

Eldritch Secrets



SPELL COMPENDIUM

Volume One



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whose help was invaluable!*

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Foreword

"When I was asked to write an introduction to 'Eldritch Secrets' I knew I would need to consult an expert in the field. That brought me to the door of everyone's favorite expounder of mystical knowledge--Maxolt Alberiim, disguised dragon narrator of the famed 'Behind the Spells' series. I showed him a copy of the book and waited for him to digest its contents. When he finally looked up, I began to badger him with questions about component use, overall power of certain spells, and other technical aspects. Maxolt just held up his hand and said, "Have you learned nothing over the years? A proper introduction to a tome of new spells should not involve such minutiae." He then snatched my notepad and pencil, waved me toward the kitchen, and snapped, "Go fix yourself something. There are matters of magic to manage." I scampered obediently away with a silent chuckle. Yes, I have learned something, my friend. Some things, like magic, are best left in the hands of experts."

- Bret Boyd

Spells are a lot like monsters in that, the more you know about them, the easier it is to handle them. That's one of the reasons I enjoy telling the stories behind the most commonly used spells. If you've never cast "magic missile", for example, but heard the tale of how it created bolts of magic that unerringly struck down a caster's goblin foes, then you have an advantage when finding the spell name on the lip of a dusty scroll inside a dungeon. But, time marches on, and new spells are created with alarming regularity. Quite frankly, it's impossible for one person to keep up with them all (but I try!).

'Eldritch Secrets' is just such a creation and there are not yet convenient tales to serve as advertisements for these spells. Oh sure, maybe "hand of the chuul" has an interesting (and possibly sensual) tale behind its creation but that knowledge hasn't yet been divulged by the creator. That means spellcasters must read through dry mechanics to have any idea of what a new spell does. On the other hand, a spellcaster now has the chance to make his own tale for a new spell. If he saves a comrade's life by using "mouth plug" against an otherwise fatal owlbear bite, then you can be sure that story will begin making the rounds in local taverns. The point is that new spells give you the opportunity to fashion the tales which others (like me) will be telling for years to come. With that in mind,

I hope you enjoy the spells within 'Eldritch Secrets' as much as I have and I look forward to hearing all about their use. Cast responsibly!

--Maxolt Alberiim



CHAPTER ONE: Spells and more... spells!

The goblin cried out in fear, threw down his dagger and began its hasty exit from the ancient forest.

Rinn smiled. The spell had worked exactly as expected. Her companions had been sleeping, but hearing the terrified goblin, they awoke quickly, grabbing their weapons of steel and wood.

"What is going on, Rinn?" Arrokk cried out from under the old oak.

"Take it easy Arrokk, it was just a few wayward goblins that I took care of."

"Took care of?" The old warrior sounded dubious.

"Yes, my friend, they won't be back any time soon!"

Rinn smiled again.

Spells lists

The following spell lists gives you an overview of the new spells presented in Eldritch Secrets and the classes that they are available to. An ^M, ^F or ^{DF} at the end of a spell's name denotes a spell with either a *material component*, *focus* or *divine focus*.

ALCHEMIST SPELLS

1st-Level Alchemist Spells

Blindsense: Subject gains blindsense 60 ft.

Haethor's Gruesome Appearance: Subject takes -10 to all Charisma-based skill checks, except Intimidation.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Loyal Blood: Caster gains immunity to bleed damage.

Manipulate Appearance: Caster gains +4 to Disguise.

Pleasant Perfume: Caster gains +10 to Diplomacy and -5 to Handle Animal checks.

Second Wind: Removes fatigue and improves exhaustion.

2nd-Level Alchemist Spells

Bastion of Health: Caster gains +4 against disease and poison.

Discern/Hide Emotions: Caster gains +10 to Bluff and Sense Motive.

Safety First^F: Subject does not provoke attack of opportunity.

3rd-Level Alchemist Spells

Blindsight: Caster gains blindsight 60 ft.

Ethereal Sleep^M: Caster becomes ethereal as he falls asleep.

5th-Level Alchemist Spells

Arachne's Grace^M: Subject gains +8 to Dex for 1 min./level.

Bioelectrical Magnification: Creatures attacking caster takes electricity damage.

Dragon's Cunning^M: Subject gains +8 to Int for 1 min./level.

Hornetbreath^M: Caster breath out 1 wasp swarm/4 levels.

Ogre's Strength^M: Subject gains +8 to Str for 1 min./level.

Siren's Splendor^M: Subject gains +8 to Cha for 1 min./level.

Troll's Endurance^M: Subject gains +8 to Con for 1 min./level.

Unicorn's Wisdom^M: Subject gains +8 to Wis for 1 min./level.

6th-Level Alchemist Spells

Armor of Flames: Caster gains +10 to AC, resist fire 10 and deals damage to anyone making a melee touch attack.

Armor of Ice: Caster gains +10 to AC, resist cold 10 and deals damage to anyone making a melee touch attack.

Alchemist Discoveries!

Alchemists are always discovering new things. Tinkering away in their labs, experimenting with things they shouldn't, they push boundaries and break rules. But of course, how else would anything new be discovered?

NEW DISCOVERIES

Healing Herbs: By adding a unique concoction of herbs to each extract the alchemist gives it a slight healing property. When charged with an infusion (regardless of type, even one that mimics a healing spell) it heals 1 point of hit point damage per level of the infusion when imbibed.

These points may never take a character above his hit point maximum.

Major Arcana: The alchemist, his study into magic and spellcraft having matured to a new level, gains a level one spell, chosen from the sorcerer/wizard spell list, that may be used as a spell-like ability three times a day. His caster level is equal to his alchemist caster level. The save DC for this ability is equal to 11 + the Alchemist's Intelligence modifier. The alchemist must know the minor arcana discovery before choosing this discovery.

Minor Arcana: Experimentation and study has paid off! The alchemist gains a cantrip, chosen from the sorcerer/wizard spell list, that may be used as a spell-like ability. This ability may be used 3 + the alchemist's Intelligence modifier times a day. His caster level is equal to his alchemist caster level and the save DC is equal to 10 + his Intelligence modifier.

An alchemist must be at least 4th level before selecting this discovery. This discovery may be chosen more than one, up to a total of three times. Each time chosen it grants a different cantrip.

Eureka!

NEW GRAND DISCOVERY

Planar Bomb: The alchemist learns to imbue his bombs with temporarily suspended positive and negative energies. When thrown, the energies are released, canceling each other out and resulting in a greatly amplified explosion. In addition to the bomb's normal damage, an extra amount of untyped damage is caused equal to the bomb's normal damage. This is applied to both the initial target and the splash damage.

For example, Talmon, a 20th level alchemist with an Intelligence score of 22 throws his bomb, causing 10d6+6 points of fire damage and 16 points of splash fire damage. A planar bomb would perform the same and cause an additional 10d6 points of untyped damage and 16 points of splash untyped damage.

Hand of the Chuul^{IM}: Transforms hand into tentacles with the power to paralyze.

Soul Flare: Caster pushes enemies away.

BARD SPELLS

0-Level Bard Spells

Acid Echo: Acid bolt echoes acid spell and deals 1d6 acid damage.

Ale to Water: Transforms alcohol into water.

Alter Taste: Changes the taste of food and water.

Animal Trick^M: Commands animal to perform a trick.

Blasting Echo: Sonic bolt echoes sonic spell and deals 1d6 sonic damage.

City Rumor I^M: The city whisper a rumor to caster; 50% chance of a true rumor.

Create Ink^F: Fills a stylus with ink.

Fiery Echo: Fire bolt echoes fire spell and deals 1d6 fire damage.

Headache: -2 to skill checks that use Intelligence and -1 to Will saves.

Icy Echo: Ice bolt echoes cold spell and deals 1d6 cold damage.

Know Heritage: Reveals information about a creature's heritage.

Know Monster: Caster gains +4 to identify monster.

Lengthen Rope: Mundane rope grows longer.

Lightning Echo: Lightning bolt echoes electricity spell and deals 1d6 electricity damage.

Locate Shop: Locates a named shop.

Manipulate Appearance: Caster gains +4 to Disguise.

Mirror: A small surface is changed into a mirror.

Ornament^M: Ornaments an object.

Read Text: Book or scroll is read aloud by a known voice.

Shared Memory: Caster and target shares a memory.

Sound Burst, Minor^F: Deals 1 sonic damage to all creatures in area.

Water to Ale: Transforms water into alcohol.

Waterproof: Protects item against water.

1st-Level Bard Spells

Abrupt Summoning I: Summons a random monster as a standard action.

Aggravate Animal: Enrages an animal.

City Rumor II^M: As *city rumor I*, but 75% chance of a true rumor.

Ethereal Message: Conversation with creature on Ethereal Plane.

Haethor's Gruesome Appearance: Subject takes -10 to all Charisma-based skill checks, except Intimidation.

Improve Trap: Improves trap in one of three different ways.

Instant Kit^M: Summons one kit or tool.

Lucky Dice^F: Subject gains a 75% chance to win any game of chance.

Mark of Notice: Subject becomes impossible not to notice.

Masterwork^M: Transforms object into a masterwork item.

Mimic: You imitate the voice of another.

Personal Aura: You retrieve all items on body as move action; +20 to checks made to notice invading movement on body.

Second Wind: Removes fatigue and improves exhaustion.

Take the Scent: Changes smell of a single creature.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

Wizard's Rest^M: Creates an invisible floating bed.

2nd-Level Bard Spells

Abrupt Summoning II: Summons a random monster as a standard action.

Break Resistance: Reduces target's energy resistance.

City Rumor III^M: As *city rumor I*, but 98% chance of a true rumor.

Crown of Lights: Dancing lights dazzles anyone attacking the caster.

Discern/Hide Emotions: Caster gains +10 to Bluff and Sense Motive.

Haethor's Angry Voice^M: Subject gains +15 to Intimidate and -15 to Diplomacy.

Healing Hands: Touch heals 1d4 damage for 1 round/2 levels.

Know Room^F: Reveals architecture of a room.

Ladder of Tresses^M: Subject's hair or beard grows into a strong rope.

Poiwell's Energy Attraction: Subject becomes susceptible to a specific energy type.

Poiwell's Guilty Conscience^F: Subject is filled with guilt and attacks himself.

Replica: Creates a replica of a touched object.

Safety First^F: Subject does not provoke attack of opportunity.

Spellward: Spell gains +10 against dispel checks.

Summon Backpack^M: Summons backpack to caster for 24 hours.

3rd-Level Bard Spells

Awaken Mount: Mount gains speech and intelligence.

Bind Object: Binds object to caster.

Concussive Blast: Ranged touch delivers 1d8/level nonlethal damage (max 10d8).

Dispellable Aura: Aura protects against dispelling magic.

Ethereal Sleep^M: Caster becomes ethereal as he falls asleep.

Mental Agility: Caster gains an extra swift or move action per turn, to concentrate on a spell.

Treacherous Alarm^F: As *alarm*, but deals damage.

Vigorous Rest, Mass: As *vigorous rest*, but multiple targets.

Warrior's Rest: Subject gains +2 to Str and Con, plus one combat feat, after 8 hours of rest.

4th-Level Bard Spells

Learn Secret^M: Reveals one secret about a subject.

Mirror of All Worlds: Creates a mirror that can gaze into any world or plane.

Mouth Plug: Plug prevents bite and breath attacks.

Poiwell's Baleful Synesthesia: Target's senses are scrambled.

Poiwell's Twisted Siren Call: 1d6 damage per level plus stun.

Spellward, Greater: Spell gains +20 against dispel checks.

Thief's Urge: Subject is forced to steal an item.

5th-Level Bard Spells

Arachne's Grace^M: Subject gains +8 to Dex for 1 min./level.

Dragon's Cunning^M: Subject gains +8 to Int for 1 min./level.

Hornetbreath^M: Caster breath out 1 wasp swarm/4 levels.

Ogre's Strength^M: Subject gains +8 to Str for 1 min./level.

Siren's Splendor^M: Subject gains +8 to Cha for 1 min./level.

Spellbreaker: Spell of 4th level or lower ignores spell resistance.

Troll's Endurance^M: Subject gains +8 to Con for 1 min./level.

Unicorn's Wisdom^M: Subject gains +8 to Wis for 1 min./level.

Weapon Scream: Weapons gain magical properties and start to scream until it explodes.

6th-Level Bard Spells

Ethereal Sleep, Mass^M: As *ethereal sleep*, but multiple targets.

Mark of Death: Subject finds that his surroundings are hostile towards him.

Warrior's Rest, Mass: As *warrior's rest*, but multiple targets.

CLERIC SPELLS

0-Level Cleric Spells

Acid Echo: Acid bolt echoes acid spell and deals 1d6 acid damage.

Ale to Water^{DF}: Transforms alcohol into water.

Blasting Echo: Sonic bolt echoes sonic spell and deals 1d6 sonic damage.

Blood Will Tell: Caster detects poison, disease or race.

City Rumor^{IDF}: The city whisper a rumor to caster; 50% chance of a true rumor.

Clean Water^{DF}: Cleans water in a 30 ft.-radius.

Create Ink^F: Fills a stylus with ink.

Fiery Echo: Fire bolt echoes fire spell and deals 1d6 fire damage.

Floating Object: Object floats 3 ft. above ground.

Icy Echo: Ice bolt echoes cold spell and deals 1d6 cold damage.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Know Heritage^{DF}: Reveals information about a creature's heritage.

Lightning Echo: Lightning bolt echoes electricity spell and deals 1d6 electricity damage.

Locate Shop: Locates a named shop.

Manipulate Appearance: Caster gains +4 to Disguise.

Ornament^{DF}: Ornaments an object.

Ray of Chaos^{DF}: Ranged touch delivers 1d3 damage to lawful creatures; 1d6 to lawful outsiders.

Ray of Decay^{DF}: Ranged touch delivers 1d3 negative energy damage.

Ray of Divine Light^{DF}: Light delivers 1 point of damage to undead.

Ray of Law^{DF}: Ranged touch delivers 1d3 damage to chaotic

creatures; 1d6 to chaotic outsiders.

Water to Ale^{DF}: Transforms water into alcohol.

Waterproof: Protects item against water.

Wither^{DF}: Touch delivers 1d6 damage to plant creatures.

1st-Level Cleric Spells

Abrupt Summoning I: Summons a random monster as a standard action.

Alastra's Flower^{DF}: Creates a healing flower.

Arm to Pick^{DF}: Transforms arm into a light or heavy pick.

Attention Jolt^{DF}: All willing allies act in surprise round.

Bolt of Ghostslaying^{DF}: Ranged touch attack deals 1d6/level damage (max 5d6) to incorporeal creature.

City Rumor II^{DF}: As *city rumor I*, but 75% chance of a true rumor.

Courage^{DF}: Subject gains +1 to AC and 6 temporary HP.

Holy Symbol: Summons holy symbol that strengthens the caster's channel energy ability.

Improve Poison: Poison becomes harder to resist.

Know Weather: Caster divines the weather.

