put all your level-up upgrades to, and it will be what you first enhance with a stat-boosting item. Unless you’re starting out with less than 15-point-buy, this stat shouldn’t start out below 17, and it should be at least 19 after your racial modifier.

Dexterity is your secondary stat. This helps out with AC and Reflex Saves, but the big reason its important is because it pumps your initiative. You want this 14, and at some point you’ll want a belt to pump it a bit higher still.

Constitution is your tertiary stat. You’ll never say to yourself “I wish I didn’t have so many hit points.” Still, it’s not quite as important as Dexterity, because you have other ways of making up for a little bit lower of a CON score than you like – the Toughness feat is a good example. Still, you want this at least a 12, and ideally a 14.

Everything else can be completely or partially dumped. You don’t need strength – what are you going to be carrying? Wisdom and Intelligence can be dumped as low as you’re willing to go in terms of Will Saves and Skill Points (assuming you’re not a Sage/Empyrean bloodline.)

Character Traits

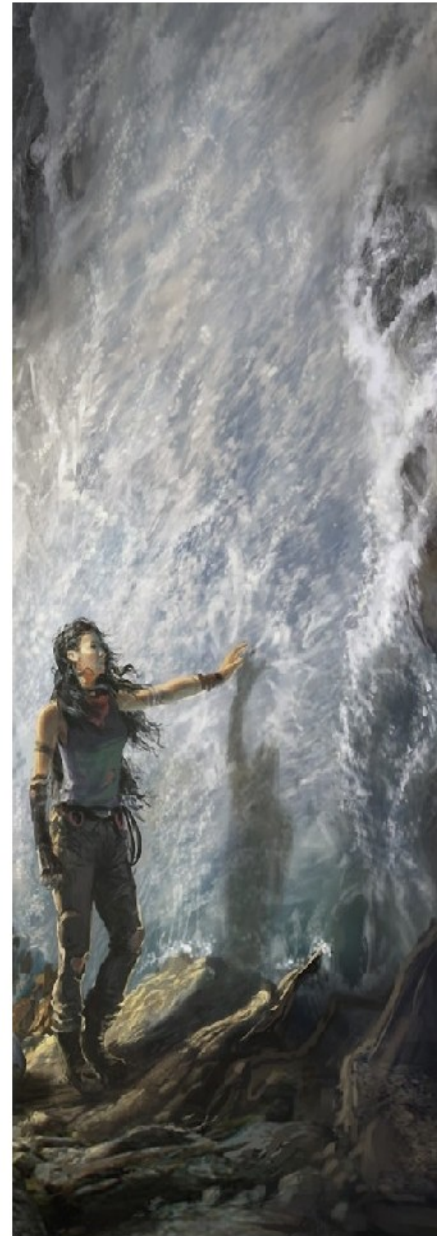
This doesn’t cover nearly all the traits, and there might be region/campaign specific traits that fit your character perfectly. This section will only cover the ones you should look to first.

Reactionary. This should be the first trait you look. +2 to Initiative is huge.

Magical Lineage. The big question is: can you use this on a low level effect word and have it apply to all the spells you cast with that word? If your GM rules Yes, then this feat might be worth looking into on Fog Bank or Wrack. Still, have a definite plan on what metamagic you want to use and what you’re getting out of the feat.

Ease of Faith. Diplomacy is a good skill, and goes off your primary attribute. If you’re thinking about becoming a party face, this trait will basically give you +4 to the skill.

Deft Dodge, Resilient, Indomitable Faith: Gain a +1 bonus on a type of save.



Feats

Spell Focus: Conjunction. I've beat this horse to death by now. You want this (plus, it's a prereq.)

Augment Summoning. You are an amazing summoner. Make it count for as much as possible.

Greater Spell Focus: Conjunction. This will give you an additional bump to the save DC of a lot of your spells.

Spell Focus, Greater Spell Focus: Necromancy. Almost all of the debuffs you'll be hitting the enemy with will involve a Necromancy word. It's just a question of how many spells will you be casting that are Necromancy but are not Conjunction? It might be worth backing up the feat chain so you can get them both in Necromancy instead.

Silent Spell, Still Spell. Nope. These come free through Meta words. Unless you really want to waste a feat to cover the situation where you need to cast a Still + Silent Spell, these are something to stay away from.

Heighten Spell. You already have a better version for free.

Enlarge Spell, Widen Spell, Extend Spell. You've got these via Meta words.

Metaword Mastery. Gives you additional Meta words per day plus an additional meta word. This is a good feat, but I'd try to hold off and make sure you really need it. This feat gets less and less useful as you progress in levels.

Quicken Spell. Same advice as most guides: get the rod, don't take the feat. I just want to add that you might find yourself a *bit* less pressed to get quickened spells, because in a way, you'll already have it: you can cast two low-level spells as a standard action.

Maximize Spell. Not really worth it. Maybe if you want to have a bit more potential in your blasts, but it's pretty marginal.

Bouncing Spell. Pretty decent. Words of Power can create some truly disgusting Save-or-Suck spells – heck, a 1st level Friendship is already pretty nice. This feat only raises a spell by one level, but can greatly increase its odds of landing – you don't particularly care whether you get Mook #1 or Mook #2 with Crush Will or Friendship. Just make sure you can't get what you need with the Irresistible Meta word. It raises the spell level by 2, but you don't have to spend a feat on it.

Dazing Spell, Sickening Spell. It takes awhile for these to get worth it, but when you've got access to 6th or 7th level spells, they might start to look attractive. You basically turn your fireballs into modest damage + control spells.

Lingering Spell. Yes, you can give your blasts duration and combine them... but with what? It'll only last one round.

Persistent Spell. Not useful until the higher levels. And at that point, use Irresistible (Meta) instead.

Spell Penetration. These become a lot less worthwhile due to the Penetrating meta word. While that word raises the level of the spell by one, it should do a passable job at shutting down Spell Resistance.

Improved Familiar. If you took the Arcane Bloodline, this is your way to get a Mephit.

Improved Initiative: Yes. Going before the enemies is what lets you dictate the pace of the battle and throw up the right controls or buffs before things get messy.

Toughness. A nice way to pretend your CON score is +2. Hit points are never a bad thing.

Elemental Focus, Greater Elemental Focus, [Improved] Spell Focus (Evocation) – If you're going to put an emphasis on Blasting, here's where you want to be (otherwise, these feats are in the yellow or red territory.) Unlike most casters, you don't need to worry about a lot of the shortcomings to these feats: you can twist them into helping you with all the elements.

Eldritch Heritage, Improved Eldritch Heritage, Greater Eldritch Heritage. An excellent way of getting yet another bloodline. Just make sure you're getting enough to justify the expense of a feat.

Piercing Spell. See the Penetrating meta word. Does the exact same thing without having to spend a feat.

A Quick Note For Blasters: Blasters have a different set of feats that make them shine. If you're really interested in a blaster's guide for feats (and items), please see my guide: [Brewer's Guide to the Blockbuster Wizard](#).

A Quick Note on “Specific Spell” Issues

Spell Specialization is a fun feat. It can let a blaster start out dealing 3d4 on their 1st level Burning Hands, or 7d6 on their 5th level Fireballs. It can let a Wizard that really really wants to start summoning early to bring out their Celestial Eagles for 3 rounds instead of 1.

Spell Perfection is a ridiculous feat. It can let clerics throw out Quickened Walls of Stone out of their 5th level slots, or let Sorcerers somehow cast Quickened Empowered Fireballs before becoming an 18th level character.

Magical Lineage is a nice trait. It lets Blasters eke a bit more metamagic on their staple Fireball, or let Maguses pimp out their Shocking Grasps.

What does this have to do with Words of Power?

The big question is, do these things apply to Words, apply to specific Word Combinations, or not apply at all?

If your GM allows you to apply these to a specific word and apply to the full spell.

If you're a “God” style sorcerer, Spell Specialization isn't really that incredible. If you have visions of applying it to Wrack and combining it with higher level spells... what spells are you thinking about applying it to where caster level really matters? For the most part, all it will mean is that your spell will stick around 2 rounds longer than ordinary.