Masterwork^{DF}: Transforms object into a masterwork item.

Olfadan's Insight^M: +10 bonus on next Knowledge check.

Protection from Undead^{DF}: +2 to AC and saves, plus additional protection against undead.

Putrefy^{DF}: Ruins food, leaving behind a sickening smell.

Second Wind: Removes fatigue and improves exhaustion.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

2nd-Level Cleric Spells

Abrupt Summoning II: Summons a random monster as a standard action.

Alastra's Blessing^{DF}: +3 to all saves; an aggressive action ends this spell.

Ancestral Advisor^{DF}: Ancestral spirit helps perform a skill task.

Break Resistance: Reduces target's energy resistance.

City Rumor III^{DF}: As *city rumor I*, but 98% chance of a true rumor.

Crown of Lights: Dancing lights dazzles anyone attacking the caster.

Deflecting Shield^{DF}: Shield gains the power to deflect

arrows.

Discern/Hide Emotions: Caster gains +10 to Bluff and Sense Motive.

Dwarven Hatred^{DF}: Subject learns how to fight orcs and goblins.

Healing Hands: Touch heals 1d4 damage for 1 round/2 levels.

Mark of Notice: Subject becomes impossible not to notice.

Minor Poison^{DF}: Touch deals 1d2 Con damage 1/round for 3 rounds.

Ray of Decay, Greater^{DF}: As *ray of decay*, but leaves anyone within 5 ft. sickened.

Senses of the Raven^{DF}: Summons entity to spy for caster.

Spellward: Spell gains +10 against dispel checks.

3rd-Level Cleric Spells

Ancestral Dream^F: Caster contacts an ancestor through a dream.

Arm to Pick, Greater^{DF}: Transforms arm into a magical pick.

Boil Skin^{DF}: Touch delivers 1d6/level fire damage (max 10d6), plus penalty to Dex and Cha.

Bolt of Ghostslaying, Greater^{DF}: As *bolt of ghostslaying*, but with greater range and deals more damage.

Bravery^{DF}: Subject gains +2 to AC and 24 temporary HP.

Breath of Ecstasy^{DF}: Target is distracted by pleasure.

Curse of the Body^{DF}: Forces incorporeal creature into corporeality.

Draconic Whip^{DF}: Whip deals 2d4 energy damage as melee strike or cone.

Endure Elements, Mass: As *endure elements*, but multiple targets.

Horse Razors^{DF}: Subject gains scythe-like blades by its flanks that deals damage to creatures within threatened squares.

Juggernaut^{DF}: Subjects gains half caster level to bull rush attempts and is protected against bull rush, overrun and trip attempts.

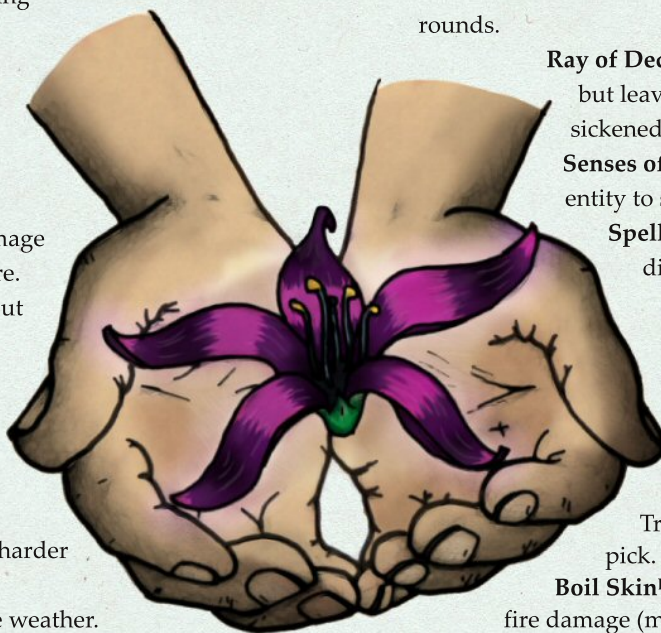
Mental Agility: Caster gains an extra swift or move action per turn, to concentrate on a spell.

Mouth Plug^{DF}: Plug prevents bite and breath attacks.

Ray of Divine Light, Greater^{DF}: As *ray of divine light*, but deals 1d6 damage +1 per 3 levels.

Shield the Weak^{DF}: Dying creatures within 30 ft. of the caster are protected by *sanctuary* spell.

Sigil of Life or Death^{DF}: Sigil heals or deals damage.



Stomach of Holding^{DF}: Stomach works like a bag of holding type I.

Vigorous Rest, Mass: As *vigorous rest*, but multiple targets.

Warrior's Rest^{DF}: Subject gains +2 to Str and Con, plus one combat feat, after 8 hours of rest.

4th-Level Cleric Spells

Deflecting Shield, Greater^{DF}: As *deflecting shield*, but also deflects ranged touch attacks from spells and spell-like abilities.

Delay Teleportation: Teleportation spell is suspended for 1 round/3 levels.

Learn Secret^M: Reveals one secret about a subject.

Speak With Spirits^{DF}: Summoned spirit answers 1 question/level.

Spellbreaker^{DF}: Spell of 4th level or lower ignores spell resistance.

Spellward, Greater: Spell gains +20 against dispel checks.

Told by the Dead: Replays the final moments of a dead creature.

5th-Level Cleric Spells

Crushing Vice of the Earth^{DF}: Binds target to the ground and crushes him.

Darson's Punishing Platoon^{DF}: Semi-real warriors defend the caster.

Draconic Whip, Greater^{DF}: As *draconic whip*, but deals 4d4 damage.

Dwarven Hatred, Mass^{DF}: As *dwarven hatred*, but multiple targets.

Horse Razors, Mass^{DF}: As *horse razors*, but multiple targets.

Invigorating Mist^{DF}: Mist hides, protects and heals targets.

Mark of Divine Notice^{DF}: Subject is noticed by the heavenly powers.

Mirror of All Worlds: Creates a mirror that can gaze into any world or plane.

6th-Level Cleric Spells

Alastra's Blessing, Mass^{DF}: As *Alastra's blessing*, but multiple targets.

Corridor^{DF}: Creates a corridor.

Grant Soul^{DF}: Imbues construct with a soul.

Ignite Bones^{DF}: Transforms creature into skeletal form for 2 rounds and deals damage.

Warrior's Rest, Mass^{DF}: As *warrior's rest*, but multiple targets.

7th-Level Cleric Spells

Death Bird^{DF}: Caster's soul is saved by a death bird.

Heavenly Health^{DF}: Subject gain +10 to Fort saves and is immune to poison and disease.

Reconstruction^M: Reconstructs a building from a ruin.

8th-Level Cleric Spells

Chill Bones^{DF}: Transforms creature into a skeletal form for 1d4 rounds and deals damage.

Luskal's Energy Tapping: Caster uses a creature's lifeforce to augment a spell.

9th-Level Cleric Spells

Terror Incarnate^M: Target takes 1d6 damage per level and believes that he dies a horrible death.

DRUID SPELLS

0-Level Druid Spells

Acid Echo: Acid bolt echoes acid spell and deals 1d6 acid damage.

Ale to Water^{DF}: Transforms alcohol into water.

Animal Trick^M: Commands animal to perform a trick.

Blasting Echo: Sonic bolt echoes sonic spell and deals 1d6 sonic damage.

Clean Water^{DF}: Cleans water in a 30 ft.-radius.

Fiery Echo: Fire bolt echoes fire spell and deals 1d6 fire damage.

Icy Echo: Ice bolt echoes cold spell and deals 1d6 cold damage.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Lightning Echo: Lightning bolt echoes electricity spell and deals 1d6 electricity damage.

Loyal Mount: Horse becomes fiercely loyal.

Manipulate Appearance: Caster gains +4 to Disguise.

Wave^M: Creates a minor wave.

Wither^{DF}: Touch delivers 1d6 damage to plant creatures.

1st-Level Druid Spells

Alastra's Flower^{DF}: Creates a healing flower.

Blindsense: Subject gains blindsense 60 ft.

Disguise Tracks: Caster masks his own tracks.

Dust Spray^M: Subject is blind and suffers from eye irritation.

Elemental Strike^{DF}: Changes damage type of weapon into cold or fire.

Huntsman's Allegiance^M: Caster gains +10 to Survival while tracking creatures.

Improve Poison: Poison becomes harder to resist.

Know Weather: Caster divines the weather.

Minor Poison^{DF}: Touch deals 1d2 Con damage 1/round for 3 rounds.

Olfadan's Insight^M: +10 bonus on next Knowledge check.

Personal Aura: You retrieve all items on body as move action; +20 to checks made to notice invading movement on body.

River's Voice^{DF}: River answers one question.

Rune of the Wild King: Subject gains +4 to Bluff and Intimidate against animals and magical beasts with Int 1 or 2.

Second Wind: Removes fatigue and improves exhaustion.

Take the Scent: Changes smell of a single creature.

Uplift: Prone allies are set back on their feet.

2nd-Level Druid Spells

Alastra's Blessing^{DF}: +3 to all saves; an aggressive action ends this spell.

Alluring Voices: Voices compel target to follow them.

Clinging Vines^{DF}: Ranged or melee touch delivers 2d4 +1/level (max +5) and entangles the target.

Efficient Excavation^F: Excavates a 10 ft. cube of earth.

Fearless Mount^{DF}: Mount gains immunity to fear.

Guardian Earth^{DF}: Surrounding earth protects against energy attacks.

Healing Hands: Touch heals 1d4 damage for 1 round/2 levels.

Lightning Hooves^{DF}: Steed gains base speed of 120 ft., +5 to reflex save and evasion.

Senses of the Raven^{DF}: Summons entity to spy for caster.

3rd-Level Druid Spells

Ancestral Dream^F: Caster contacts an ancestor through a dream.

Animate Skin^F: Animates a powerful magical beast.

Awaken Mount: Mount gains speech and intelligence.

Blindsight: Caster gains blindsight 60 ft.

Disguise Tracks, Mass: As *disguise tracks*, but multiple targets.

Eerie Forest^{DF}: Creatures within forested area are shaken.

Endure Elements, Mass: As *endure elements*, but multiple targets.

Ferocious Steed^{DF}: Steed gains +6 to Str and Con. Only the caster can ride the steed.

Mental Agility: Caster gains an extra swift or move action per turn, to concentrate on a spell.

Pegasus' Legacy^F: Horse flies at speed of 90 ft.

Stomach of Holding^{DF}: Stomach works like a bag of holding type I.

Summon Forest Guardian^F: Summons an advanced unicorn.

Transfer Soul^{DF}: Transfers your soul to an animal.

True Form^{DF}: Forces creature into its true form.

4th-Level Druid Spells

Crushing Vice of the Earth^{DF}: Binds target to the ground and crushes him.

Martyrdom of Nature^{FM}: Stew of dead animals heals and cures ailments.

Phantom Antlers^M: Ghostly antlers attack creatures within range.

Thorny Tangle^{DF}: As *entangle*, with deadly thorns.

5th-Level Druid Spells

Arachne's Grace^{DF}: Subject gains +8 to Dex for 1 min./level.

Dragon's Cunning^{DF}: Subject gains +8 to Int for 1 min./level.

Hunting Fires: Racing fires chase moving targets.

Invigorating Mist^{DF}: Mist hides, protects and heals targets.

Mirror of All Worlds: Creates a mirror that can gaze into any world or plane.

Ogre's Strength^{DF}: Subject gains +8 to Str for 1 min./level.

Shed the Corrupt Skin^M: Slumber deals 3d6 nonlethal damage and cures various ailments.

Siren's Splendor^{DF}: Subject gains +8 to Cha for 1 min./level.

Troll's Endurance^{DF}: Subject gains +8 to Con for 1 min./level.

Unicorn's Wisdom^{DF}: Subject gains +8 to Wis for 1 min./level.

6th-Level Druid Spells

Actaeon's Breath: As *baleful polymorph*, but affects creatures in a large area for 1d4+1 rounds.

Alastra's Blessing, Mass^{DF}: As *Alastra's blessing*, but multiple targets.

Earth Mastery: Molds earth within range defensively.

Rusting Doom^M: Burst destroys ferrous metals.

7th-Level Druid Spells

Hurricane Dome^{DF}: Dome hides and protects targets.

Wall of Briars^{DF}: Grapples and damages creatures within 5 ft. of the wall.

8th-Level Druid Spells

Freezing Avalanche: Damages targets, freezing them in place for 3 rounds.

Toxic Tangle^{DF}: As *thorny tangle*, with poisonous thorns.

INQUISITOR SPELLS

0-Level Inquisitor Spells

City Rumor I^{DF}: The city whisper a rumor to caster; 50% chance of a true rumor.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Know Heritage^{DF}: Reveals information about a creature's heritage.

Know Monster: Caster gains +4 to identify monster.

Loyal Mount: Horse becomes fiercely loyal.

Shared Memory: Caster and target shares a memory.

1st-Level Inquisitor Spells

Attention Jolt^{DF}: All willing allies act in surprise round.

Bolt of Ghostslaying^{DF}: Ranged touch attack deals 1d6/level damage (max 5d6) to incorporeal creature.

City Rumor II^{DF}: As *city rumor I*, but 75% chance of a true rumor.

Eldritch Secrets

Courage^{DF}: Subject gains +1 to AC and 6 temporary HP.
Protection from Undead^{DF}: +2 to AC and saves, plus additional protection against undead.
Second Wind: Removes fatigue and improves exhaustion.
Symbol Smite^{DF}: Holy symbol becomes improvised weapon useful against incorporeal beings.
Uplift: Prone allies are set back on their feet.

2nd-Level Inquisitor Spells

Ancestral Advisor^{DF}: Ancestral spirit helps with skill task.
Arresting Grip^{DF}: Subject is grappled.
Barding of Gold^{DF}: Steed gains +6 to AC and is protected from fear attacks.
Break Resistance: Reduces target's energy resistance.
City Rumor III^{DF}: As *city rumor I*, but 98% chance of a true rumor.
Deflecting Shield^{DF}: Shield gains power to deflect arrows.
Discern/Hide Emotions: Caster gains +10 to Bluff and Sense Motive.
Eyes of the Vigilant^{DF}: +10 to Perception checks against Stealth checks plus 15 ft. blindsense and tremorsense.
Fearless Mount^{DF}: Mount gains immunity to fear.
Lightning Hooves^{DF}: Steed gains base speed of 120 ft., +5 to reflex save and evasion.
Safety First^{DF}: Subject doesn't provoke attack of opportunity.