Magical Lineage and Spell Perfection, though, are insane for a “God” style sorceress. Ordinarily, casters have to choose one staple spell and basically get to cast it Quickened. Which is great, but it's not flexible; you choose Wall of Stone, that's the only effect you're getting the benefit on. However, Words of Power Sorceresses get enormous flexibility out of it. Imagine if you chose Wrack for both the trait and the feat. You could throw out quickened blasts (Wrack + Fire Blasts, adding Quicken Spell), Dazing fogs (Wrack + Fog Bank, adding Dazing Spell), etc.

And Blasters? All three are absolutely bonkers – and are worth sacrificing the ability points to get the intelligence you need to qualify for Spell Specialization. And, you're going to do something that nobody would've ever pictured: you're going to apply them to a freaking cantrip. Acid Burn is a great place to start (since most of the better Words of Power blasts are in Fire, Electric, or Cold) though Cold Snap isn't bad if you want to pick up the Rime Spell feat.

Picture a 15th level Blaster Sorceress with Acid-based bloodlines, along with Magical Lineage, Spell Specialization, and Spell Perfection all pointed at Acid Burn. They could cast a Maximized Intensified (Acid Burn + Lightning Blast + Fire Blast) spell with a Boosted Burst target as a 6th level spell. They get a full 20 worth of damage dice, get to deal it over an area 80-foot across, and get to add all those bonus points of damage from their Acid-based bloodlines to those Fire and Electric dice (hey, it *is* an “Acid” spell, after all...)

If your GM allows you to apply these to a specific word and apply it to only that word.

This might sound intuitive for a GM – and bad for a player... but only at first glance. Think about it this way: is there a way to apply Silent to only one half of a spell? Dazing to only one half?

Chances are, if this is what your GM is leaning towards, they'll probably switch to one of the other options.

If they do want to force this, Spell Perfection and Magical Lineage are still just as good (because there's no real way a GM is going to restrict metamagic on one half of a spell.)

If your GM allows you to apply these to a specific word combination.

You've got a strict GM.

That said, Blaster Wizards/Sorcerers will still make use of these feats and the trait. They'll just lose a lot of flexibility of the Words of Power system and become more like a traditional blaster.

The Spells



In order to make things easier to grok, I'll be arranging the spells a bit different than most guides. For each level (after cantrips), they'll be grouped by general function in color-coded tabs. I'm adding color-coding for purpose because purpose is just as important as how "good" a spell is. If you've already got two great buff spells, it's a lot better to select a decent debuff spell than it is to select a third buff.

CANTRIPS

Unfortunately, this level of magic is conspicuously devoid of one major category of spell: illumination. The unfortunate truth is that there are no cantrip light spells for a Words of Power user (of any class.) Other than that, it's got the main cantrips, along with one solid addition that regular casters don't have anything similar to.

Sense Magic. Aka Detect Magic. It's as good for Words of Power as for regular casters.

Decipher. Aka Read Magic.

Cramp. Bears the distinction of being the only cantrip in existence that's combat relevant into the mid-levels. If you're in a battle where you really don't want to waste an actual spell, this can shut down an enemy's charge to your party. Or for that matter, help stop a retreating enemy from getting away from you. The sweet spot is level 6 or so - you still don't have a whole lot of non-cantrips at your disposal, you can cast it 40 feet out, and you still have a good shot at the enemies failing a save.

Echo. The uses of this spell are endless, and depend only on your imagination.

Lift. Mage Hand. A pretty solid spell.

Spark. A nice handy spell.

Acid Burn, Cold Snap, Flame Jet. 1d3, 1d3, and 1d4 damage (respectively.) So why does Flame Jet get a green color, when spells like Acid Splash or Ray of Frost are deemed pretty mediocre ("just use a crossbow!")? Because these spells can be done in a cone while still being a cantrip. If you're a level 1 sorcerer, a conical Flame Jet isn't actually half bad. If you're up against foes that Flame Jet will kill, it will kill them in groups. Sure, after a level or two, that damage is next to worthless, but it's something to keep in mind for 1st level characters (especially ones that get damage bonus per die.)

Force Block. No. It lasts one round. So unless you're going to try the cheesy approach and say that your character somehow mutters this spell under their breath every 6 seconds of their life, stay away.

Bleeding Wounds. Nope. Just like the regular spell Bleed, this spell is also worthless.

A quick note on the "Doesn't Allow A Saving Throw" wording on the cantrip blasts (when cast as a Ray.) Someone asked if you could combine these with higher level debuffs to prevent a saving throw. Alas, dreams of a Saveless, Ranged-Touch version of Torture are not to be realized. If you combine multiple effect words, the spell as a whole has a Saving Throw based on the highest level effect word that allows a saving throw.

LEVEL 1 SLOTS

Best Words to Learn: Wrack, Fog Bank, Friendship, Dash, Careful (Meta), Quiet (Meta)

Debuffs / Control	<p>AREA DEBUFF: Wrack. The best 1st level effect word. It's not only the Words of Power equivalent to Glitterdust (a low level area-of-effect debuff) but is also a very good combination piece for higher level debuffs. Sickened is actually a lot better of a debuff than people initially give it credit for – early levels, it'll cut damage output by nearly half (it cuts a CR=2 Bugbear's damage by 42%), and even in later levels, a 25% cut against a full attack isn't something to scoff at. In later levels, wearing down someone's saving throws can be incredibly useful.</p> <p>BATTLE CONTROL: Fog Bank. Not only is this saveless, SR-less spell blue on its own right, but can be a great way of bumping the Save DC of later spells. Like Wrack, it's an important building block.</p>
Save or Suck	<p>SAVE-OR-SUCK: Friendship. Absolutely yes. Unlike previous versions/spells, this one has clear-cut rules that make it more than combat capable. Don't view it as a "Get Enemy A to fight Enemy B" spell – the only way that happens is if Enemy B attacks you: not something the sorcerer should be hoping for! Instead, view it as a "Recruit a bodyguard from the first fight in a dungeon and have them for an hour or two."</p> <p>SAVE-OR-SUCK: Simple Command. No. Friendship takes a target out of the battle. This one lasts one round.</p> <p>DEBUFF: Spook. Doesn't hit anything more than 4 Hit Dice... and can only hit a single target? Really?</p>
Blasts	<p>BLASTING: Burning Flash. Burning Hands was already a decent 1st level spell for early level casters. Well, now you've got the same capability, but can aren't restricted to the Cone area - you can do Bursts, Lines, or even Short-Range single targets. That said, if you don't need this early on, skip it (unless you're a fire-based blaster.)</p>
Defensive Buffs Offensive Buffs	<p>BUFF: Dash. A better name for Expedited Retreat. Unfortunately, there really aren't many combinations that work well with this - you'll generally have better options for defensive buffs, and the offensive spells don't combine very well with it due to most of the good ones being level 2 spells. Which isn't a problem - it just means it's a nice spell to use your 1st level spell slots on.</p> <p>BUFF: Fortify. A really bad version of Aid. In early levels (when it might otherwise be a useful spell), it only preemptively heals a very small amount of damage.</p> <p>DEFENSIVE BUFF: Force Shield. One-battle Mage Armor. You might use this by itself in the early levels, but you'll probably be combining it with others later on – you don't want to waste precious actions during combat.</p> <p>DEFENSIVE BUFF: Align Shield. Basically, Protection from Alignment. A solid spell, but like Force Shield, it's something you'll want to combine with other buff spells. Unless you're using it as a way of shielding someone from mind control, this spell by itself is a probably a waste of a standard action.</p> <p>DEFENSIVE BUFF: Force Block (Boosted). Don't let this tempt you. You've got better things to do with meta words.</p> <p>DEFENSIVE BUFF: Fade. Most uses for this spell are pretty niche – and you can usually get the same effect with creative use of a Fog Bank.</p>
Misc / Utility	<p>SUMMONING: Servitor I. Early on, it doesn't last long enough. Later on, it doesn't do enough.</p> <p>UTILITY: Lock Ward. The most breakable Word in the system – which means you have to play it very carefully (because otherwise the GM will ban Words of Power at your table.) Here are the ways you can abuse this spell:</p> <p>Free Buff Potions. You don't have to use this spell as a trap – put a beneficial spell on something a party-mate can open. You basically got a crafting feat where you don't have to spend any material price, <i>for the cost of learning a single spell.</i></p> <p>Action Economy. It doesn't say anywhere that the item you cast this on requires a standard action to activate. Two big ones you can use the spell on are potion containers and scroll wrappers. Boom – two spells in one turn.</p> <p>Spell Overload. Nothing says you don't regain the spells until the item is triggered. So, your GM says, "Your characters rest for the week..." and suddenly everyone in the party has three empty vials that, when unstoppered, cast a high-level buff on the holder.</p> <p>UTILITY: Decipher (Boosted.) A metaword on an otherwise cantrip? That said, you'll already know the word, so if a situation crops up where the Rogue has to be the one that can read something, you've got this available.</p> <p>UTILITY: Glide. This isn't just a (self-only) Feather Fall. Take a look at the ratio of horizontal/vertical distance. A ninth level sorceress could use this to glide about a mile's distance in 9 minutes (provided they had a 1,080 foot high ledge to start from.) It also doesn't require you to "glide" the same direction the whole time – you've basically got pseudo-fly for any battles on a mountainside.</p> <p>UTILITY: Radiance. Really? No cantrip light? And then a 1st level spell with a fixed burst you can't move from room to room as you adventure? As sad as it is, a Words of Power caster should probably pack an Everburning Torch.</p>