3rd-Level Inquisitor Spells

Ancestral Dream^F: Caster contacts an ancestor through a dream.
Bolt of Ghostslaying, Greater^{DF}: As *bolt of ghostslaying*, but with greater range and deals more damage.
Bravery^{DF}: Subject gains +2 to AC and 24 temporary HP.
Ferocious Steed^{DF}: Steed gains +6 to Str and Con. Only the caster can ride the steed.
Horse Razors^{DF}: Subject gains scythe-like blades by its flanks that deals damage to creatures within threatened squares.
Shield the Weak^{DF}: Dying creatures within 30 ft. of the caster are protected by *sanctuary* spell.
Symbol Smite, Greater^{DF}: As *symbol smite*, but deals more damage.
Treacherous Alarm^{DF}: As *alarm*, but deals damage.
True Form^{DF}: Forces creature into its true form.

4th-Level Inquisitor Spells

Curse of the Body^{DF}: Forces incorporeal creature into corporeality.
Darson's Missile Attractor^M: Disk attracts thrown weapons and projectiles.
Deflecting Shield, Greater^{DF}: As *deflecting shield*, but also deflects ranged touch attacks from spells and spell-like abilities.
Delay Teleportation: Teleportation spell is suspended for 1 round/3 levels.
Pegasus' Legacy^F: Horse flies at speed of 90 ft.

Told by the Dead: Replays the final moments of a dead creature.

Wing And A Prayer^{M, DF}: Stores a spell for later use; cast as an immediate action.

5th-Level Inquisitor Spells

Horse Razors, Mass^{DF}: As *horse razors*, but multiple targets.
Learn Secret^M: Reveals one secret about a subject.

6th-Level Inquisitor Spells

Force Bombard^M: Cannon fires 5 lbs of hard objects, dealing 3d12 damage in cone.
Wall of Judgment^{DF}: Damages and traps creatures of opposed alignment to your god.

PALADIN SPELLS

1st-Level Paladin Spells

Alastra's Flower^{DF}: Creates a healing flower.
Bolt of Ghostslaying^{DF}: Ranged touch attack deals 1d6/level damage (max 5d6) to incorporeal creature.
Courage^{DF}: Subject gains +1 to AC and 6 temporary HP.
Deflecting Shield^{DF}: Shield gains power to deflect arrows.
Poiwell's Guilty Conscience^{DF}: Subject is filled with guilt and attacks himself.
Ray of Divine Light^{DF}: Light delivers 1 point of damage to undead.
Second Wind: Removes fatigue and improves exhaustion.
Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

2nd-Level Paladin Spells

Alastra's Blessing^{DF}: +3 to all saves; an aggressive action ends this spell.
Barding of Gold^{DF}: Steed gains +6 to AC and is protected from fear attacks.
Fearless Mount^{DF}: Mount gains immunity to fear.
Horse Razors^{DF}: Subject gains scythe-like blades by its flanks that deals damage to creatures within threatened squares.
Juggernaut^{DF}: Subjects gains half caster level to bull rush attempts and is protected against bull rush, overrun and trip attempts.
Lightning Hooves^{DF}: Steed gains base speed of 120 ft., +5 to reflex save and evasion.
Ray of Divine Light, Greater^{DF}: As *ray of divine light*, but deals 1d6 damage +1 per 3 levels.
Safety First^{DF}: Subject doesn't provoke attack of opportunity.
Warrior's Rest^{DF}: Subject gains +2 to Str and Con, plus one combat feat, after 8 hours of rest.

3rd-Level Paladin Spells

Arresting Grip^{DF}: Subject is grappled.

Bolt of Ghostslaying, Greater^{DF}: As *bolt of ghostslaying*, but with greater range and deals more damage.

Bravery^{DF}: Subject gains +2 to AC and 24 temporary HP.

Deflecting Shield, Greater^{DF}: As *deflecting shield*, but also deflects ranged touch attacks from spells and spell-like abilities.

Endure Elements, Mass: As *endure elements*; but multiple targets.

Ferocious Steed^{DF}: Steed gains +6 to Str and Con. Only the caster can ride the steed.

Vigorous Rest, Mass: As *vigorous rest*, but multiple targets.

4th-Level Paladin Spells

Horse Razors, Mass^{DF}: As *horse razors*, but multiple targets.

Pegasus' Legacy^F: Horse flies at speed of 90 ft.

Warrior's Rest, Mass^{DF}: As *warrior's rest*, but multiple targets.

RANGER SPELLS

1st-Level Ranger Spells

Aggravate Animal: Enrages an animal.

Ale to Water^{DF}: Transforms alcohol into water.

Animal Trick^M: Commands animal to perform a trick.

Arm to Pick^{DF}: Transforms arm into a light or heavy pick.

Blindsense: Subject gains blindsense 60 ft.

Bolt of Ghostslaying^{DF}: Ranged touch attack deals 1d6/level damage (max 5d6) to incorporeal creature.

Disguise Tracks: Caster masks his own tracks.

Guardian Earth^{DF}: Surrounding earth protects against energy attacks.

Hide Trap^M: Makes a trap harder to find.

Huntsman's Allegiance^M: Caster gains +10 to Survival while tracking creatures.

Improve Poison: Poison becomes harder to resist.

Improve Trap: Improves trap in one of three different ways.

Knot^F: Makes a rope into a knotted rope.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Know Monster: Caster gains +4 to identify monster.

Know Weather: Caster divines the weather.

Loyal Mount: Horse becomes fiercely loyal.

Olfadan's Insight^M: +10 bonus on next Knowledge check.

River's Voice^{DF}: River answers one question.

Rune of the Wild King: Subject gains +4 to Bluff and Intimidate against animals and magical beasts with Int 1 or 2.

Second Wind: Removes fatigue and improves exhaustion.

Take the Scent: Changes smell of a single creature.

Water to Ale^{DF}: Transforms water into alcohol.

2nd-Level Ranger Spells

Barding of Gold^{DF}: Steed gains +6 to AC and is protected

from fear attacks.

Clinging Vines^{DF}: Ranged or melee touch delivers 2d4 +1/level (max +5) and entangles the target.

Fearless Mount^{DF}: Mount gains immunity to fear.

Horse Razors^{DF}: Subject gains scythe-like blades by its flanks that deals damage to creatures within threatened squares.

Know Room^{DF}: Reveals architecture of a room.

Lightning Hooves^{DF}: Steed gains base speed of 120 ft., +5 to reflex save and evasion.

Senses of the Raven^{DF}: Summons entity to spy for caster.

Summon Backpack^M: Summons backpack to caster for 24 hours.

Treacherous Alarm^{DF}: As *alarm*, but deals damage.

Warrior's Rest^{DF}: Subject gains +2 to Str and Con, plus one combat feat, after 8 hours of rest.

3rd-Level Ranger Spells

Arm to Pick, Greater^{DF}: Transforms arm into a magical pick.

Awaken Mount: Mount gains speech and intelligence.

Bolt of Ghostslaying, Greater^{DF}: As *bolt of ghostslaying*, but with greater range and deals more damage.

Disguise Tracks, Mass: As *disguise tracks*, but multiple targets.

Eerie Forest^{DF}: Creatures within forested area are shaken.

Endure Elements, Mass: As *endure elements*, but multiple targets.

Ferocious Steed^{DF}: Steed gains +6 to Str and Con. Only the caster can ride the steed.

Pegasus' Legacy^F: Horse flies at speed of 90 ft.

Thorny Tangle^{DF}: As *entangle*, with deadly thorns.

4th-Level Ranger Spells

Arachne's Grace^{DF}: Subject gains +8 to Dex for 1 min./level.

Dragon's Cunning^{DF}: Subject gains +8 to Int for 1 min./level.

Ethereal Sleep^{DF}: Caster becomes ethereal as he falls asleep.

Horse Razors, Mass^{DF}: As *horse razors*, but multiple targets.

Martyrdom of Nature^{FM}: Stew of dead animals heals and cures ailments.

Ogre's Strength^{DF}: Subject gains +8 to Str for 1 min./level.

Siren's Splendor^{DF}: Subject gains +8 to Cha for 1 min./level.

Troll's Endurance^{DF}: Subject gains +8 to Con for 1 min./level.

Unicorn's Wisdom^{DF}: Subject gains +8 to Wis for 1 min./level.

Warrior's Rest, Mass^{DF}: As *warrior's rest*, but multiple targets.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells

Acid Echo: Acid bolt echoes acid spell and deals 1d6 acid damage.

Ale to Water: Transforms alcohol into water.

Eldritch Secrets

Alter Taste: Changes the taste of food and water.

Animal Trick^M: Commands animal to perform a trick.

Blasting Echo: Sonic bolt echoes sonic spell and deals 1d6 sonic damage.

Blood Will Tell: Caster detects poison, disease or race.

City Rumor I^M: The city whisper a rumor to caster; 50% chance of a true rumor.

Clean Water^M: Cleans water in a 30 ft.-radius.

Create Ink^F: Fills a stylus with ink.

Fiery Echo: Fire bolt echoes fire spell and deals 1d6 fire damage.

Icy Echo: Ice bolt echoes cold spell and deals 1d6 cold damage.

Knot^F: Makes a rope into a knotted rope.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Know Monster: Caster gains +4 to identify monster.

Lengthen Rope: Mundane rope grows longer.

Lightning Echo: Lightning bolt echoes electricity spell and deals 1d6 electricity damage.

Locate Shop: Locates a named shop.

Manipulate Appearance: Caster gains +4 to Disguise.

Mirror: A small surface is changed into a mirror.

Ornament^M: Ornaments an object.

Ray of Decay: Ranged touch delivers 1d3 negative energy damage.

Read Text: Book or scroll is read aloud by a known voice.

Shadow Cloak: You gain +4 to Stealth checks made to hide.

Silent Steps: You gain +4 to Stealth checks made to move silently.

Spell Continuance: Extends existing spell by 1 round.

Umbrella^F: Creates a protective shield against rain and snow.

Water to Ale: Transforms water into alcohol.

Waterproof: Protects item against water.

Wave^M: Creates a minor wave.

Wither^M: Touch delivers 1d6 damage to plant creatures.

1st-Level Sorcerer/Wizard Spells

Abrupt Summoning I: Summons a random monster as a standard action.

Aggravate Animal: Enrages an animal.

Arm to Pick^M: Transforms arm into a light or heavy pick.

Attention Jolt^M: All willing allies act in surprise round.

Blindsense: Subject gains blindsense 60 ft.

Burning Boneyard^M: Ranged touch delivers 1d6/level fire damage (max 5d6).

City Rumor II^M: As *city rumor I*, but 75% chance of a true rumor.

Disguise Tracks: Caster masks his own tracks.

Dust Spray^M: Subject is blinded and suffers from eye irritation.

Ethereal Message: Conversation with creature on Ethereal Plane.

Fragile Gear: Equipment becomes vulnerable to damage.

Guise of Death: Subject detects as being undead.

Haethor's Gruesome Appearance: Subject takes -10 to all Charisma-based skill checks, except Intimidation.

Hide Trap^M: Makes a trap harder to find.

Improve Poison: Poison becomes harder to resist.

Improve Trap: Improves trap in one of three different ways.

Instant Kit^M: Summons one kit or tool.

Know Weather: Caster divines the weather.

Locate Mark^F: Locates an arcane mark.

Lucky Dice^F: Subject gains a 75% chance to win any game of chance.

Magnetize: Metallic item is magnetized.

Masterwork^M: Transforms object into a masterwork item.

Mimic: You imitate the voice of another.

Personal Aura: You retrieve all items on body as move action; +20 to checks made to notice invading movement on body.

Putrefy: Ruins food, leaving behind a sickening smell.

Sundial^F: Binds a lesser shadow to a sundial.

Sureyn's Suicide Spell: The caster dies without pain.

True Defense^F: +20 on CMD against next combat maneuver.

Uplift: Prone allies are set back on their feet.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

Wizard's Rest^M: Creates an invisible floating bed.

2nd-Level Sorcerer/Wizard Spells

Abrupt Summoning II: Summons a random monster as a standard action.

Alluring Voices: Voices compel target to follow them.

Arcane Window, Lesser^M: Creates a magical window tied to mundane windows.

Arcing Weapon: Weapon gains additional electricity damage.

Baleful Illusion: Target believes he is being attacked.

Break Resistance: Reduces target's energy resistance.

Carriage^M: Creates a carriage.

City Rumor III^M: As *city rumor I*, but 98% chance of a true rumor.

Create Door^M: Creates a door with a key.

Crown of Lights: Dancing lights dazzles anyone attacking the caster.

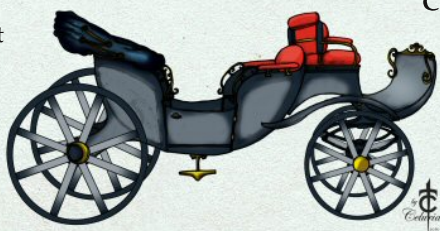
Deflecting Shield^F: Shield gains the power to deflect arrows.

Discern/Hide Emotions: Caster gains +10 to Bluff and Sense Motive.

Dispellable Aura: Aura protects against dispelling magic.

Efficient Excavation^F: Excavates a 10 ft. cube of earth.

Festering Wound^M: Touch delivers 1d6+1 damage for 1 round/level to existing wound.



Eldritch Secrets and Permanency

You can make the following spells permanent in regard to yourself.

Spell	MCL*	GP Cost
<i>Arm to Pick</i>	9th	2,500 gp
<i>Guise of Death</i>	9th	2,500 gp
<i>Personal Aura</i>	9th	2,500 gp

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	MCL*	GP Cost
<i>Arm to Pick, Greater</i>	11th	7,500 gp
<i>Awaken Mount</i>	11th	7,500 gp
<i>Blindsense</i>	9th	2,500 gp
<i>Stomach of Holding</i>	11th	7,500 gp

Additionally, the following spells can be cast upon objects or areas and rendered permanent.

Spell	MCL*	GP Cost
<i>Animate Mageship</i>	14th	15,000 gp
<i>Create Ink</i>	9th	2,500 gp
<i>Eerie Forest</i>	11th	7,500 gp
<i>Hidden Window</i>	10th	5,000 gp
<i>Hide Trap</i>	9th	2,500 gp
<i>Improve Poison</i>	9th	2,500 gp
<i>Improve Trap</i>	9th	2,500 gp
<i>Lightning Web</i>	13th	12,500 gp
<i>Luskal's Black Portal</i>	12th	10,000 gp
<i>Master Window</i>	10th	5,000 gp
<i>Master Window, Greater</i>	14th	15,000 gp
<i>Metallic Web</i>	11th	7,500 gp
<i>Read Text</i>	9th	2,500 gp
<i>Treacherous Alarm</i>	11th	7,500 gp

See the *permanency* spell for more information.

* Minimum Caster Level.

Ghostly Armor^M: Caster gains +4 to AC and +10 to Stealth checks made to hide.

Haethor's Angry Voice^M: Subject gains +15 to Intimidate and -15 to Diplomacy.

Hidden Window: Masks a window from the outside.

Know Room^F: Reveals architecture of a room.

Ladder of Tresses^M: Subject's hair or beard grows into a strong rope.

Lightning Hooves^F: Steed gains base speed of 120 ft., +5 to reflex save and evasion.

Master Window^M: Binds windows to a master window so that they share the same view.