LEVEL 2 SLOTS

Best Words to Learn: Disappear, Float, Accelerate, Frost Fingers

Debuff	<p>DEBUFF/BLAST: Frost Fingers. Early on, you can use this as a makeshift Fireball, but the real power comes from the Staggered condition. You can use it to deprive that TWF monster from its iterative attacks, or delay an enemy that's 40-50 foot away. It's usable in either an area (area control spell!) or via a ranged touch attack (saveless stagger!)</p>
Save or Suck	<p>SAVE OR SUCK: Decelerate. Staggering is a solid debuff. The two problems are that this spell allows saves each round, and those saves won't have a very high DC (it's only a second level spell, after all.) It's probably better to use an area-of-effect debuff like Wrack until you're able to combine this spell with others.</p> <p>DEBUFF: Damage. Or the, "Am I a low-ish level sorceress going to encounter people wearing Full Plate today?" spell. This spell isn't meant for weapons ("broken" weapons can be used at a -2 penalty, which Wrack already gets you anyways.) But doing it on a Full Plate for a -5 debuff of AC can easily be worth it.</p>
Blasts	<p>BLASTING: Corrosive Bolt. This one's complicated. First off, the SRD is wrong. They messed up the durations of this and Acid Wave. This is only supposed to have a duration of 2 rounds, and Acid Wave has a duration of Rnd/Lvl. So after that, how does the spell look? For non-blasters, this spell is red. It's just a less versatile version of Frost Fingers. Blasters? They've got all sorts of tricks they can do to make this spell shine a bright blue. The Extend meta word can double the duration. The Intensify Spell feat can double the damage. Combined with dual bloodlines, Magical Lineage, and Spell Specialization, it's possible for an 8th level sorcerer to cast a 2nd level ray that deals 180 damage over 4 turns - without allowing a save or having to worry about Spell Resistance.</p> <p>BLASTING: Burning Flash (Boosted.) If you're a low level blaster, Frost Fingers is where you want to be – it doesn't take a meta word to us, and it even staggers an enemy. Besides, at the early-mid levels, you want to be using your Meta words on stuff like Boosted Accelerates.</p> <p>Blasting: Force Bolt. It's a level 2 Magic Missile. Weak damage, even accounting for it not allowing a save.</p>
Offensive Buffs	<p>OFFENSIVE BUFF: Accelerate. Single Person Haste. This is one of the few Effect words that's worth using Boost on. Although it's easy to despair on the number of ways this spell is worse than haste, keep in mind: it's a 2nd level spell, not a 3rd level one (sort of like Levitate versus Fly not meaning that Levitate is a bad 2nd level spell.) And for a second level buff, it does an awfully good job (especially when Boosted.) The damage output on a fighter beats a Bull's Strength - and unlike Bull's Strength, this spell is just as good in the higher levels.</p> <p>OFFENSIVE BUFF: Enhance Form. Excellent buff. First, if you've got both a Fighter and a Rogue in the party, no need to worry about learning both Cat's Grace and Bull's Strength – this does 'em both. And the ability to, when it comes down to the wire, to increase the boost to +8 for one final round is incredible.</p>
Defensive Buffs	<p>DEFENSIVE BUFF: Disappear. A great spell that's even better if you can combine it with other defensive spells (might as well get a few cast on you all at once.) That said, sometimes you don't have a 4th level spell slot available. There's nothing wrong with this spell by itself.</p> <p>DEFENSIVE BUFF: Float. Aka, Levitation. Also something to remember: this spell, followed by a casting of Glide, gets you a reasonable faking of the Fly spell. Worth remembering, since you'll probably know both spells.</p> <p>DEFENSIVE BUFF: Energy Resist. It's your basic energy resistance spell. Good, if a bit boring.</p>
Misc / Utility	<p>SUMMONING: Servitor 2. Try to resist and wait until the 6th level when you can learn Servitor 3. While this is usable, it's peanuts compared to the next level's version.</p> <p>MISC: Gloom. Darkness nerfed: you can no longer put it on a movable object. Still, it can be useful, but before you do much, ask your GM two questions on how they'll rule the physics working: what exactly does a person outside the effect see when they look into it (a big black sphere, or can they see light from the other side?) and can people inside the effect see stuff from outside the area.</p> <p>UTILITY: Suppress. It's yellow if your GM is sane; it's red if your GM goes by strict RAW. Because technically you can't use this spell to dispel a Wall of Fire... unless you throw the fighter into it first and cast it on your ally (you can cast this on allies or unwilling creatures, not the effects themselves.) Most GMs will treat this like Dispel Magic.</p> <p>Sense Hidden. Not needed in early levels. Later on, either scrolls or Servitor spells can take care of this niche.</p> <p>Sense Thoughts. Depends a lot on the GM/Campaign style. But the area is pitiable (10 foot cone without a boost)</p>

LEVEL 3 SLOTS

Best Words to Learn: Torture, Servitor, one of the Blasts, Undeath (depending on flavor/alignment)

Debuffs, Battlefield Control	<p>DEBUFF: Torture. Stinking Cloud, minus the cloud. Plus side? You can shape in whatever area you want. Nauseated is an amazing debuff; it's just a bit sad that it can't be combined with Wrack (they're both Pain words)</p> <p>BATTLEFIELD CONTROL: Complex Order. The 1st Level Friendship word can give you a body guard for awhile; this one can give you another party member for awhile.</p> <p>BATTLEFIELD CONTROL: Blizzard. It's a pale imitation of Sleet Storm. Looks the same, but it's missing the large size and the Acrobatics requirement. Still, it's useful later on in combining with other debuffs.</p> <p>BATTLEFIELD CONTROL: Wind Wall. Same thing as the regular version. Still a nice (if niche) spell.</p> <p>BATTLEFIELD CONTROL: Wind Blast. Compares badly with Frost Fingers, and is a line area to boot.</p> <p>AREA DEBUFF: Fog Bank + Wrack. A modest Area of Effect debuff - a weaker but more flexible alternative to the Torture spell. Sickened isn't as good as Nauseated; but this is a single save spell, which means it might be a better choice for non-mook enemies (and it's got a Conjunction bump to boot.)</p>
S.o.S.	<p>SAVE-OR-SUCK: Paralyze Humanoid. Aka, Hold Person. If you're about to cast this spell, consider using a 4th level slot to add Wrack to it. It'll not only heighten the spell, but all the subsequent saves will have a -2 penalty.</p>
Blasts	<p>BLASTING: Fire Blast, Lightning Blast. The exact same spell, just with different energy types. Boostable to a 20 ft radius burst, but keep the "Barrier" target word in mind – it's like a line effect from whatever location you want. You may want to eventually get both of these blasts.</p> <p>BLASTING: Frost Fingers + Elemental Cantrip. Only for the blasters with Intensify and Magical Lineage trait.</p>
Buffs	<p>BUFF: Soar. Fly is a good spell. So is Soar. But if you're looking at casting this on yourself, take a look at Bestial Form. It's a level higher, but it gives you the same flying ability with a couple of other really nice, adaptable perks.</p> <p>DEFENSIVE BUFF: Force Shield + Align Shield. A cheap but effective self-buff. As a third level spell, you give yourself +6 AC against the big bad evil guy at the end of a quest. This compares pretty favorably to Force Armor; you get about the same level of AC, but get a few additional perks. Just mind the reduced duration (min/level)</p> <p>DEFENSIVE BUFF: Force Armor. Like earlier Force style AC spells, they decided not to allow the hour/level Mage Armor style pump. An alternative to Force Shield + Align Shield if you're not up against Evil enemies.</p>
Misc / Utility	<p>SUMMONING: Servitor III. Here's where summoning starts to get good. You've got some Spell-Like abilities to work with, and the creatures are meaty enough and last long enough that they're relevant to a battle.</p> <p>UTILITY: Undeath. So, you're looking to raise an undead army? How does a lowered casting level <i>AND</i> no material cost <i>AND</i> can be done at range sound to you? This is a phenomenal upgrade for the budding necromancer.</p> <p>UTILITY: Altered Form. Don't be fooled: this isn't a buff. This is a utility spell that can give you any number of useful abilities (darkvision, swimming, climbing, scent, etc). Also gives a nice +2 Natural Armor boost.</p> <p>UTILITY: Dimension Hop. This spell can function like Dimension Door (make sure to boost the range) but the real value is in putting the fighter right next to the BBEG for a full attack (it's "Selected", not "Personal")</p> <p>UTILITY: Far Sight. Basically, see inside a room before you go in. Probably not worth the 3rd level slot.</p> <p>UTILITY: Glimmering. Depressing. As a 3rd level spell, it's actually worse than the 1st level Silent Image.</p> <p>UTILITY: Sunshine. So Light doesn't make the Words of Power system, but Daylight does? Sigh...</p> <p>UTILITY: Suppress (Boosted). See the unboosted section in the level 2 slots for the rant about this word.</p> <p>UTILITY: Translate. Tongues, kinda-nerfed. This will only give you the understanding of a single language... but on the other hand, how many times do you need Tongues to get knowledge of two new languages at the same time?</p>

LEVEL 4 SLOTS

Best Words to Learn: Ice Wall, Servitor, one of the Blasts, Unseen Shell (for boosting at 6th level.)

Debuff / Control	<p>BATTLEFIELD CONTROL: Friendship - Selected (Boost). Depends heavily on your GM and what you try to use this on. It could turn a horde of mooks from one room against the BBEG in the last. Or it could do nothing.</p> <p>BATTLEFIELD CONTROL: Simple Command - Selected (Boosted). Not terrible, but there are better spells.</p> <p>AREA DEBUFF: Fog Bank + Torture. Torture, double heightened. Up to you whether it's worth an extra level.</p> <p>AREA DEBUFF: Blizzard + Wrack. A solid debuff and control spell. When you're looking for something more than just a regular blizzard, this is a good way to go (it's better than Boosted Blizzard, if that's tempting you.)</p> <p>BATTLEFIELD CONTROL: Ice Wall. Not much to say here. It's a good staple spell.</p> <p>BATTLEFIELD CONTROL: Terror. This spell is a nice way of dividing up forces in the mid-levels, and can be a nice combo piece later on.</p>
ckSuorveSa	<p>SAVE OR SUCK: Life Leech. It's enervate... except it's not a ray (boo.) And it's got an additional nerf that will cause your party to actively seek out consecrated burial grounds after each battle (boo.) There are better options.</p> <p>SAVE OR SUCK: Wrack + Paralyze Humanoid. Paralyze/Hold spells are the typical "Please Heighten Me" spells - the main issue is whether or not they hit. Wrack heightens and tightens the noose on the subsequent saves.</p> <p>SAVE OR SUCK: Wrack + Decelerate. Wrack gives the enemy a nice penalty to future saves – and staggering for multiple rounds can easily make something irrelevant. For those non-humanoids you can't simply paralyze.</p>
stsBla	<p>BLASTING/CONTROL: Ice Blast, Acid Wave. The same damage as Fireball, but with some nice abilities planted onto them. You can either Sicken everything, or entangle it. Can be boosted into 20-foot wide blasts, or better yet, into 40 foot cones. Also, Acid Wave is a Conjunction spell (so you'll get a free boost to the Save DC.)</p> <p>BLASTING: Sound Blast. Missing the perks of the pair above, but has a less-resisted damage type.</p> <p>BLASTING: Fog Bank + Fire/Lightning Blast. Marginal, but if you're against a Fire or Electric vulnerable enemy, Fog Bank is a nice way of pumping up that Resist DC. Otherwise, use Ice Blast or Acid Wave for the control perks.</p> <p>BLASTING: Fire Wall. Okay, this can technically be battlefield control if the enemy is too stupid to walk through. Otherwise, it's just a really bad blast spell.</p>
ffsBuvensifeOf.....ffsBuvensifeDe	<p>OFFENSIVE BUFF: Enhance Form + Accelerate (Optionally Boosted.) A better version of Perfect Form. The only thing that holds it back is that at this level, the characters might already have their stat boost items up to +4.</p> <p>OFFENSIVE BUFF: Altered Form (Boosted). Most of the time, you want to go with the Enhance Form + Accelerate option. That said, occasionally a battle will be decided by giving the fighter Swimming, Darkvision, and a Natural Armor bonus – or some other eclectic combination.</p> <p>OFFENSIVE BUFF: Perfect Form. Most of the time, only one of the three physical attributes really matters: the primary one. Hit points from a raised CON don't get taken away first, so it doesn't save you any healing in the end.</p> <p>OFFENSIVE BUFF: Borrow Future. Just plan on boosting this one – the regular version is bad. This spell isn't for every battle, but for the ones where one party member is the linchpin: give them two turns at the cost of yours.</p> <p>OFF/DEF BUFF: Disappear (Boosted). It's greater invisibility. Solid spell.</p> <p>DEFENSIVE BUFF: Disappear + Float. An awesome defensive buff. For those combats where you really need a first turn "Get me out of danger!" card, this is it. Invisible Fliers tend not to draw much aggro.</p> <p>DEFENSIVE BUFF: Float + Force Shield. Generally worse than Disappear + Float.</p> <p>DEFENSIVE BUFF: Force Armor + Align Shield. This is likely a +8 boost to your AC. Mid-levels, that's not bad.</p> <p>DEFENSIVE BUFF: Bestial Form. Or in other words, Improved Flying. Plus a lot of nice niche abilities.</p>
scMi	<p>SUMMONING: Servitor IV. Yes. In fact, for rest of your character, you'll be grabbing Servitor each level.</p> <p>UTILITY: Unseen Shell. This would be a lot more useful if the level was high enough to boost to a 40 ft radius.</p> <p>UTILITY: Glide, Mass. You won't have to use it often. But it's important to know that it's there.</p>

LEVEL 5 SLOTS

Best Words to Learn: Stone Wall, Servitor, Irresistible (Meta), Penetrating (Meta)