Ray of Decay, Greater: As *ray of decay*, but leaves anyone within 5 ft. sickened.

Replica: Creates a replica of a touched object.

Rune of the Wild King: Subject gains +4 to Bluff and Intimidate against animals and magical beasts with Int 1 or 2.

Safety First^F: Subject doesn't provoke attack of opportunity.

Spellward: Spell gains +10 against dispel checks.

Summon Backpack^M: Summons backpack to caster for 24 hours.

Take the Scent: Changes smell of a single creature.

3rd-Level Sorcerer/Wizard Spells

Animate Skin^F: Animates a powerful magical beast.

Arm to Pick, Greater^M: Transforms arm into a magical pick.

Awaken Mount: Mount gains speech and intelligence.

Boil Skin^F: Touch delivers 1d6/level fire damage (max 10d6), plus penalty to Dex and Cha.

Call of the Underworld: Subject becomes susceptible to necromancy spells.

Capricious Cascade: Cylinder deals 1d6 acid, cold, electricity, fire and sonic damage.

Concussive Blast: Ranged touch delivers 1d8/level nonlethal damage (max 10d8).

Curse of the Body^M: Forces incorporeal creature into corporeality.

Darson's Forcecraft^M: Sphere fires magic missiles at programmed target.

Darson's Missile Attractor^M: Disk attracts thrown weapons and projectiles.

Disguise Tracks, Mass: As *disguise tracks*, but multiple targets.

Draconic Whip^F: Whip deals 2d4 energy damage as melee strike or cone.

Eerie Forest: Creatures within forested area are shaken.

Endure Elements, Mass: As *endure elements*, but multiple targets.

Ethereal Sleep^M: Caster becomes ethereal as he falls asleep.

Horse Razors^F: Subject gains scythe-like blades by its flanks that deals damage to creatures within threatened squares.

Juggernaut^M: Subjects gains half caster level to bull rush attempts and is protected against bull rush, overrun and

trip attempts.

Mental Agility: Caster gains an extra swift or move action per turn, to concentrate on a spell.

Metallic Web^M: As *web* but with metal strands that lead electricity.

Mirrorspell^F: Mirrors spell cast in the round before.

Mouth Plug: Plug prevents bite and breath attacks.

Spell Continuance, Greater: Extends existing spell by 1 round/2 levels.

Sticks and Stones^M: Summons 1 puppet imp per 2 levels.

Stomach of Holding^M: Stomach works like a bag of holding type I.

Transparent Portal^M: Creates a transparent door with a magical lock.

Treacherous Alarm^F: As *alarm*, but deals damage.

Vigorous Rest, Mass: As *vigorous rest*, but multiple targets.

Warrior's Rest: Subject gains +2 to Str and Con, plus one combat feat, after 8 hours of rest.

Weighty Bludgeon: Doubles bludgeoning weapon's threat range.

4th-Level Sorcerer/Wizard Spells

Arcane Lock, Greater: As *arcane lock*, but more powerful.

Azadaphon's Combat Sphere: Creates a focal point for spells.

Azadaphon's Useful Sphere: Spells inserted within sphere are cast as swift action.

Bind Object: Binds object to caster.

Deflecting Shield, Greater^F: As *deflecting shield*, but also deflects ranged touch attacks from spells and spell-like abilities.

Delay Teleportation: Teleportation spell is suspended for 1 round/3 levels.

Force Bombard^M: Cannon fires 5 lbs of hard objects, dealing 3d12 damage in cone.

Grimoire Symbiosis^M: *Wizard only*. Caster retrieves a spell from his spellbook.

Lead Cloud^M: Cloud slows targets.

Learn Secret^M: Reveals one secret about a subject.

Luskal's Black Portal^M: As *create door*, but harms anyone touching it.

Luskal's Black Ward^M: Healing magic negated within ward.

Poiwell's Baleful Synesthesia: Target's senses are scrambled.

Relocate^M: Teleports caster to an *arcane mark*.

Sensus Reversus: Subject takes -6 on attack rolls, loses Dex bonus to AC and Reflex save and can only move half his base speed.

Sever the Arcane Bond^M: Breaks arcane bond of a wizard.

Spellbreaker: Spell of 4th level or lower ignores spell resistance.

Spell Displacement: Displaces spell of 3rd level or lower.

Spellward, Greater: Spell gains +20 against dispel checks.

Thief's Urge: Subject is forced to steal an item.

Told by the Dead: Replays the final moments of a dead

creature.

Transfer Soul: Transfers your soul to an animal.

True Form^M: Forces creature into its true form.

Velocirix Inner Strength: *Sorcerer only*. Next spell is empowered, enlarged or widened.

5th-Level Sorcerer/Wizard Spells

Arachne's Grace^M: Subject gains +8 to Dex for 1 min./level.

Arcane Window, Greater^M: As *lesser arcane window*, but with greater range and duration.

Crushing Vice of the Earth^M: Binds target to the ground and crushes him.

Darson's Explosive Shield: Shield grants +6 to AC and absorbs spells transforming them into offensive energy.

Darson's Punishing Platoon^M: Semi-real warriors defend the caster.

Draconic Whip, Greater^F: As *draconic whip*, but deals 4d4 damage.

Dragon's Cunning^M: Subject gains +8 to Int for 1 min./level.

Hornetbreath^M: Caster breath out 1 wasp swarm/4 levels.

Horse Razors, Mass^F: As *horse razors*, but multiple targets.

Hunting Fires: Racing fires chase moving targets.

Invisible Carriage^M: Summons an invisible carriage.

Lightning Web: As *web*, but webs deals electricity damage.

Mirror of All Worlds: Creates a mirror that can gaze into any world or plane.

Ogre's Strength^M: Subject gains +8 to Str for 1 min./level.

Relocate Other^M: As *relocate*, but touched creature.

Siren's Splendor^M: Subject gains +8 to Cha for 1 min./level.

Troll's Endurance^M: Subject gains +8 to Con for 1 min./level.

Unicorn's Wisdom^M: Subject gains +8 to Wis for 1 min./level.

Weapon Scream: Weapons gain magical properties and start to scream until it explodes.

6th-Level Sorcerer/Wizard Spells

Actaeon's Breath: As *baleful polymorph*, but affects creatures in a large area for 1d4+1 rounds.

Animate Mageship^M: Ship gains the ability to fly.

Armor of Flames: Caster gains +10 to AC, resist fire 10 and deals damage to anyone making a melee touch attack.

Armor of Ice: Caster gains +10 to AC, resist cold 10 and deals damage to anyone making a melee touch attack.

Bolt of Animation^M: Deals damage and animates the slain.

Corridor^M: Creates a corridor.

Death Bird^M: Caster's soul is saved by a death bird.

Earth Mastery: Molds earth within range defensively.

Ethereal Sleep, Mass^M: As *ethereal sleep*, but multiple targets.

Freezing Breath^M: Subjects take 5d8 cold damage every round within area.

Grant Soul^M: Imbues construct with a soul.

Hand of the Chuul^M: Transforms hand into tentacles with the power to paralyze.

Kinetic Armor: Caster gains +4 to AC with a 50% chance of damage being deflected.

Master Window, Greater: As *master window*, but with greater range and duration.

Pyroclastic Wall^M: Grants concealment and blinds anyone passing through it. Caster may fire 1 ember/round; 3d6 fire damage in 10 ft. burst.

Static Wall: Blinds, deafen and damages creatures.

Warrior's Rest, Mass: As *warrior's rest*, but multiple targets.

7th-Level Sorcerer/Wizard Spells

Luskal's Cursed Bond^M: Binds subject to caster, who does not age while subject is alive.

Nightmare, Mass: As *nightmare*, but affects all sleeping creatures within area.

Power Word Combust: Subject takes 15d6 fire damage and burns for 1 round/3 levels.

Prismatic Columns^M: Seven columns of various colors captures seven targets.

Reconstruction^M: Reconstructs a building from a ruin.

Reverse Gendered Clone^M: Creates a duplicate for the purpose of restoring life after death.

Rusting Doom^M: Burst destroys ferrous metals.

Spell Displacement, Greater: Displaces spell of 5th level or lower.

Velocirix Forthcoming Arcana: *Sorcerer only*. All 1st level spells are available for 1 round/level.

8th-Level Sorcerer/Wizard Spells

Bolt of Animation, Greater^M: As *bolt of animation*, but multiple targets.

Freezing Avalanche: Damages targets, freezing them in place for 3 rounds.

Luskal's Energy Tapping: Caster uses a creature's life force to augment a spell.

Symbiotic Mark: Caster can see, hear and cast spells through an *arcane mark*.

9th-Level Sorcerer/Wizard Spells

Arachne's Grace, Greater^M: Subject gains +12 to Dex for 1 hour/level.

Azadaphon's Arcane Sphere: Creates magical sphere with defensive powers.

Dragon's Cunning, Greater^M: Subject gains +12 to Int for 1 hour/level.

Ogre's Strength, Greater^M: Subject gains +12 to Str for 1 hour/level.

Quintessential Abjuration: Subject becomes near invincible.

Quintessential Conjunction^M: Changes casting time of all conjunction spells and extends them. Caster does not provoke attacks of opportunity.

Quintessential Divination^M: Answers a single question truthfully and without limits.

Quintessential Enchantment: Creates the perfect slave.

Quintessential Evocation: Caster releases pure unfocused energy.

Quintessential Illusion: Subject has his reality completely changed.

Quintessential Necromancy^M: Caster gains complete power over life and death.

Quintessential Transmutation: Changes anything into something else.

Siren's Splendor, Greater^M: Subject gains +12 to Cha for 1 hour/level.

Terror Incarnate^M: Target takes 1d6 damage per level and believes that he dies a horrible death.

Troll's Endurance, Greater^M: Subject gains +12 to Con for 1 hour/level.

Unicorn's Wisdom, Greater^M: Subject gains +12 to Wis for 1 hour/level.

Velocirix Bubbling Cauldron: *Sorcerer only*. All spells are empowered, enlarged and heightened for 1 round/level.

SUMMONER SPELLS

0-Level Summoner Spells

Animal Trick^M: Commands animal to perform a trick.

Know Monster: Caster gains +4 to identify monster.

Loyal Mount: Horse becomes fiercely loyal.

1st-Level Summoner Spells

Abrupt Summoning I: Summons a random monster as a standard action.

Dust Spray^M: Subject is blinded and suffers from eye irritation.

2nd-Level Summoner Spells

Abrupt Summoning II: Summons a random monster as a standard action.

Fearless Mount: Mount gains immunity to fear.

Lightning Hooves^F: Steed gains base speed of 120 ft., +5 to reflex save and evasion.

Obscuring Flock^M: Crows protect caster and harms enemies.

Senses of the Raven: Summons entity to spy for caster.

3rd-Level Summoner Spells

Animate Skin^F: Animates a powerful magical beast.

Awaken Mount: Mount gains speech and intelligence.

Ferocious Steed: Steed gains +6 to Str and Con. Only the caster can ride the steed.

Horse Razors^F: Subject gains scythe-like blades by its flanks that deals damage to creatures within threatened squares.

Sticks and Stones^M: Summons 1 puppet imp per 2 levels.

Treacherous Alarm^F: As *alarm*, but deals damage.

4th-Level Summoner Spells

Hornetbreath^M: Caster breath out 1 wasp swarm/4 levels.

Mischievous Elements: Elemental explosion summons a

group of mephits.

5th-Level Summoner Spells

Arachne's Grace^M: Subject gains +8 to Dex for 1 min./level.
Dragon's Cunning^M: Subject gains +8 to Int for 1 min./level.
Horse Razors, Mass^F: As *horse razors*, but multiple targets.
Ogre's Strength^M: Subject gains +8 to Str for 1 min./level.
Siren's Splendor^M: Subject gains +8 to Cha for 1 min./level.
Troll's Endurance^M: Subject gains +8 to Con for 1 min./level.
Twisting of Reality^F: Damages and disfigures the target.
Unicorn's Wisdom^M: Subject gains +8 to Wis for 1 min./level.

6th-Level Summoner Spells

Death Bird^M: Caster's soul is saved by a death bird.
Dimensional Unification^M: Summoner and eidolon exists in same location.
Murderous Elements: As *mischievous elements*, but summons a genie.
Pyroclastic Wall^M: Grants concealment and blinds anyone passing through it. Caster may fire 1 ember/round; 3d6 fire damage in 10 ft. burst.

WITCH SPELLS

0-Level Witch Spells

Headache: -2 to skill checks that use Intelligence and -1 to Will saves.
Know Anatomy: +4 to Heal checks while treating humanoid creatures.
Shadow Cloak: You gain +4 to Stealth checks made to hide.

1st-Level Witch Spells

Aggravate Animal: Enrages an animal.
Burning Boneyard^M: Ranged touch delivers 1d6/level fire damage (max 5d6).
Fragile Gear: Equipment becomes vulnerable to damage.
Guise of Death: Subject detects as being undead.
Haethor's Gruesome Appearance: Subject takes -10 to all Charisma-based skill checks, except Intimidation.
Putrefy: Ruins food, leaving behind a sickening smell.
Sundial^F: Binds a lesser shadow to a sundial.

2nd-Level Witch Spells

Alluring Voices: Voices compel target to follow them.
Baleful Illusion: Target believes he is being attacked.
Break Resistance: Reduces target's energy resistance.
Discern/Hide Emotions: Caster gains +10 to Bluff and Sense Motive.
Festering Wound^M: Touch delivers 1d6+1 damage for 1 round/level to existing wound.
Ghostly Armor^M: Caster gains +4 to AC and +10 to Stealth checks made to hide.

Guardian Earth: Surrounding earth protects against energy attacks.
Obscuring Flock^M: Crows protect caster and harms enemies.
Senses of the Raven: Summons entity to spy for caster.

3rd-Level Witch Spells

Animate Skin^F: Animates a powerful magical beast.
Awaken Mount: Mount gains speech and intelligence.
Boil Skin^F: Touch delivers 1d6/level fire damage (max 10d6), plus penalty to Dex and Cha.
Eerie Forest: Creatures within forested area are shaken.
Sticks and Stones^M: Summons 1 puppet imp per 2 levels.
Violation of Fate: Steals someone's fate to fuel your own.

4th-Level Witch Spells

Call of the Underworld: Subject becomes susceptible to necromancy spells.
Luskal's Black Ward^M: Healing magic negated within ward.



Martyrdom of Nature^{FM}: Stew of dead animals heals and cures ailments.

Poiwell's Baleful Synesthesia: Target's senses are scrambled.

Poiwell's Twisted Siren Call: 1d6 damage/level plus stun.

Told by the Dead: Replays the final moments of a dead creature.

5th-Level Witch Spells

Crushing Vice of the Earth^M: Binds target to the ground and crushes him.

Hornetbreath^M: Caster breath out 1 wasp swarm/4 levels.

Mirror of All Worlds: Creates a mirror that can gaze into any world or plane.

6th-Level Witch Spells

Actaeon's Breath: As *baleful polymorph*, but affects creatures in a large area for 1d4+1 rounds.