Debuff/Ctrl	<p>AREA DEBUFF: Blizzard + Torture. This is your go-to Crowd Control spell, and you should be casting this with the "Boost Burst" Target at least once per day. It does not end well for your enemies.</p> <p>AREA DEBUFF: Fog Bank + Terror. This is the alternative to Blizzard + Torture when it comes to crowd control spells. This doesn't debuff - it simply delays. Fog Bank pumps up the Save and it makes it more difficult for enemies to get at you.</p> <p>BATTLEFIELD CONTROL: Stone Wall. Wall of Stone. The regular version has to be a straight wall, but check out the boosted Barrier word... a level 10 character can create a wall 200 freaking feet long in any sort of meandering shape.</p>
Save or Suck	<p>SAVE OR SUCK: Torture + Paralyze Humanoid. Not the best combo ("Why nauseate something if you're just going to freeze them in place anyway?") Mostly just switching which save either of those spells targets.</p> <p>SAVE OR SUCK: Crush Will. Not much to say - it's a good spell if you can land it.</p> <p>SAVE OR SUCK: Paralyze Creature. Depends quite a bit on what kind of campaigns you expect to be in. GM heavy on humanoids? Stay away. Fighting loads of fantastical monsters? This spell can be solid.</p>
Blasts	<p>BLASTING: Lightning Blast + Fire Blast. No, you don't get 2d6/level damage - the rules say that if you combine effect words that deal damage, you only get your level's worth of dice. Still, that means the damage cap for this spell is 20d6. Also, you get to pick which dice you want. So a level 13 sorcerer up can deal 10 electric dice against hellhounds and only 3 in fire.</p> <p>BLASTING: Acid Wave + Frost Fingers. Acid Wave is tough to combine with other blasts, due to it losing the Sickening Effect (it goes from a duration of round/level to instantaneous.) Frost Fingers helps pick up the slack, adding a different control effect on top of Acid Wave's nice damage.</p> <p>BLASTING: Ice Blast + Burning Hands (or other low level blasts.) Ice Blast (unlike Acid Wave) has an instantaneous duration with an enduring effect. This means you can add it to whatever low level blasts you want. The downside is, the best low level spell to add it to is also a cold spell (Burning Hands is a sad alternative.)</p> <p>BLASTING: Cinder Storm, Ball Lightning. These get a pretty bad rating simply because it's better to learn earlier blasts and combine them, then to spend your precious high-level words on yet more blast words.</p> <p>BLASTING: Force Blast. By the time you can learn this, you're already at the 10d6 cap. So it gets sad fast.</p> <p>BLASTING: Corrosive Bolt, Mass. This is as red or blue as the regular Corrosive Bolt. If you're a regular sorcerer, it means it's pretty useless. If you're a blaster, this can be pretty crazy.</p>
Bufs	<p>OFFENSIVE BUFF: Disappear (Boosted) + Accelerate (Boosted). Ask the fighter or rogue sometime if they'd mind Greater Invisibility and Haste cast on them. Actually, don't. They'll insist you cast this on them every fight.</p> <p>DEFENSIVE BUFF: Disappear, Mass. Make your entire party invisible. If your party is light on martials, this could one of your best spells; generally, though, you look towards the 6th level Unseen Shell (Boosted)</p> <p>DEFENSIVE BUFF: Energy Resist, Mass. Not something you'll use often, but it's there if you need it.</p> <p>OFFENSIVE BUFF: Bestial Form (Boosted.) This is not a good spell - there are much better ways to buff the fighter (such as the combination above.) That said, there are certainly niche cases for it. One that springs to mind is if the fighter isn't good against fliers and you want to send them airborne.</p> <p>OFFENSIVE BUFF: Boosted Accelerate, Mass. Yeah, it sucks that the full-party version of Haste is 5th level instead of 3rd. On the plus side, Haste is Haste and it'd still be a good spell if it took a 5th level slot. On the other hand, unless you've got a lot of martials, chances are you'll be better off casting a single-target Disappear (Boosted) + Accelerate (Boosted)</p> <p>DEFENSIVE BUFF: Monstrous Form. Stay away. Doesn't give much beyond what Bestial Form does.</p>
Misc/Utility	<p>SUMMONING: Servitor 5. Yes. Should be your first word learned for the level.</p> <p>UTILITY: Dimensional Jump. This can't do everything a regular Teleport can do (it's one target only, and you have to have been there before.) That said, it can be used on an ally that's not near you, possibly saving their life.</p> <p>UTILITY: Far Casting. Aka sending. As long as you're not communicating across planar boundaries this is a strict improvement: you can talk as long as you want (no more parsing 25 word phrases.)</p> <p>UTILITY: Far Sight (Boosted.) Scry with two main differences. First, there are no penalties based on how well you know the subject. Second, there's no 24-hour cooldown - you can spam this until one lands.</p> <p>UTILITY: Float, Mass. Some battles are over if you cast Levitation on the entire party. Also, just like Float + Glide is a nice makeshift Fly spell, you can use the Mass versions of each to give the effect to the entire party.</p> <p>UTILITY: Unmake. Same issues as Suppress: per RAW, you're basically stuck targeting individuals.</p>

LEVEL 6 SLOTS

Best Words to Learn: Servitor, Negation, Resist Arcana

Debuff / Ctrl	<p>BATTLEFIELD CONTROL: Complex Order, Mass. Not only will this destroy a low-CR encounter, but it'll let you leverage it for the next few encounters as well.</p> <p>BATTLEFIELD CONTROL: Paralyze Humanoid, Mass. If you're fighting humanoids, this spell can turn the tide pretty quickly. Still, this isn't nearly as fun as Complex Order, since that spell will have the enemies killing themselves for you.</p> <p>BATTLEFIELD CONTROL: Terror + Wind Wall. A niche spell, for when you want a Wind Wall the enemy can't cross.</p>
Save-Suck	<p>SAVE OR SUCK: Crush Will + Accelerate (Boosted). Crush Will with an additional buff thrown on. The Boosted Accelerate could be any 3rd level or lower buff (such as Enhance Form, Energy Resist, or Align Shield.) Or for that matter, a Conjunction spell chosen simply to increase the Resist DC.</p> <p>SAVE OR DIE: Unfetter. This should be red (see Slay if you want to know why.) But I can't put it at anything less than yellow because it's simply the funniest Save or Die spell printed. Most spells like this have a range of effect, such as only "falling upward" for 40 feet – this one doesn't. So, the creature will fall upwards... and keep falling for at least 12 rounds. 12 rounds of falling upwards will bring them 2,304 feet above the ground... <i>(oh, if only falling damage wasn't capped at 20d6...)</i></p> <p>SAVE OR SUCK: Paralyze Creature + Wrack. A heightened Paralyze Creature with a penalty to subsequent saves.</p>
Blasts	<p>BLASTING: At this point, blasters can stop looking through the "BLASTING" sections. Dedicated Blasters get their higher-level power through Metamagic and Spell Perfection - which rewards specializing in lower level blasts. Everything here on out is for the regular sorceresses that don't have Intensify Spell, Empower Spell, Spell Specialization, and so on.</p> <p>BLASTING: All sorts of combinations. Ice Blast should be the base of the spell, though, since it has the additional entangle effect; Acid Wave won't work well, since the Sicken effect will get dropped due to an Instantaneous duration. A good place to start is Ice Blast plus either Fire Blast or Lightning Blast.</p> <p>BLASTING: Lightning Blast + Fire Blast + Torture. Not something you should turn to often, but this is a blast with a high damage cap that doesn't target the Reflex Save. Blasters will have better things to do, but this is at least an option for non-blasters to use when confronted by high-dex creatures they want to deal HP damage to.</p> <p>SINGLE-TARGET BLAST: Slay. A trap. You may think "If I land this, it will deal several times more damage than a regular blast". Here's the thing: you've already got spells that take a target out of the fight if it connects – is this better than Crush Will or the Paralyze spells? Especially if it might not even be enough damage to kill something?</p>
Buffs	<p>OFFENSIVE BUFF: Disappear (Boosted) + Accelerate (Boosted) + (Enhance Form/Energy Resist). Same as the hasted greater invisibility, with a little extra tacked on.</p> <p>OFFENSIVE BUFF: Monstrous Form (Boosted). Slightly better than using the unboosted version on yourself, because at least the Fighter can make use of the extra strength that this gives over Bestial Form.</p> <p>OFFENSIVE BUFF: Bestial Form (Boosted) + Accelerate (Boosted). If you're going to toss Bestial Form on a party member, taking the spell up a level will let you toss Haste on them as well.</p> <p>BUFF: Altered Form* + Disappear*. Not the best buff combo, but it'll come in handy during oddball battles.</p> <p>DEFENSIVE BUFF: Force Ward. Not worth the three level difference between Force Armor.</p> <p>DEFENSIVE BUFF: Resist Arcana. Regular Sorcerers don't get this (it's Cleric only.) Well, you've got it now, and the SR it gives is pretty hefty: it should be about a coin-flip whether spells from an enemy get through it.</p> <p>DEFENSIVE BUFF: Unseen Shell (Boosted). Your absolute best 6th level spell, though it takes 2 different meta words (one to boost the effect word, and one to boost the area to a 40 foot radius burst.) But basically, this spell reads: turn your squad invisible for the rest of the (probably short) battle.</p>
Misc / Utility	<p>SUMMONING: Servitor 6. Yes. Should be the first word you learn at the level.</p> <p>UTILITY: Energy Immunity. For those times you really need to be impervious to a specific element. Probably won't come up terribly often, though. Energy Resistance, Mass (aka, by Boosting the Selected word) is a level lower than this and doesn't require learning a new word.</p> <p>UTILITY: Negation. This blows Antimagic Field clean out of the water for two huge reasons. First, it's not an area centered around yourself – you can cast this <i>and then still use magic</i>. Second, the Burst word can be boosted to a ridiculous 40-foot radius. This is the best anti-mage spell you could hope for; cast it and let loose the fighter.</p> <p>UTILITY: Sense Hidden (Boosted.) True Seeing. If you want this spell, at least you get See Invisibility lumped in with it.</p> <p>UTILITY: Soar, Mass. Sometimes everyone needs to fly. Not very often, but the spell's there if you need it.</p>