Patron's Eye: -1d6 penalty to Int and Wis and target is confused.

7th-Level Witch Spells

Death Bird^M: Caster's soul is saved by a death bird.

Ignite Bones: Transforms creature into skeletal form for 2 rounds and deals damage.

8th-Level Witch Spells

Luskal's Cursed Bond^M: Binds subject to caster, who does not age while subject is alive.

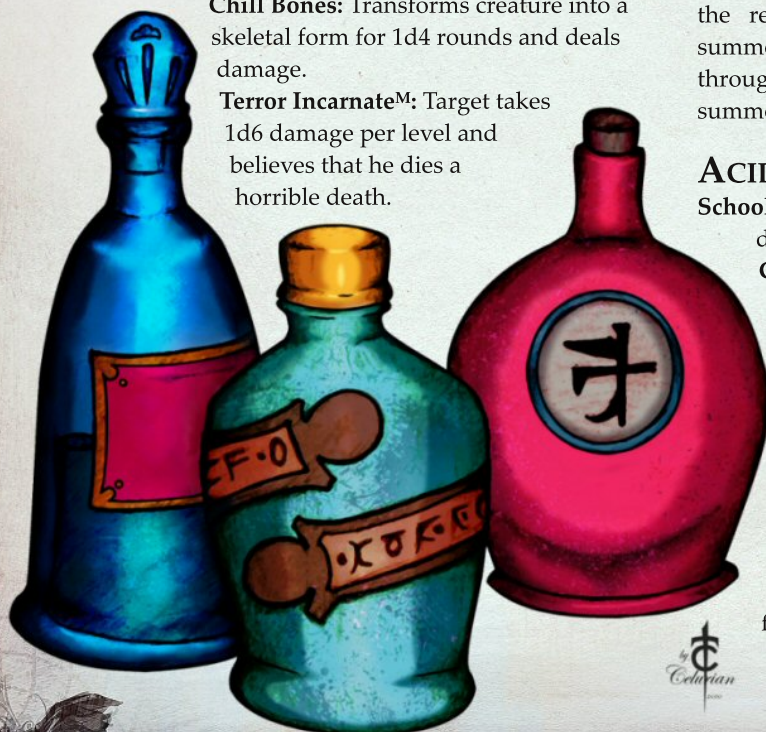
Luskal's Energy Tapping: Caster uses a creature's lifeforce to augment a spell.

Plague of Fear^M: Fear spreads like a plague.

9th-Level Witch Spells

Chill Bones: Transforms creature into a skeletal form for 1d4 rounds and deals damage.

Terror Incarnate^M: Target takes 1d6 damage per level and believes that he dies a horrible death.



Spells

The spells are presented in alphabetical order, with only a few exceptions, like those spells that begin with *greater*, *lesser* and *mass*.

ABRUPT SUMMONING I

School conjuration (summoning) [see text]; **Level** bard 1, cleric 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell works like *summon monster I*, except on the casting time as noted above. Whenever this spell is cast, roll a d8, the result determines which creature from the abrupt summoning I list is summoned. A creature summoned with this spell has the same limitations as those summoned by *summon monster I*.

ABRUPT SUMMONING II

School conjuration (summoning) [see text]; **Level** bard 2, cleric 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell works like *summon monster II*, except on the casting time as noted above. Whenever this spell is cast, roll a d10, the result determines which creature from the abrupt summoning II list is summoned. A creature summoned through the use of this spell has the same limitations as ones summoned by *summon monster II*.

ACID ECHO

School conjuration (creation) [acid]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Effect one bolt of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You shoot a small bolt of acid at the target. You must succeed on a ranged touch attack to hit your target. You can only cast this spell as long as you have another spell with the acid descriptor of level 1 or higher available to cast (either as a prepared spell for the day or an available spell slot that could be used

to cast an acid spell the caster knows). This spell deals 1d6 points of acid damage.

ACTAEON'S BREATH

School transmutation (polymorph); **Level** druid 6, sorcerer/wizard 6, witch 6

Casting Time 1 round

Components V, S

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

Area cloud spreads in a 40-ft. radius, 30 ft. high

Duration 1 week (D)

Saving Throw Fortitude negates, Will partial;

Spell Resistance yes

You create a roiling cloud of pearly vapors, lasting 1d4+1 rounds, that transforms the targets within into animals of your choice that are native to your current environment. The targets remain in their animal form for one week. The cloud moves with the wind and is not under the control of the caster. The caster is immune to the effects of this spell.

In all other ways, this spell acts as *baleful polymorph*.

AGGRAVATE ANIMAL

School enchantment (compulsion) [mind-affecting];

Level bard 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target a single animal of up to 4 HD

Duration concentration + 1 round/level (D)

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

This spell instills a mad rage into an animal. The enraged animal will attack anyone within 30 ft. without thinking about its own safety. Furthermore, the animal gains a temporary +4 morale bonus to Strength and Constitution.

A successful Handle Animal check (DC 20) gives the animal another saving throw with a +2 bonus.

At the end of the duration, the animal is fatigued for 1d4 rounds.

ALASTRA'S BLESSING

School abjuration [good]; **Level** cleric 2, druid 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level; see text

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

Your touch fills the subject with a sense of wonder and awe. For a moment, the subject gaze into the heavenly realm of the goddess, Alastra. The subject receives the blessing of Alastra which gives her a +3 resistance bonus on saves.

An aggressive action, such as attacking a creature, effectively ends this spell.

Abrupt Summoning

Roll

(d8)	1st level	Subtype
1	Dire rat*	-
2	Eagle*	-
3	Fire beetle*	-
4	Poisonous frog*	-
5	Pony (horse)*	-
6	Riding dog*	-
7	Stirge*	-
8	Viper (snake)*	-

Roll

(d10)	2nd level	Subtype
1	1d3 dire rats*	-
2	1d3 fire beetles*	-
3	1d3 poisonous frogs*	-
4	1d3 vipers*	-
5	Elemental (small)	Elemental
6	Giant centipede*	-
7	Goblin dog*	-
8	Hyena*	-
9	Lemure (devil)	Evil, Lawful
10	Wolf*	-

Creatures marked with an () always have the same alignment as the caster, even if they normally have a different alignment, and have either the celestial or fiendish template.*

ALASTRA'S BLESSING, MASS

School abjuration [good]; **Level** cleric 6, druid 6

Range 60 ft.

Targets one creature per level, no two of which can be more than 30 ft. apart.

Duration 1 hour/level; see text

This spell works like *Alastra's blessing*, except that it affects multiple targets.

ALASTRA'S FLOWER

School conjuration (healing) [good]; **Level** cleric 1, druid 1, paladin 1

Casting Time 1 minute

Components V, S, DF

New Deity:

ALASTRA

*The Serene Heart
Lady of the Heavens
Goddess of beauty, healing,
life and plants*

Alignment: LG

Domains: Good, Healing, Liberation,
Plant, Travel

Favored Weapon: Sickle

Alastra is most often portrayed as a very beautiful dryad surrounded by a cloak of flowers. She is worshipped by most civilized races, like the humans, elves, halflings and gnomes. The Lady of the Heavens holds no hatred against any of the races and would welcome even orcs and goblins into her heavenly realm.

Alastra is both the Mother and the Lover. Whenever a woman awaits her first child, sacrifices are made to the Serene Heart, for a safe and uncomplicated birth. A beautiful child is always said to have the blessing of Alastra.

Female clerics of Alastra always wear red robes, while males always wear blue.

Range 0 ft.

Effect creates a magical healing flower

Duration 1 day/level; see text

Saving Throw Will negates (harmless); **Spell Resistance** no
You conjure forth a beautiful magical flower with five large petals. Each of the five petals has the power to heal 1d6 points of damage, however, a single person can only eat one petal each day. Once a petal is eaten, the creature falls asleep within 10 minutes and dreams nothing but good dreams. If the creature is awakened before at least four hours have passed, he awakes, but finds that he is fatigued for 10 minutes.

If a person eats a second petal on a single day, he does not heal but instead falls into a deep slumber for 1 hour.

ALE TO WATER

School transmutation [water]; **Level** bard 0, cleric 0, druid 0, ranger 1, sorcerer/wizard 0

Casting Time 1 minute

Components V, S, DF

Range 15 ft.

Target up to one gallon of any alcohol

Duration instantaneous

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

This spell works like the spell, *water to ale*, except that it makes any alcohol into water instead.

ALLURING VOICES

School illusion (figment) [mind-affecting]; **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 round/level (D)

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

This spell creates phantasmal voices that call out for the target to follow them. The sounds can be heard by all within 30 ft. of the target, but the spell only directly affects the target. The target is compelled to follow the voices, unless he makes a successful Will save. If the target's life is in danger, meaning that an enemy attacks him, he can suppress the urge to follow the voices and engage in combat instead. If his allies are in danger, he must make a second Will save, as the phantasmal voices try to convince him that they will be okay. If he succeeds at this second save, the spell ends. Furthermore, while influenced by this spell, the target takes a -4 penalty to Perception checks.

The caster directs the voices each round, using a swift action. They can move outside the range of the spell, 30 ft. each round.

This spell cannot affect a deafened creature.

ALTER TASTE

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V

Range touch

Target up to 1 cu. ft./level of food or water

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With this spell, you change the taste of either food or water. You can only change the taste to something you've tasted before and remembers well. The food or water retains all its natural properties; only the taste changes.



ANCESTRAL ADVISOR

School necromancy; **Level** cleric 2, inquisitor 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 min./level

You summon an invisible ancestral spirit to help you accomplish a skill task. You gain a +10 competence bonus to a specific skill which lasts for the duration of the spell. Furthermore, you are considered trained in the chosen skill. Only one *ancestral advisor* can aid you at a time. A spell that wards against spirits, effectively suppresses this spell until the target is outside the warded area.

ANCESTRAL DREAM

School divination; **Level** cleric 3, druid 3, inquisitor 3

Casting Time 1 standard action

Components V, S, F (an item from the ancestor)

Range personal

Target you

Duration instantaneous; see text

After this spell has been cast, the caster goes to sleep. He dreams what is referred to as an *ancestral dream* in which the caster contacts one of his ancestors. The dream opens a gate between the spirit world and the prime material plane, where

the caster can talk to his ancestor, asking him questions. There is no guarantee that the ancestor will or can answer the questions. The ancestor can only answer questions related directly to himself or knowledge that he knew when he was alive. Inside the dream, this meeting lasts for no longer than a minute, although the caster believes the meeting has lasted all night.

The ancestor that the caster contacts must somehow be tied to the focus.

ANIMAL TRICK

School enchantment (compulsion) [mind-affecting];

Level bard 0, druid 0, ranger 1, sorcerer/wizard 0, summoner 0

Casting Time 1 standard action

Components V, S, M (a lock of hair from a dog or cat)

Range touch

Target animal touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You command an animal to perform a single trick. Make a Spellcraft check instead of a Handle Animal check to determine what you can command the animal to do. You gain a +5 bonus to this check.

This spell only works on an animal that does not feel

threatened by you. Also, the animal can only perform one trick at a time.

ANIMATE MAGESHIP

School transmutation [air]; **Level** sorcerer/wizard 6

Casting Time 10 minutes

Components V, S, M (a miniature ship worth 1,000gp)

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

Target one ship

Duration 1 day/2 levels (D)

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

While the caster chants, blue light starts to form at the hull of the ship and slowly raises it from the water, until it hovers 6 ft. above the water or ground. The mageship now sails through the air instead of through the water with the same speed, dependent upon the wind of course. It can rise as high as is humanly possible, but will not protect the people aboard from cold winds or lack of air. At the end of the duration, the mageship gently floats towards the ground, instead of just crashing down. During the forced descent, the ship cannot be steered.

Animate mageship can be made permanent with the *permanency* spell.

ANIMATE SKIN

School necromancy; **Level** druid 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 2 rounds

Components V, S, F (skin from an animal)

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

Effect animates the skin from an animal

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell animates the skin from an animal, bringing temporary life to it. The skin does not need to be perfect, but must cover at least half of the animal's body. When animated, the skin is given life and the animal gains flesh and bones just like when it was alive. The animal is considered a magical beast. It has the same statistics as the original creature, but is considered magical and has damage reduction 5/magic. Furthermore, attacks made by the animal are considered magical for the purposes of bypassing damage reduction.

The animal is obedient to the caster only and will obey simple commands. The animal has no other way of communicating and will never make any sounds. The commands must be spoken out loud in a firm and clear voice. If the animal is not given any commands by the caster, it will take no actions and merely stand like a statue until the duration ends.

When the spell ends or the animal is slain, a tattered and useless skin is left behind.

ARACHNE'S GRACE

School transmutation; **Level** alchemist 5, bard 5, druid 5, ranger 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M/DF (legs of a spider)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *cat's grace*, except the target gains a +8 enhancement bonus to Dexterity.

ARACHNE'S GRACE, GREATER

School transmutation; **Level** sorcerer/wizard 9

Duration 1 hour/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *Arachne's grace* except the target gains a +12 enhancement bonus to Dexterity.

ARCANE LOCK, GREATER

School abjuration; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target the door, chest, or portal touched, up to 30 sq. ft./level in size

Duration permanent

Saving Throw none; **Spell Resistance** no

As *arcane lock*, except that it even protects against *knock* spells and adds 20 to the DC to open the lock. If the object does not have a lock, this spell creates one that can only be opened with a DC 30 Disable Device skill check. Add 15 to the normal DC to break open a door or portal affected by this spell. Furthermore, the caster can designate up to one creature per caster level who can open the door, chest or portal as freely as himself.

ARCANE WINDOW, GREATER

School divination (scrying); **Level** sorcerer/wizard 5

Casting Time 10 minutes

Range 10 miles/level

Duration 1 hour/level (D)

This spell works like *lesser arcane window*, except as written above. Furthermore, while looking through the magical window, you gain a +10 competence bonus to all Perception checks and are considered to have darkvision up to 60 ft.

ARCANE WINDOW, LESSER

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

Casting Time 2 rounds

Components V, S, M (a small piece of glass)

Adventure Seed

The wizard had worked on his new spell for weeks, finely carving the edges so that it would become perfect. Now was the time to see if it was truly strong enough. He watched the small group of adventurers; the barbarian, the sorcerer and the thief as they were slowly awakening from the magical slumber. If their unique strengths could not open the arcane lock, then...

Not all antagonists need be evil, carrying a deep hatred for all things good. Some are misunderstood and perhaps on the verge of madness. They challenge the players to solve riddles and pass tests, without mindlessly killing an endless number of evil enemies.

A mad wizard has created a small dungeon below his tower. He uses the dungeon to hide his deepest secrets. Revealing these might also reveal why he has gone mad, or perhaps give the players access to some of his most powerful spells. The wizard sometimes succeeds in capturing a band of adventurers, whom he traps below. There is only one way out, which is to defeat all the challenges – traps, spells and strange creatures.