LEVEL 7 SLOTS

Best Words to Learn: Servitor, Negation, Resist Arcana

Battlefield Control / Debuffs	<p>AREA DEBUFF: Caustic Cloud. This isn't really a blast - and the dedicated blasters are approaching Spell Perfection territory, when it becomes all about cheap blasts loaded with metamagic. No, this spell is a battlefield control debuff spell with some damage attached. And a pretty solid one at that.</p> <p>DEBUFF: Blind. A really bad spell. Almost all the time you'll use it, you'll only blind them for a few rounds.</p> <p>BATTLEFIELD CONTROL: Acid Wave + Blizzard + Torture. Moderate damage and a boatload of debuffs: Sickened, Nauseated, and Slowed (because of difficult terrain.) A very good spell to have in your quiver.</p> <p>AREA DEBUFF: Life Leech, Mass. This spell's a lot better than a single Life Leech. Still, Enervate by itself is only as good as a Sickened debuff, so unless you expect the battle to go long, just make sure to hit them with an Acid Wave or Wrack to get the safe general effect.</p> <p>BATTLEFIELD CONTROL: Paralyze Humanoid + Wrack, Mass. A heightened mass paralysis effect, with Wrack helping destroy subsequent saves. If you're up against numerous humanoids, this can absolutely destroy their chances of doing much to your party.</p>
Save-Suck	<p>SAVE OR SUCK: Terror + Acid Wave + Paralyze Humanoid. Single target Save-or-Suck spells should generally be avoided. That said, this is the best one out there. You get a Conjunction bump to your Save DC, you get a moderate amount of damage, you get to choose whether to target the Reflex or Will Save, and all subsequent saves are crushed by a -4 penalty.</p> <p>SAVE OR SUCK: Unfetter + Acid Wave. Unfetter, heightened (with Conjunction to boot) packed with an additional modest amount of damage. Still, it's only really useful if you're up against nonhumanoids where you can't use the preceding combo.</p> <p>SAVE OR SUCK: Crush Will + 2 Low Level Buffs. It's Crush Will, heightened, and buffed. Still, unless the second buff is really relevant, it's probably best to just stick with Crush Will + Boosted Accelerate.</p>
Blasts	<p>BLAST: Destructive Vibration. It's a very bad area (line only) - and it's also got a worse debuff than Caustic Cloud. Meh.</p> <p>BLAST: Horror. This is a single-target save or suck spell... except it just deals damage if it succeeds, and very minor damage if it doesn't. If you're looking at this, just have some fun and use Unfetter instead.</p> <p>BLASTING: Slay + Ice Blast. Slay is a bad spell - it doesn't stop the enemy from hurting your party, it only hits one target, and does practically nothing if the enemy succeeds on their saving throw. That said, pairing it with Ice Blast at least fixes one of those issues: it debuffs the enemy. Plus, the damage stacks (combining damage only limits the number of dice.)</p>
Buffs	<p>BUFF: Altered Form (Boosted) + Disappear (Boosted) + Accelerate (Boosted). Greater Invisibility, Haste, a "Size" bonus to Strength, +2 Natural Armor, and a misc bonus (like Darkvision or a swim speed.) One of the best buffs out there.</p> <p>BUFF: Bestial Form (Boosted) + Accelerate (Boosted) + Force Armor. An alternative to the buff above, if you really need to give the target flying. The Force Armor can be any 3rd level buff or lower (like Enhance Form or Energy Resist.)</p> <p>BUFF: Monstrous Form (Boosted) + Disappear (Boosted). An alternative to Bestial Form + Accelerate if you need to give the target flying and don't care about the third buff. By dropping the third buff, you can turn the second one into a spell 4th level or lower.</p> <p>BUFF: Unseen Shell + Fog Bank. Unseen Shell is the best 6th level spell. This is one of the best 7th level spells for similar reasons. Fog Bank might not seem to add much, but against intelligent foes, fog disguises that you've all turned invisible.</p> <p>BUFF/UTILITY: Disappear (Boosted), Mass. An alternative to Unseen Shell. It raises the spell level by 1, but removes the limitation on your fighting room.</p> <p>UTILITY: Altered Form (Boosted), Mass. It's a pretty weak effect for such a high level. But sometimes you'll absolutely need to give everyone in the party darkvision and a climb speed, or some other combination. This will let you do just that.</p>
Misc / Utility	<p>SUMMONING: Servitor 7. Yes.</p> <p>SUMMONING: Servitor 6 + Altered Form (Boosted). Until now, it wasn't worth casting Servitor with a buff attached. Keep in mind, the Servitor spells are designed to be twice as powerful as the one that came before it. Casting Servitor 4 with Haste is worse than Servitor 5 - because Servitor 5 is the power equivalent to two full Servitor 4 creatures. However, Altered Form can sometimes make it worthwhile, because it can give a monster two relevant abilities to the situation at hand.</p> <p>UTILITY: Dimensional Shift. You can't shift the whole party at once (you can make do with multiple castings and Lock Ward, though.) Unfortunately, there's very little reason to use the "at range" ability like the other two teleportation spells.</p> <p>UTILITY: Storm Master. Control Weather... except it doesn't take 10 minutes to cast. Still probably not worth it.</p>

LEVEL 8 SLOTS

Best Words to Learn: Repulse, Servitor, Missing Meta Words.