The party wakes up in a small chamber. There is little furniture here, but plenty of food in barrels and sacks. They could stay here for a full week before running out of food. The only door leading out of the room is protected by the *greater arcane lock*, which proves the first challenge for the party. To continue, they must first find a way to defeat this spell, which could also be a matter of life and death.

If they try to teleport out of the chamber, the mad wizard may use the spell *delay teleportation*, and confront them. He does not like the fact that they are trying to ruin his challenge, but will not kill them. Instead the mad wizard might promise them a reward if they succeed.

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

Targets any window marked by the caster

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

When this spell is cast, a magical window appears before you, floating in the air. Through this window you can see the outside world, as if really standing before the target window and looking out. However, you cannot see anything in front of the window, like things on the windowsill, or a person standing in front of the window, blocking your sight.

This spell can conjure up any mundane window within range that you have marked with an *arcane mark* spell.

It takes a standard action to change from one window to another.

ARCING WEAPON

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

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration see text

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

This spell causes a melee weapon to begin crackling with electric energy. The weapon now deals an additional 1d6 points of electricity damage +1 for every caster level (maximum +5). A successful hit reduces the bonus by 1. Once the bonus damage reach 0, the spell ends.

ARM TO PICK

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

Casting Time 1 standard action

Components V, S, M/DF (a bit of metal)

Range personal

Target you

Duration 1 min./level (D)

You transform one of your arms into either a light or heavy pick. You gain a +1 competence bonus to attack and damage and are always considered proficient with the pick. All attempts to disarm the pick fail, but a successful sunder attempt deals 1d8 points of damage to the caster.

Arm to Pick can be made permanent with the *permanency* spell.



ARM TO PICK, GREATER

School transmutation; **Level** cleric 3, ranger 3, sorcerer/wizard 3

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

This spell works like *arm to pick*, except as written above. Furthermore, the pick is considered to be magical with a +1 enhancement bonus per four caster levels (maximum +5). This bonus does not allow the pick to bypass damage reduction aside from magic.

Greater arm to pick can be made permanent with the *permanency* spell.

ARMOR OF FLAMES

School abjuration [fire]; **Level** alchemist 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell creates an armor of blue flames that covers almost the entire body of the caster. The armor grants a +10

deflection bonus to AC and fire resistance 10. Anyone making an unarmed attack, an attack with a natural weapon or a melee touch attack against the caster takes 2d6 points of fire damage.

The blue flames does not in any way harm the caster or his equipment.

ARMOR OF ICE

School abjuration [cold]; **Level** alchemist 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell creates an armor of blue ice that covers almost the entire body of the caster. The armor grants a +10 deflection bonus to AC and cold resistance 10. Anyone making an unarmed attack, an attack with a natural weapon or a melee touch attack against the caster takes 2d6 points of cold damage.

The blue ice does not in any way harm the caster or his equipment.

ARRESTING GRIP

School enchantment (compulsion) [mind-affecting];

Level inquisitor 2, paladin 3

Casting Time 1 swift action

Components V, S, DF

Range touch

Target one humanoid or monstrous humanoid

Duration special; see text (D)

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

A useful spell that allows fights to be avoided, *arresting grip* allows an opponent to be incapacitated with very little conflict. Most inquisitors and paladins use this spell, when faced with low-lifers and petty criminals who by no means deserve death or severe bodily harm, to bring them in to authorities.

Unlike most touch spells, this one remains potent until a successful grapple is achieved. (Touching your opponent in unsuccessful grappling attempts will not discharge the spell - although casting another spell will.) While trying to make grapple attacks with this spell charged the caster receives a +5 enchantment to his CMB, but only for the purposes of grapple attempts. Once a target is grasped he becomes helpless. He may use entirely mental actions, but otherwise his body is all but a zombie under the casters control. The target remains in this state as long as the grip is maintained. If the target suffers any damage he is entitled to a new saving throw with a +5 morale bonus. If the caster harms the target in any way the spell automatically ends (this is also considered a violation of a paladin's code of conduct).

ATTENTION JOLT

School enchantment (compulsion) [mind-affecting];

Level cleric 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 immediate action

Components V, S, M/DF (a strand of hair from each ally)

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

Targets all willing allies, no two of which can be no more than 30 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You send a fast mental signal to your allies that sharpens their reaction time. This spell can only be cast before initiative is rolled during a surprise round. All targets of the spell are allowed to act in the surprise round even if they wouldn't normally be able to do so.

Attention jolt can only be used when the caster is aware of the circumstance that triggered the surprise round.

AWAKEN MOUNT

School transmutation; **Level** bard 3, druid 3, ranger 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 hour

Components V, S

Range touch

Target mount touched

Duration 1 hour/level

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

You awaken a mount to human-like sentience, giving it speech and a language. For the duration of the spell, the mount gains an Intelligence of 3 plus 1 per two caster levels. You must also choose which language the mount knows. The mount does not gain any additional languages based on high intelligence. This creature gains a mind all its own, and there are no guarantees that it remains friendly towards you.

For the purpose of this spell, a mount is any creature that allows a rider.

Awaken mount can be made permanent with the *permanency* spell.

AZADAPHON'S ARCANES PHERE

School abjuration;

Level sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

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

Effect a 5 ft.-radius sphere

Duration 1 round/level

Saving Throw Reflex negates (harmless, see text);

Spell Resistance yes (harmless, see text)

You create a blue sphere of magical energy which flies in whichever direction you point. The *arcane sphere* has the power to give its target defensive powers, or powers that negate certain of the target's own abilities. It can move up to 60 ft. per round, but never out of the spell's range. The *arcane sphere* has the power to fly, and need not roll along the ground. If it enters the space of a creature, the *arcane sphere* has one of the following powers, which must be chosen by the caster each round.

Dispel Magic: The *arcane sphere* negates the use of all magic on its target, even spells. The target must make a Reflex save to avoid being encompassed in the sphere. If it fails, the target is considered to be under influence of a *greater dispel magic* spell, and must counter a dispel check each time he tries to cast a spell or use a spell-like ability. Magical items are considered to be suppressed while the target is encompassed, but will function if given to another creature outside the sphere.

Prison: The *arcane sphere* makes it impossible for the target to move. The target makes a Reflex save to avoid being encompassed in the sphere. If it fails, the target is imprisoned within the *arcane sphere* and takes a -4 penalty to all attacks, saves, skill checks and ability checks. If the target tries to use his magic to escape the *arcane sphere*, he must counter a dispel check (as if targeted by a *greater dispel magic*). While trapped, the caster is able to direct the target 10 ft. each round, but can never take him outside the range of the spell.

Protection: The *arcane sphere* protects the target from outside attacks. While the sphere encompasses the target, it gives him either a +10 deflection bonus, +10 armor bonus or a +10 shield bonus to



AC. Furthermore, the target is considered to have Spell Resistance 10 + half caster level.

AZADAPHON'S COMBAT SPHERE

School evocation [force]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Effect creates a magical focal point

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell creates a sphere which the caster can use as the focal point for her spells. The sphere itself is approximately a foot in diameter and is insubstantial, meaning it does not take damage and does not physically occupy the square it is hovering in. As a swift action the caster can move the sphere up to 30 ft. The orb must be in the line of sight of the caster when it is moved or when the ability listed below is used.

Before casting a spell with a casting time of either a standard or swift action, the creator of the sphere can declare that she is casting the spell through the sphere. The casting time of the spell is now increased to 1 round. Once the spell is cast, its point of origin will come from the orb rather than the caster. The caster can also deliver touch attacks through the orb against a target within the orb's square or any adjacent square. If the orb is ever beyond the spell's maximum range it immediately ends.

AZADAPHON'S USEFUL SPHERE

School evocation [force]; **Level** sorcerer/wizard 4

Casting Time 10 minutes

Components V, S

Range special

Target special

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell creates a small shiny sphere which always hovers inches from the caster. When this spell is cast the sphere has a number of 0 level spell slots equal to 1 slot +1 additional slot for every three caster levels. The sphere also has one 1st level spell slot for every four caster levels. The caster can insert one zero level spell they currently have memorized or they currently have known into one of the 0 level spell slots within the sphere on a one for one basis until all the slots are full. The caster does not cease to have these 0 level spells memorized or known.

The caster can then insert a 1st level spell into each one of the 1st level spell slots within the sphere. Unlike the 0 level spells, the caster does cease to have these 1st level spells memorized as they have now been transferred to the sphere. A spontaneous caster must expend the appropriate spell slots in order to place her spells into the sphere. A spontaneous caster must choose the specific spell they are placing into the sphere at the time of its creation.

So long as this spell is active, the caster can expend a swift action to cast one spell from the orb. The 0 level spells cast are not expended when used. The 1st level spells are expended as they are cast. All effects of the spells cast from the orb are calculated off the caster level of the orb's creator. If a spell requires concentration or any sort of extra effort to move then that effort must be expended by the orb's original caster and not the orb itself. The orb is considered to be an extension of the caster and thus any spells it casts may effect spells already in play which had been put into effect by the orb's creator such as light. The orb itself is insubstantial and cannot be damaged.

Once the spell ends, all unused 1st level spells are lost.

BALEFUL ILLUSION

School illusion (phantasm) [fear, mind-affecting];

Level sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S

Range touch

Target creature touched

Duration 1 round/level

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

The target is struck with fear and believes that a superior foe is attacking him relentlessly. If the target fails his Will save, he can only defend himself, which means that for the duration of this spell, the target takes the total defense action.

Every round, the target gets a new saving throw with a +1 bonus, until either the spell ends or he is successful.

BARDING OF GOLD

School abjuration [force, good]; **Level** inquisitor 2, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target steed touched

Duration 1 hour/level

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

A golden shimmer of tangible force surrounds the steed, as if it wore golden barding. The barding is easily discernible as being magical. For the duration of the spell, the steed gains a +6 sacred bonus to AC, and a +4 sacred bonus to saving throws against fear attacks.

For the purpose of this spell, a steed is considered any animal that allows a mounted rider.

BASTION OF HEALTH

School transmutation; **Level** alchemist 2

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

With this extract an alchemist greatly boosts his resistance to disease and poison. Upon imbibing the fluid you gain a +4 bonus to all saves against disease (mundane or magical), poison and any effect that would cause you to become nauseated or sickened.

BIND OBJECT

School abjuration; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 30 ft.

Target one object weighing up to 1 lb./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

This spell binds a specific object, which must be within 30 ft. of the caster, to him. The caster need only point at the object, which means that it must somehow be visible to him. For the spell's duration, the object cannot move outside a 30 ft. circle centered on the caster.

This spell affects both mundane and magical objects alike, and can only be countered by *dispel magic*, *greater dispel magic*, *limited wish*, *wish* or *miracle*.

If this spell targets an item worn or carried by an unwilling target, that target receives a Will save to negate this spell. The wearer or carrier gains a +2 bonus to this save.

BIOELECTRICAL MAGNIFICATION

School evocation [electricity]; **Level** alchemist 5

Casting Time 1 standard action

Components V, S

Range personal; see text

Target you

Duration 1 round/2 levels (D)

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

Once under the effect of this extract, the alchemist becomes a walking nimbus of electrical energy. Anyone making a melee attack against the character (regardless of type; unarmed, weapon, natural or touch) suffers 1d6 points of electricity damage (no save). Only ranged attacks and those made with reach weapons can avoid taking this damage. Also, once per round as a standard action the caster may make a melee or ranged touch attack (maximum range 30 ft) to inflict 1d6 per two caster levels of electricity damage (maximum 10d6). A successful Fortitude save halves this damage.

BLASTING ECHO

School evocation [sonic]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Effect one bolt of sonic energy

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You shoot a small bolt of sonic energy at the target. You must succeed on a ranged touch attack to hit your target. You can only cast this spell as long as you have another spell with the sonic descriptor of level 1 or higher available to cast (either as a prepared spell for the day or an available spell slot that could be used to cast a sonic spell the caster knows). This spell deals 1d6 points of sonic damage.

BLINDSENSE

School transmutation; **Level** alchemist 1, druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The subject gains the heightened ability to use his nonvisual senses out to 60 ft. This spell can only affect a person that is effectively blind. Closing ones eyes is not good enough, but putting on blindfolds are.

Blindsense can be made permanent with the *permanency* spell. However, doing so will also blind the subject permanently.

BLINDSIGHT

School transmutation; **Level** alchemist 3, druid 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

You gain the extraordinary ability to sense your surroundings without using your vision. Once this spell is active, your vision fails, meaning that you are effectively blind. However, in many ways, blindsight is much better than normal vision. Your blindsight extends out to 60 ft.

BLOOD WILL TELL

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

Casting Time 1 minute

Components V, S

Range touch

Target blood from a living creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With this spell, the caster is able to detect different things by tasting the blood of a target. He can taste if the target has a disease, is affected by poison or even what race he actually

is. The caster cannot be affected by the blood, no matter how potent the poison or dangerous the disease.

The blood must be fresh for this spell to have any affect.

BOIL SKIN

School evocation [evil, fire]; **Level** cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, F/DF (flint and steel)

Range touch

Target living creature touched

Duration instantaneous; see text

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

Your fiery touch boils the skin of the target, leaving the skin charred and blistering. You must succeed at a melee touch attack which deals 1d6 points of fire damage per caster level (maximum 10d6). Furthermore, the target must make a Fortitude save or take a penalty to Charisma and Dexterity equal to 1d4+1. This effect lasts for 10 minutes per caster level, after which, the skin heals and is no longer marked by this spell.

BOLT OF ANIMATION

School necromancy [death, evil]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a bolt made from bone)

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

Target one living creature

Duration instantaneous; see text

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

The caster launches a deadly bolt at the target. This bolt glows with strange marks of death and destruction and sizzles with negative energy. Any creature slain with a *bolt of animation* is immediately animated as a zombie.

The caster makes a ranged touch attack, and if successful, deals 1d6 points of negative energy damage per caster level (maximum 15d6) to the target. An animated zombie is completely under the control of the caster for 10 minutes per caster level.

A dying creature is not animated, not even if he eventually dies from his wounds.

BOLT OF ANIMATION, GREATER

School necromancy [death, evil]; **Level** sorcerer/wizard 8

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

Targets one creature per 3 levels, no two of which can be more than 30 ft. apart.

This spell works like *bolt of animation*, except that it affect multiple creatures. Animated zombies are under control of the caster for 1 hour per caster level.

BOLT OF GHOSTSLAYING

School necromancy; **Level** cleric 1, inquisitor 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

The caster forms a deadly bolt of dark energy in the air, sending it towards her target, an incorporeal creature. This bolt cannot harm any other creature than those who are considered incorporeal. The caster must succeed at a ranged touch attack which deals 1d6 points of damage per caster level (maximum 5d6).

BOLT OF GHOSTSLAYING, GREATER

School necromancy; **Level** cleric 3, inquisitor 3, paladin 3, ranger 3

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

This spell works like *bolt of ghostslaying*, except as noted above. Furthermore, the bolt now deals a maximum amount of 10d6 points of damage at 10th level.