Battlefield Control / Debuffs	<p>BATTLEFIELD CONTROL: Repulse. Hands down the best 8th level spell. This is a greatly improved Reverse Gravity - which was already an amazing spell. Yes, it went up a level, but look at the bonus: you can have your entire party be immune to the effect. You're no longer casting a saveless area control spell. You're casting a protective bubble around your party. The enemy can't melee attack you (they fall into the reversed-gravity effect.) They can't shoot you with projectiles. Expect to cast this at the start of big battles, using boost on the area and boost on the word.</p> <p>BATTLEFIELD CONTROL: Caustic Cloud + Blizzard. Caustic Cloud has three good combos at this level, and this is the best and safest of the three. Basically, you take a large area of the battlefield and shut it down - anyone in there is debuffed badly and can't get out quickly - even if they succeed on their saves. Since Blizzard makes everything difficult terrain, you're almost assured of forcing enemies near the middle to have to save twice. Also, this is the only one of the three that doesn't allow Spell Resistance.</p> <p>BATTLEFIELD CONTROL: Caustic Cloud + Torture. This version is more offensive, and only works best if you're pretty sure the enemies will fail their saves. You're basically stacking a lot of debuffs on them if they fail... and doing close to nothing if they succeed.</p> <p>BATTLEFIELD CONTROL: Caustic Cloud + Terror. This is the defensive version of the spell if enemies are nearby. The idea here is to send the enemies scurrying away with a nice set of debuffs.</p> <p>BATTLEFIELD CONTROL: Paralyze Creature, Mass. This can easily end the battle before it starts.</p> <p>BATTLEFIELD CONTROL: Paralyze Humanoid + Torture, Mass. Actually worse than the Paralyze Humanoid + Wrack combo a level earlier. The only reason it's listed here is because it'll let you pull off the spell while targeting the Fort Save.</p> <p>BATTLEFIELD CONTROL: Crush Will, Mass. Don't be scared off by that "+4 if targeting multiple enemies" clause. That just means if you ordinarily hit 70% of them, you only hit 50% of them. Last I checked, taking mental control over half your enemies in battle is pretty good!</p>
S.o.S.	<p>DEBUFF: Stun. Similar to Blind, with the same weakness: it's only worth anything if the enemy is already severely wounded. For an 8th level spell, you've got better options.</p> <p>SAVE OR SUCK: Permanent Paralysis. A huge waste of an 8th level spell. Really? A single target save or suck? And... they get a second save?</p> <p>SAVE OR SUCK: Crush Will + Disappear* + Altered Form*. You could look at this as spending an 8th level spell on a Dominate Person (bad.) Or you could look at it as a free heighten, plus two nasty buffs if the spell connects. Turning the villain's cohort against its master while adding Improved Invisibility, extra strength and more armor is a nasty move. Either of those buffs could be switched to something else.</p> <p>SAVE OR SUCK: Paralyze Creature + Terror + Acid Wave. This is a worse version of the earlier version (with Paralyze Humanoid) because you don't get to choose which save you target. That said, this can hit anything, not just humanoids.</p>
Blasts	<p>BLAST: Winter's Wrath. No. If you're interested in this, look at Caustic Cloud and combine it with a 5th level (or lower) spell. Heck, this spell is pretty much identical to Caustic Cloud + Fog Bank.</p> <p>BLAST: Thunder Strike. Again, no. Deafened is a pretty weak debuff. Caustic Cloud alone is better than this spell, and you get to combine it with a 5th level or lower spell to boot.</p> <p>BLAST: Inferno. This spell will try to entice you with the dice type: d8's. The problem is, an Intensified version of a lower-level combination of blasts will always beat this spell.</p>
Buffs	<p>BUFF: Resist Arcana + 2 Buffs (4th or Lower): A pretty solid way of dealing with a group of enemy spellcasters. If you're up against a smattering of high-level casters, giving the Fighter Resist Arcana + Boosted Accelerate + Boosted Disappear is a good way to start the battle</p>
Misc / Utility	<p>SUMMONING: Servitor 8. Yes.</p> <p>UTILITY: Bestial Form*, Mass. This is better than a Mass Altered Form, because it lets you give everyone in the party flying - which can sometimes be a lifesaver.</p> <p>UTILITY: Dimensional Jump, Mass. Yes, this is a very high level slot to have to spend on a group teleport. On the plus side, at least you don't all have to be holding hands. Plus, well, if you have an 8th level slot handy, this makes an excellent Get-Out-Of-Dodge option.</p>

LEVEL 9 SLOTS

Best Words to Learn: Servitor

Battlefield Control / Debuffs	<p>BATTLEFIELD CONTROL: Caustic Cloud + Blizzard + Torture. If there are a clump of enemies 40+ feet away, this will make nice work of them. First, if they fail the save, they're not getting out anytime soon - they're restricted to a single move action (nauseated) on difficult terrain. It'll probably take them 2-3 turns just to get out of the cloud. When they do get out, they can't charge. Even if they succeed on the initial save, they likely won't be able to get out before they have to roll another save anyway, because of the difficult terrain. And if they don't make it out, they have to roll a second save, this time with a -2 penalty.</p> <p>BATTLEFIELD CONTROL: Boosted Repulse + Boosted Blizzard. This is a lot better spell than it seems at first glance and is an incredible "Uh oh!" spell. First, Boosting Repulse allows you to select targets that aren't affected by the "wordspell" - notice, not "word" or "effect word", but the entire spell. That means Blizzard's slippery terrain and 2d6 damage/turn do not affect you or your party. Then, when your enemies are tossed upwards (they don't get a save), they can't see where you're at, since Blizzard creates a fog effect that blocks their site. Are they a caster that wants to dispell the effect? You've put up an additional obstacle - they have to roll a concentration check against the ongoing damage. And if your enemies have to wait until the spell ends 18+ rounds later, they're going to be taking 2d6 damage each round (about 126 total damage if they don't have resistances.)</p> <p>BATTLEFIELD CONTROL: Unfetter, Mass. An offensive version of the Boosted Repulse + Boosted Blizzard. You lose some of the defensive power, in exchange for not losing any offensive power (archers don't like being in the middle of a blizzard, for instance.)</p>
Blasts	<p>BLASTING: Slay, Mass. No. Don't even be tempted. Any time you would even think about this spell, just do a nice Save-Or-Suck Mass spell. Heck, a Mass Crush Will should do the trick.</p> <p>BLASTING: True Fire. I think this spell is a joke. Sure, it doesn't allow Spell Resistance... but if you're casting 9th level blast spells, you should really have ways around Spell Resistance at that point! Sure, it doesn't have a saving throw... but it's a single target spell.</p> <p>BLASTING: Kill. No. It's saveless, but you've got better ways of dealing with almost-dead creatures.</p>
Misc / Utility	<p>SUMMONING: Servitor 9. Yes.</p> <p>UTILITY: Energy Immunity, Mass. A very high-level slot for a relatively weak effect. Still, the one time you want it, it'll be a lifesaver.</p> <p>UTILITY: Control Time. This is a heavily nerfed Time Stop. You don't get full turns, but standard actions. Also, you don't get 1d4+1, but merely 1d4 extra actions. These differences are *huge*. You can't cast Quickenened spells during the extra turns. You can't really move during the extra turns (you're not going to want to waste one of those free standard actions simply moving.) And a full 25% of the time, the spell is absolutely wasted, since it'll only give you 1 free standard action (and you spent one casting Control Time!)</p> <p>UTILITY: Dimensional Gate. Gate... without any sort of binding. Ehn.</p>



Examples

Friona, Ice Blaster and Summoner

Friona is a 9th level human sorceress that specializes in blasting and summoning. She's cross-blooded, with Silver Draconic and Primal (Ice/Water) as her bloodlines. Her feats are Spell Focus (Conjuration), Augment Summoning, Elemental Focus (Cold), Greater Elemental Focus (Cold), Spell Focus (Evocation), Greater Spell Focus (Evocation), and Improved Initiative (her bloodline's bonus feat).

When it comes to summoning, her summons get an extra 1d6 worth of cold damage. Combined with the 2-3 extra damage from Augment Summoning and the +2 attack bonus from Augment Summoning, her minions can fight pretty well. And, of course, she can summon as a standard action (I can't stress that enough.)

As for her blasting?

For baselines, we'll use a caster with a Charisma of 26. The average CR=9 creature has saves around +10 and 115 hit points. So a vanilla fireball will have a DC=21 reflex save, which means the saves will succeed 50% of the time. The average damage output will be 24 points of damage (assuming no resistances/immunities.)

Now take a look at what Friona would be wielding:

2nd Level Frost Fingers, Reflex DC=24. After saves, deals 23 damage on average

4th level Ice Blast, Reflex DC=26. After saves, deals 42 points of damage on average

4th level Fire/Lightning Blast + Cold Snap, Reflex DC=26. Same damage Ice Blast

... in other words, she can use a lower level spell and deal the same amount of damage, or she can do almost twice the total damage output – *and she gets to pick which element she does it in.*

Zuul, Necromancer

Zuul is a 6th level necromancer that specializes in debuffing, buffing, and animating the dead. He takes advantage of Undeath's ranged, standard-action, component-less ability to control the dead and will often reanimate the first enemy that falls in battle. He's taken the Sage bloodline (so he's INT-based and has 6 more skill points per level than he could probably expect otherwise) and his feats so far are: Toughness, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), and Undead Master (after getting GM approval for it to work on the Words of Power version of Animate Dead.)

When he's not breaking Undeath in half, he's casting Wrack or Boosted Accelerate. Wrack has a Save DC=18, which is pretty good for a first level spell on a 6th level character – it'll connect around half the time.