BRAVERY

School abjuration; **Level** cleric 3, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, DF

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

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

This spell grants the target a +2 deflection bonus to AC and 24 temporary hit points.

BREAK RESISTANCE

School evocation; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

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

When casting this spell, you must choose an energy resistance that the target has (acid, cold, electricity, fire or sonic). If you choose a resistance the creature does not actually possess, then the spell ends with no effect. The target's resistance is reduced by an amount equal to the caster level (maximum 15) for the duration of the spell. Resistances cannot drop below zero.

If the target increases their resistance later while the spell is still in effect, then total up the target's resistance and apply this spell's effect.

This spell does not affect a creature's immunities in any way.

BREATH OF ECSTASY

School enchantment (compulsion) [mind-affecting];

Level cleric 3

Casting Time 1 standard action

Components V, S, DF

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

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates;

Spell Resistance yes

When the spell is cast, the target feels a gentle breath across his face, inducing a state of pleasure that leaves it dazed for 1 round. In the following rounds, the target takes a -2 penalty on attacks, saving throws, skill and ability checks. Furthermore, a spellcaster targeted by *breath of ecstasy* is distracted by the pleasure and must make a successful Concentration check to cast spells while under its effect.

BURNING BONEYARD

School evocation [fire];

Level sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a small bone plus flint and steel)

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

Area a 15 ft. cube

Duration 1 round

Saving Throw none; **Spell Resistance** yes

The targeted area explodes with animated skeletal arms burning with an unnatural green fire. One arm is created per caster level (maximum 5), and each makes a ranged touch attack against a living creature within the cube. Each successful hit does 1d6 points of fire damage. The arms can only erupt from solid surfaces, such as the ground, a wall or a ceiling.

For the duration of the spell, the targeted area is treated as difficult terrain.

CALL OF THE UNDERWORLD

School necromancy [evil]; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target a living creature

Duration 1 round/level

Saving Throw none;

Spell Resistance yes

As you point your finger, dark strands of energy emerge from the ground surrounding your target. You must make a ranged touch attack to hit. If successful, every time the target attempts a saving throw against a necromancy spell or spell-like ability, he throws two dice, taking the lowest result.

CAPRICIOUS CASCADE

School evocation [acid, cold, electricity, fire, sonic];

Level sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Area a 15 ft. radius cylinder, 20 ft. tall

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes
A rainbow-hued cylinder cascades down in a 15 ft. radius and 20 ft. tall cylinder. The light deals 1d6 points of damage of each energy type; acid, cold, electricity, fire and sonic - for a total of 5d6 damage.

At caster level 10, the damage increase to 5d8; at level 13, 5d10; and at level 16, 5d12.

CARRIAGE

School conjuration (creation);

Level sorcerer/wizard 2

Casting Time 1 minute

Components V, S, M (a miniature carriage or wagon)

Range 30 ft.

Effect creates a wagon or carriage

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You temporarily create either a carriage or wagon with room enough for five persons of medium-size. Two light horses pull the carriage, and separating these from the carriage effectively ends the spell. The carriage or wagon is nothing fancy and does not offer much comfort. The horses serve willingly and well.

If attacked, the horses will only defend themselves by trying to escape their attackers.

CHILL BONES

School necromancy [cold, evil]; **Level** cleric 8, witch 9

Casting Time 1 round

Components V, S, DF

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

Target one living creature

Duration see text

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



As the spell *ignite bones*, except this spell sends a chill of undeath through the target's bones transforming her for 1d4 rounds into a skeletal form and deals 1d6 points of cold damage per caster level (maximum 20d6), with a successful Fortitude save for half damage. If the save fails, the target is also stunned for 1 round.

CITY RUMOR I

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

Casting Time 1 minute

Components V, S, M/DF (a pebble from the city)

Range personal

Target you

Duration instantaneous

When this spell is cast, the voice of the city whispers a rumor in the ears of the caster. This is a rumor that has been whispered or spoken to someone else within the last day or so and is true 50% of the times this spell is cast. These rumors can be just about anything and it is really up to the GM to decide what the specific details are. The caster must be within a city, which can be as large as a metropolis or as small as a hamlet. The size of the place also helps to decide the complexity of the rumor.

CITY RUMOR II

School divination; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1

This spell works exactly as *city rumor I*, but instead of there being 50% chance of a true rumor, the chance is now 75%.

CITY RUMOR III

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

The chance of a true rumor is now 98%, but there may still be times when these rumors have half-truths hidden within them.

CLEAN WATER

School transmutation [water]; **Level** cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components S, M/DF (a bit of seaweed)

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

Target water in a 30 ft. radius spread

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You make circles in front of you with your fingers and where the ripples reach out, the water instantly becomes clear. This spell makes an area of up to a 30 ft. radius circle clear and clean. It is a natural change and the water becomes unclear and murky again after a while. While the water is clean, anyone within the area can easily see through it and if the change is in the surface, those above the water can easily see below.

CLINGING VINES

School conjuration (creation); **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level (D)

A small mass of writhing, thorny vines encases your hand doing no harm to you or your equipment. You can strike at an opponent with a melee touch attack or hurl the mass of vines up to 60 ft. as a ranged touch attack. A hit deals 2d4 +1 point per caster level (maximum +5). When the mass strikes your opponent, it crawls around him, entangling arms and legs producing the effects of an *entangle* spell for the duration of the spell. A successful Strength check (DC 12 + caster's Wisdom modifier) allows the removal of the vines.

CONCUSSIVE BLAST

School evocation [force]; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Effect orb of force

Duration instantaneous; see text

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

This spell creates an orb of force for the purpose of knocking someone senseless. The caster makes a ranged touch attack. If successful, the orb deals 1d8 points of non-lethal damage per caster level (maximum 10d8). After taking the damage the target must succeed at a Fortitude save or be dazed for 1d6 rounds.

CORRIDOR

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

Casting Time 10 minutes

Components V, S, M/DF (an emerald worth 250gp)

Range touch

Effect creates a corridor

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This is an evolved version of the *passwall* spell, in which the caster creates a longer, taller and wider permanent corridor. The corridor can be up to 5 ft. tall per three caster levels (maximum 25 ft. tall) and 15 ft. deep per two caster levels. The corridor can have any shape that the caster desires, but can be no wider than 15 ft. The emerald is embedded somewhere in the corridor and is also the spell's weak point. This gemstone can be sundered, thereby collapsing the corridor completely.

COURAGE

School abjuration; **Level** cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, DF

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

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

This spell grants the target a +1 deflection bonus to AC and 6 temporary hit points.

CREATE INK

School conjuration (creation); **Level** bard 0, cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, F (a masterwork stylus)

Range touch

Target one stylus

Duration 1 hour/level

Saving Throw Reflex negates (harmless, object);

Spell Resistance yes (harmless, object)

This spell fills the focus with ink of a color that the caster designates. The focus continually replenishes for the duration of the spell. Any leftover ink after the the duration ends remains until used.

Create ink can be made permanent with the *permanency* spell.

CREATE DOOR

School conjuration (creation);

Level sorcerer/wizard 2

Casting Time 5 minutes

Components V, S, M (a small piece of granite)

Range 30 ft.

Effect creates a single iron door (with an iron key)

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create an iron door set into a thick stone frame that seals off a corridor or tunnel, which can be no greater than 10 ft. wide and 15 ft. tall. When created, the key rests in the lock on the side of the caster, but the door is not locked.

The iron door is 2 inches thick, have a hardness of 10, 60 hp and a break DC of 28 when stuck or locked. The lock is of average quality and requires a Disable Device check DC 25 to open.

CROWN OF LIGHTS

School conjuration [light]; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Target living creature touched

Duration 1 hour/level

Saving Throw see text; **Spell Resistance** no

A number of small balls of light (2 + 1/2 CL) dance around the target's head and shoulders up to 3 ft. from her body. They shed bright light out to 30 ft. and shadowy illumination out to 60 ft. As a move action, the target may grab one ball and hurl it up to Medium range, where it will stay for 1 minute, or until called back. A lone ball sheds light as a torch. In addition, anyone attacking the target must make a successful Will save or be dazzled for 1 round per caster level (maximum 5 rounds). This is only possible if at least three balls dance around the target's head.

CRUSHING VICE OF THE EARTH

School evocation [earth]; **Level** cleric 5, druid 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a handful of dirt)

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

Target one corporeal creature touching the ground

Duration 1 round/2 levels

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

This spell binds its target to the ground beneath its feet, rooting it to the ground. The target takes 1d4 points of crushing damage in the first round, 2d4 the next round, and so on, up to 6d4 in the sixth round, and each round thereafter. The target is also considered helpless while under the effects of the spell. Every round, the target gets a Fortitude save, with a successful save preventing the damage and ending the spell.

Anyone who tries to pull the target from the earthen grasp must succeed at a Strength check DC 20. A successful check means that the target is free, but also that he takes 2d6 points of damage as he is pulled away.

CURSE OF THE BODY

School necromancy; **Level** cleric 3, inquisitor 4, sorcerer/wizard 3

Casting Time 1 round

Components V, S, M/DF (a pinch of grave dirt)

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

Target one incorporeal undead

Duration 1 round/level

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

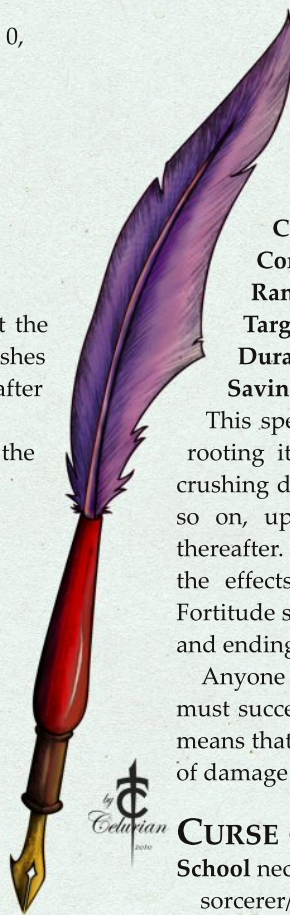
Curse of the Body forces undead with the incorporeal subtype into a corporeal state for the duration of the spell. The creature loses all benefits of the incorporeal subtype, though it retains all undead traits and characteristics.

DARSON'S EXPLOSIVE SHIELD

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

Casting Time 1 standard action

Components V, S





Range personal

Target you

Duration 1 round/level (D)

You conjure forth a glowing shield of force inches from your skin. The shield grants you a +6 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. If you become the target of a spell, the shield instantly counters it and transforms it into a bolt of force. This bolt of force unerringly seeks out and strikes the source of the countered spell dealing 1d6 points of force damage per spell level, with a Reflex save for half damage. The shield can only absorb one spell each round.

Area of effect spells do not trigger the *explosive shield*.

DARSON'S FORCECRAFT

School evocation [force]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a glass bead)

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

Effect a fist-sized sphere

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You manifest a fist-sized sphere of force in front of you. The drone fires one magic missile every round as a free action, at a target you choose at the time of casting. You may "reprogram" the drone with a move-equivalent action. If the drone has no target it will hover silently at your side.

DARSON'S MISSILE ATTRACTOR

School abjuration; **Level** inquisitor 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a disk of iron with a magnet inset in the center)

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

Area 10 ft.-radius spread per level, 10 ft. high

Duration 1 min./level

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

You create a gray disk that hovers anywhere within the range of the spell. This disk attracts all thrown weapons and projectiles that pass through its area, striking the disk harmlessly. Weapons and projectiles striking the disk fall softly to the ground below it, undamaged.

Magical thrown weapons and projectiles gets a Will save to resist striking the disk.

DARSON'S PUNISHING PLATOON

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

Casting Time 1 standard action

Components V, S, M/DF (handful of dirt from a battlefield)

Range 30 ft.

Effect creates one or more phantom soldiers

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You create a number of semi-real warriors to defend you, equal to your Intelligence or Wisdom modifier, whichever is higher. You lose one point of Constitution when you cast this spell, which returns to you as the spell ends. The warriors appear as translucent shadows of your race. They follow your exact mental commands, although commanding them requires a full round action on your part. If they have no active commands, they stop moving and wait. The warriors may move freely, climb, even swim, as long as they remain within your line of sight. If they leave your line of sight, they vanish.

The warriors have a BAB equal to a fighter of your caster level, and deal one point of damage per caster level. Their attacks count as magic weapons. They may flank a target, but cannot be flanked. Their CMB is equal to 10 + half your caster level plus your Intelligence or Wisdom modifier. The warriors can perform combat maneuvers, but cannot be the target of one.

The phantom warriors have an AC equal to 10 + half caster level plus your Intelligence or Wisdom modifier, Damage Reduction 5/magic, and hit points equal to your Constitution score + caster level.

The phantom warriors can take no actions other than movement and combat.

DEATH BIRD

School conjuration (summoning) [evil, lawful];

Level cleric 7, sorcerer/wizard 6, summoner 6, witch 7

Casting Time 1 minute

Components V, S, M/DF (a vulture feather)

Range personal

Target you

Duration 1 day/level; see text

This spell activates when you are reduced to negative hit points or slain. A death bird devil appears above you and claims your soul. It then picks up your body and moves at its best possible speed to a specific location determined when this spell is first cast. It attacks any creature that attempts to interfere with this process, including allies.

DEFLECTING SHIELD

School abjuration; **Level** cleric 2, inquisitor 2, paladin 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F/DF (an arrowhead)

Range touch

Target shield touched

Duration 10 min./level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance no

A humming vibration surrounds the touched shield, allowing it to act as if having the deflect arrows feat for the duration of the spell.

Death Bird

The massive vulture stares with red, baleful eyes, betraying its sinister intelligence.

Death Bird

CR 10

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** *deathwatch*, darkvision 60 ft.,

low-light vision, *see in darkness*; **Perception** +22

Aura fear aura (30 ft., DC 21)

DEFENSE

AC 24, touch 14, flat-footed 19

(+5 Dex, +10 natural, -1 size)

hp 133 (14d10+56)

Fort +10, **Ref** +14, **Will** +13

Defensive Abilities improved evasion, warding touch; **DR** 10/cold iron; **Immune** fire, poison; **Resist** acid 10, cold 10, lightning 10; **SR** 21

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee *unholy bite* +19 (2d6+6/19-20 plus 2d6 vs. good), 2 talons +19 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks *aura of dissolution*, magic strike

Spell-Like Abilities (CL 14th)

constant - *deathwatch*

at will - *deeper darkness*, *soul bind*

3/day - *desecrate*, *magic circle against good* (DC 17), *unholy blight* (DC 18)

1/day - *summon* (death bird, 100%)

STATISTICS

Str 22, **Dex** 21, **Con** 19, **Int** 11, **Wis** 13, **Cha** 18

Base Atk +14; **CMB** +21; **CMD** 36

Feats Flyby Attack, Great Fortitude, Improved Grab, Improved Initiative, Improved Natural Attack (bite), Iron Will, Skill Focus (Intimidate)

Skills Fly +23, Intimidate +28, Knowledge (planes) +17, Perception +22, Sense Motive +18, Stealth +17 (+25 when flying); Racial Modifiers +4 Perception, +8 Stealth when flying

Languages telepathy 100 ft.