Words of Power Sorcerer Spell Sheet

0 th	∞		Sense Magic Spark	Decipher Acid Burn	Cramp Cold Snap	Echo Bleeding Wounds	Lift Force Block	Flame Jet
	Per Day	DC	Debuff/Ctrl	Save/Suck	Blast	Buffs		Misc/Utility
1 st			Wrack Fog Bank	Friendship Simple Command Spook	Burning Flash	Dash Align Shield Force Shield	Force Block (B) Fade Fortify	Lock Ward Glide Decipher (B) Radiance Servitor 1
2 nd			Frost Fingers	Decelerate Damage	Corrosive Bolt Force Bolt Burning Flash (B)	Accelerate Disappear Float Enhance Form	Energy Resist Sense Thoughts Gloom	Servitor 2 Suppress Sense Hidden
3 rd			Torture Fog Bank + Wrack Complex Order Blizzard Wind Wall Wind Blast	Paralyze Humanoid	Fire Blast Lightning Blast Fr Fingers + Lvl 0	Soar Force Sh + Align Sh Force Armor	Servitor III Undeath Dimension Hop Altered Form Translate	Far Sight Glimmering Sunshine Suppress (B)
4 th			Ice Wall Terror Blizzard + Wrack Friendship - Sel (B) Fog Bank + Torture Simp Cmd - Sel (B)	Wrack + Paral Hum Wrack + Decelerate Life Leech	Ice Blast Acid Wave Sound Blast Fog Bank + Fire Blst Fog Bank + Lig Blast Fire Wall	Enh Form + Accel Disappear + Float Bestial Form Borrow Future Disappear (B)	Force Ar + Align Sh Altered Form (B) Float + Force Shield Perfect Form	Servitor IV Unseen Shell Glide, Mass
5 th			Blizzard + Torture Stone Wall Fog Bank + Terror	Crush Will Torture + Paral H. Paralyze Creature	Corr Bolt, Mass Ice Blast + 2nd Acid Wave + 2nd Light + Fire Blasts Force Blast Cinder Storm Ball Lightning	Disappear (B) + Accel (B) Bestial Form (B) Energy Res, Mass	Disappear, Mass Accel (B), Mass Monstrous Form	Servitor 5 Dimensional Jump Far Casting Far Sight (B) Float, Mass Unmake
6 th			Cmplx Ord, Mass Paral Hum, Mass Terror + Wind W.	Crush W + Accel (B) Unfetter Paral Cr + Wrack	Many F/L Blasts + Torture Slay	Unseen Shell (B) Disappear (B) + Accel (B) + Buff Resist Arcana	Disappear (B) + Alter Form (B) Monstr Form (B) Force Ward	Servitor 6 Negation Energy Immunity Sense Hidden (B) Soar, Mass
7 th			Caustic Cloud Acid W + Bliz + Tort Paral H + Wrack, Mass Life Leech, Mass Blind	Terr + Acid W + Paral H Unfetter + Acid W Crush Will + 2 Buffs	Destructive Vibration Horror Slay + Ice Blast	Accel (B) + Alt Frm (B) + Disappear (B) Unseen Shell + Fog Bank Disappear (B), Mass	Bestial Form (B) + Accel (B) + Buff Monstr Form (B) + Disappear (B) Altered Form (B), Mass	Servitor 7 Servitor 6 + Alt F (B) Dimen Shift Storm Master
8 th			Repulse Caustic Cloud + Bliz Paral Cr, Mass Crush Will, Mass Caustic Cloud + Torture Caustic Cloud + Terror Paral Hum + Tort, Mass	Crush W + Alt Fom (B) + Disappear (B) Paral Cr + Terror + Acid Wave Permanent Paralysis Stun	Winter's Wrath Thunder Strike Inferno	Resist Arcana + 2 Buffs	Servitor 8 Servitor 7 + Best F (B)	Bestial Form, Mass Dimen Jump, Mass
9 th			Unfetter, Mass Caust Cloud + Bliz Accel (B) Repulse (B) + Bliz (B)		Slay, Mass True Fire Kill	Blizzard + Torture	Servitor 9 Servitor 8 + Best F (B)	Control Time Dimensional Gate Energy Imm, Mass

Suggested Use: Put a dot by all the spells/combinations you know. Then use this as your character's spell sheet.

Summon Monster Spell Like Abilities and other Notable Factors:

2nd Level:

Giant Ant (Worker) – Immune to Mind-Effects

Small Lightning Elemental – CMB +11 on disarming soldiers

Small Elementals – Immune specific elements

3rd Level:

Giant Ant (Soldier) – Immune to Mind-Effects

Dretch – Stinking Cloud (DC 13), Cause Fear (DC 11)

Lantern Archon: At Will Aid, Detect Evil, Greater Teleport (self+objects)

Lantern Archon: DR-proof damage, flying

Dire Bat: Blindsense 40

4th Level:

Medium Lightning Elemental – CMB +16 on disarming soldiers

Medium Elementals – Immune specific elements

Hell Hound: Breath 10 foot cone, 2d6 fire

Hound Archon: Detect Evil, Magic Circle against Evil. At Will: Aid, Greater Teleport (self only), Message

Air Mephit: Blur, Gust of Wind

Dust Mephit: Blur, Wind Wall

Earth Mephit: Soften Earth & Stone

Fire Mephit: Scorching Ray, Heat Metal

Ice Mephit: Magic Missile, Chill Metal

Magma Mephit: Pyrotechnics

Ooze Mephit: Acid Arrow, Stinking Cloud

Salt Mephit: Glitterdust

Steam Mephit: Blur

Water Mephit: Acid Arrow, Stinking Cloud

5th Level

Babau Demon: See Invisibility, Darkness, Dispel Magic, Greater Teleport (Self + Objects)

Bearded Devil: Greater Teleport (Self + Objects)

Bralani Azata: Flying archer, Blur, Charm Person, Gust of Wind, Mirror Image, Wind Wall, Lightning Bolt, Cure Serious Wounds

Large Lightning Elemental: CMD +22 on disarming soldiers

Large Elementals – Immune specific elements

6th Level

Erinyes Devil: Flying Archer, True Seeing, Fear, Greater Teleport (Self + Objects), Minor Image, Unholy Blight

Succubus Demon: Charm Monster, Detect Thoughts, Suggestion, Greater Teleport (Self + Objects), Vampiric Touch, Dominate Person

Shadow Demon: Deeper Darkness, Greater Teleport (Self Only), Telekinesis, Shadow Conjuration*, Shadow Evocation*, Magic Jar

Lillend Azata: Flying Archer, Inspire Courage, Darkness, Hallucinatory Terrain, Knock, Light, Charm Person, Speak with Animals, Speak with Plants, Charm Monster, Cure Serious Wounds, Hold Person, Invisibility, Sound Burst, Suggestion, Cure Light Wounds, Identify, Sleep

7th Level

Bone Devil: Dimensional Anchor, Major Image, Wall of Ice

Vrock: Telekinesis, Heroism, Mirror Image

8th Level

Barbed Devil: Hold Person, Major Image, Produce Flame, Pyrotechnics, Scorching Ray, Order's Wrath, Unholy Blight

Hezrou: Chaos Hammer, Unholy Blight, Gaseous Form, Blasphemy

9th Level

Astral Deva: Aid, Continual Flame, Detect Evil, Discern Lies, Dispel Evil, Dispel Magic, Holy Aura, Holy Smite, Holy Word, Plane Shift, Remove Curse, Remove Disease, Remove Fear, Cure Light, See Invisibility, Blade Barrier, Heal

Ghaele Azata: Aid, Charm Monster, Cure Light, Dancing Lights, Detect Thoughts, Disguise Self, Dispel Magic, Hold Monster, Major Image, Globe of Invulnerability, Chain Lightning, Prismatic Spray, Wall of Force, Holy Word, Banishment, Heal, Flame Strike, Raise Dead, True Seeing, Death Ward, Dismissal, Divine Power, Restoration, Cure Serious, Searing Light

Ice Devil: Cone of Cold, Ice Storm, Persistent Image, Wall of Ice

Nalfeshnee: Call Lightning, Feeblemind, Greater Dispel, Slow

Trumpet Archon: Mass Cure Serious, Banishment, Heal, Dispel Evil, Mass Cure Light, Plane Shift, Raise Dead, Dismissal, Divine Power, Neutralize Poison, Spell Immunity, Cure Serious Wounds, Daylight, Invisibility Purge, Magic Vestment, Protection from Energy