SQ soul contract

ECOLOGY

Environment Any

Organization Solitary or pair

Treasure None

SPECIAL ABILITIES

Aura of Dissolution (Su): The death bird radiates a 30-foot aura of dissolution that speeds creature on to their end. All critical hits (except those against the death bird) within the aura automatically confirm. In addition, any damage rolled that comes up as a 1 or 2 must be rerolled except when rolling damage against a death bird. Finally, dying creatures within the aura can not stabilize unless they succeed on a DC 23 Fort save. Healing magic and Heal skill checks have no effect on dying creatures within the aura. The save DC is Charisma-based and includes a +2 racial bonus.

Magic Strike (Su): The natural attacks of the death bird are considered magic for the purposes of overcoming damage reduction.

Soul Bind (Su): A death bird can carry the soul of a newly dead creature, as per the spell soul bind. It can hold a number of souls at any one time equal to its Charisma modifier.

Soul Contract (Su): A death bird will perform a service if guaranteed a soul in exchange. If no soul is provided the death bird claims the soul of the creature for whom it performed the favor by using soul bind. Nothing can prevent the death bird from claiming this soul, even if the soul resides on a different plane.

Warding Touch (Su): Any creature that rides a death bird or clutched in its beak or talons gains all the death bird's defensive abilities.

Harbingers of mortality and dissolution, death bird devils appear where death is common. They often stalk battlefields and gallows. The souls of slain creatures are quickly collected and spirited away, but to what fate or torment remains unknown. Death birds may require souls for nourishment or collect the valued items for more powerful devils.

Death birds are known for their willingness to enter into contracts with mortals. The price is always at least one soul, collected at the time of completion. A creature without a soul to provide the death bird forfeits its own soul instead.

DEFLECTING SHIELD, GREATER

School abjuration; **Level** cleric 4, inquisitor 4, paladin 3, sorcerer/wizard 4

Components V, S, F/DF (a silver arrowhead)

The spell works like *deflecting shield*, except that it allows the targeted shield to deflect any ranged touch attack once per round, such as from a spell, spell-like ability or supernatural ability. Deflecting an attack means that the bearer of the shield takes no damage (or other adverse effect) from it.

DELAY TELEPORTATION

School abjuration; **Level** inquisitor 4, sorcerer/wizard 4

Casting Time 1 immediate action

Components S

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

Target one creature or object

Duration 1 round/3 levels

Saving Throw Will negates;

Spell Resistance yes

This spell delays a creature or object that tries to teleport any distance, even across the planes. The caster can only target one creature or object and must decide who, though it need not be the caster of the teleportation spell. The spell effect is suspended for 1 round per three caster levels, after which the spell will take effect as normal, unless the object or creature is otherwise hindered, perhaps by another spell.

DIMENSIONAL UNIFICATION

School conjuration (teleportation);

Level summoner 6

Casting Time 1 round

Components V, S, M (a collection of gems worth 500g)

Range 100 ft.

Target you and your eidolon

Duration 1 round/2 levels (D)

Used for the most desperate of combat situations this spell allows you and your eidolon to "coexist" in each others spaces. You and your eidolon don't actually merge physically, but rather both exist in each others locations simultaneously. This has the benefit of allowing both of you to operate out of either location at will. For the duration of this spell you both

blink and flash in and out of existence as you both appear to occupy two spaces at the same time.

For the duration of this spell both you and your eidolon benefit from the higher of each others AC, CMD and Reflex saves. Either of you can operate out of each others space for any action or movement. This includes melee and ranged attacks, attacks of opportunity, combat maneuvers and spellcasting. However, you are both subject to the same damage and both must make Will and Fortitude saves when either one of you is targeted by any effect requiring one. Also, under no circumstances can you and your eidolon move more than 100 ft. apart (regardless of any other effect that normally allows the two of you to move further apart).

When this spell ends you may decide which of the two locations you occupy (and thereby also deciding for your eidolon.)



DISCERN/HIDE EMOTIONS

School divination; **Level** alchemist 2, bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

This spell enables you to better understand other people while masking your own emotions. For the duration of the spell, the caster gains a +10 circumstance bonus to all Bluff and Sense Motive checks.

DISGUISE TRACKS

School illusion (pattern) [mind-affecting];

Level druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

With this spell, the caster masks his own tracks. For the duration, the caster's tracks now looks like those left by any



dmac

Medium-sized (or smaller) humanoid creature, like orcs or kobolds.

Anyone looking at these tracks is allowed a Will save to disbelief.

DISGUISE TRACKS, MASS

School illusion (pattern) [mind-affecting]; **Level** druid 3, ranger 3, sorcerer/wizard 3

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

Targets one creature per level, no two of which can be more than 30 ft. apart

Duration 1 hour/level (D)

This spell works like *disguise tracks*, except that it affects multiple targets.

DISPELLABLE AURA

School abjuration; **Level** bard 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

Upon completing this spell, the caster is surrounded by a potent magic aura that exists for no other purpose other than to serve as a layer of defense against dispelling magic. Upon being subjected to a dispelling effect (such as *dispel magic*) the caster's *dispellable aura* is always the first to go, "sacrificing" itself to protect the caster's other ongoing spells. If subjected

to an effect that dispels multiple spells at one time (such as *greater dispel magic*) then *dispellable aura* is the first to go, leaving other spells to be dispelled, but thereby protecting hopefully one.

DRACONIC WHIP

School evocation [evil; see text]; **Level** cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F/DF (a sliver of scale from a draconic creature worth 25gp)

Range personal

Effect creates a 15 ft. whip of energy

Duration 1 round/level

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

This spell creates a dragon-headed whip composed of the energy type of one of the chromatic dragons (acid, cold, electricity and fire). You are considered proficient with the whip, and it deals 2d4 points of damage on a successful hit. Alternatively, you may have the whip breathe a 15 ft. cone of its energy type. Targets within the cone must make a Reflex save for half damage.

In all other ways, this functions like an ordinary whip.

DRACONIC WHIP, GREATER

School evocation [evil; see text]; **Level** cleric 5, sorcerer/wizard 5

Duration 1 min./level

This spell works like *draconic whip*, except that it now deals 4d4 points of damage with each successful hit.

DRAGON'S CUNNING

School transmutation; **Level** alchemist 5, bard 5, druid 5, ranger 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M/DF (a scale from a lizard)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *fox's cunning* except the target gains a +8 enhancement bonus to Intelligence.

DRAGON'S CUNNING, GREATER

School transmutation; **Level** sorcerer/wizard 9

Duration 1 hour/level

As *dragon's cunning* except the target gains a +12 enhancement bonus to Intelligence.

DUST SPRAY

School conjuration (creation); **Level** druid 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, M (a pinch of dust)

Range 15 ft.

Target one creature

Duration one round and special; see text

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

This spell creates a thick cloud of dust that flies into the face of one creature. The creature is blinded for one round. He then suffers from painful eye irritation until he takes a standard action to wash the dust out or 10 minutes, whichever comes first. Until then all opponents are considered to have partial concealment against him.

DWARVEN HATRED

School enchantment (compulsion) [mind-affecting];

Level cleric 2

Casting Time 1 standard action

Components V, DF

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

Target a living creature

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

When this spell is cast, the target begins to feel and understand the ancient hatred of the dwarves. He suddenly understands how to fight creatures of the orc and goblin subtype, and why this fight is so important to the dwarven people. The targeted creature gains a +1 competence bonus to

attack and damage for every three caster levels (maximum +5). Furthermore, for the duration of the spell the target cannot be flanked by a creature of the orc or goblin subtype.

Neither orcs, goblins or dwarves can be targeted by this spell.

DWARVEN HATRED, MASS

School enchantment (compulsion) [mind-affecting];

Level cleric 5

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

Target one creature per level, no two of which can be more than 30 ft. apart

Duration 10 min./level

This spell works like *dwarven hatred*, except that it affects multiple targets.

EARTH MASTERY

School transmutation [earth]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 hour

Components V, S

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

Area see text

Duration permanent

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

You shape the earth within the spell's range, molding it defensively. You may change an area of up to 50 ft. x 50 ft. into difficult terrain; raise one 15 ft. by 15 ft. wall or create one 10 ft. wide, 20 ft. deep pit per caster level, in any combination. You may also leave portions of the land as normal terrain, as you desire.

Any buildings or existing walls that have the land underneath them affected take 10 points of damage per caster level. Large rocks and boulders may be shifted, and trees toppled. Living creatures that have the land altered beneath or around them receive a Reflex save to avoid the hazard.

EERIE FOREST

School illusion (glamer) [fear, mind-affecting]; **Level** druid 3, ranger 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, DF

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

Target a 60 ft.-radius area of forest

Duration 10 min./level (D)

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

With this spell, the caster temporarily enchants a small area of forest so that those walking in it gets an eerie feeling that unnerves them. The trees seem to move and branches seem to grab them. The caster can designate one creature per caster level as safe from this spell, but everyone else in the area must make a Will save or become shaken for the

duration of the spell. Creatures of less than 2 HD are not shaken, but frightened instead. Once a creature leaves the eerie forest, the fear effect ends 1d4 rounds later.

Eerie forest can be made permanent with the *permanency* spell.

EFFICIENT EXCAVATION

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

Casting Time 1 standard action

Components V, S, F (a small iron shovel figurine)

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

Target a 10 ft. cube of earth or stone.

Duration instantaneous

Saving Throw none; **Spell Resistance** no

An area of earth and stone up to a 10 ft. cube is quickly excavated. Objects buried within the target area are uncovered, while subjects standing in the area fall for the standard 1d6 points of damage. The excavated dirt is moved to an open space within a mile of the excavation site where it forms a small pile. The caster has no control over the precise location.

ELEMENTAL STRIKE

School transmutation [cold or fire]; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target non-magical weapon touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance no

You alter the damage type of a single weapon or projectile so that it now deals either cold or fire damage. The weapon does not count as being magical for purposes of bypassing damage reduction. This spell cannot alter the damage type of a magical weapon, and only affects the damage dealt by the weapon or the projectile.

A cold weapon now carries a blue sheen and a fire weapon a red sheen. This, however, is merely an effect to identify the energy type.

ENDURE ELEMENTS, MASS

School abjuration; **Level** cleric 3, druid 3, paladin 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target one creature per caster level, no two of which can be more than 30 ft. apart

Duration 24 hours

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

This spell function like *endure elements*, except that it affects multiple creatures.

ETHEREAL MESSAGE

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range unlimited

Target named or random humanoid creature

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

With this spell, the caster is able to have a short conversation with a named creature on the Deep or Border Ethereal, while being on the material plane. If the named creature is nowhere to be found on the Deep Ethereal, the message is carried to a random humanoid creature. The conversation lasts a minute, after which the caster's voice will start to fade away slowly.

The caster can choose not to deliver this message to a random humanoid creature, but this must be chosen before the spell takes effect.

ETHEREAL SLEEP

School transmutation; **Level** alchemist 3, bard 3, ranger 4, sorcerer/wizard 3

Casting Time 1 minute

Components V, S, M/DF (an item that has been to the ethereal plane worth 50gp)

Range personal

Target you

Duration until awakened; see text (D)

With this spell, the caster makes himself ethereal as he falls asleep. In this form, the caster is invisible and located somewhere between the material plane and the ethereal plane. Here, he cannot be harmed by normal weapons. This spell is useful against assassins, although it does not make the caster invincible, merely ethereal. When the caster awakes, he is still ethereal for 1 round per two caster levels, or until the caster dismisses the spell.

Note that this spell does not send the caster to sleep. The spell takes effect when he falls asleep naturally.

ETHEREAL SLEEP, MASS

School transmutation; **Level** bard 6, sorcerer/wizard 6

Casting Time 10 minutes

Range 60 ft.

Targets one creature per caster level, no two of which can be more than 30 ft. apart.

This spell works like *ethereal sleep*, except that it affects multiple targets.

EYES OF THE VIGILANT

School divination; **Level** inquisitor 2

Casting Time 1 standard action

Components S, DF

Range personal

Target you

Duration 10 min./level (D)

When cast this spell turns the inquisitor into a veritable watchdog. For its duration the inquisitor gains a +10 enhancement bonus to Perception checks, but only for the purposes of noticing creatures attempting to sneak towards, past or away from the inquisitor, his party or their campsite. This includes using the Stealth skill, visual and non-visual clues of invisible opponents and even the vibrations caused by burrowing creatures. Also, for the duration of this spell the inquisitor gains blindsense and tremorsense, both with a 15 ft. range, and cannot be caught flat-footed.

FEARLESS MOUNT

School abjuration; **Level** druid 2, inquisitor 2, paladin 2, ranger 2, summoner 2

Casting Time 1 minute

Components V, S, DF

Range touch

Target mount touched

Duration 1 hour/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

Your calming touch gives the mount immunity to fear. This calming effect also makes the mount easier to handle. For the duration, anyone handling the fearless mount gains a +4 morale bonus to Ride and Handle Animal skill checks.

For the purpose of this spell, a mount is any creature that allows a rider.

FEROCIOUS STEED

School transmutation; **Level** druid 3, inquisitor 3, paladin 3, ranger 3, summoner 3

Casting Time 1 round

Components V, S, DF

Range touch

Target steed touched

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

When this spell is cast, the steed starts to change; its eyes become wild and froth starts to form at its mouth and the muscles grow, until they are bulging. The steed gains a +6 enhancement bonus to both Strength and Constitution. For the duration of the spell, only the caster is able to ride and control the horse. Everyone else takes a -20 penalty to both Ride and Handle Animal checks.

For the purpose of this spell, a steed is any creature that allows a rider.

FESTERING WOUND

School necromancy; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a lump of dried blood)

Range touch

Target creature touched

Duration 1 round/level; see text

Saving Throw none; **Spell Resistance** yes

This spell must be targeted at an open wound, and the caster must succeed at a melee touch attack. When touched, the wound will begin to fester and rot, becoming yellow with pus. For one round per caster level (maximum 5) the wound deals an additional 1d6+1 point of damage unless successfully healed. For the purpose of this spell, an open wound is a wound that has been created by a weapon, ranged or melee.

A target can only be affected by one *festering wound* spell at the time.

FIERY ECHO

School evocation [fire]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Effect one bolt of fire

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You shoot a small bolt of fire at the target. You must succeed on a ranged touch attack to hit your target. You can only cast this spell as long as you have another spell with the fire descriptor of level 1 or higher available to cast (either as a prepared spell for the day or an available spell slot that could be used to cast a fire spell the caster knows). This spell deals 1d6 points of fire damage.

FLOATING OBJECT

School transmutation [air]; **Level** cleric 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Target a single object weighing up to 1 lb/level

Duration 1 hour/level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance no

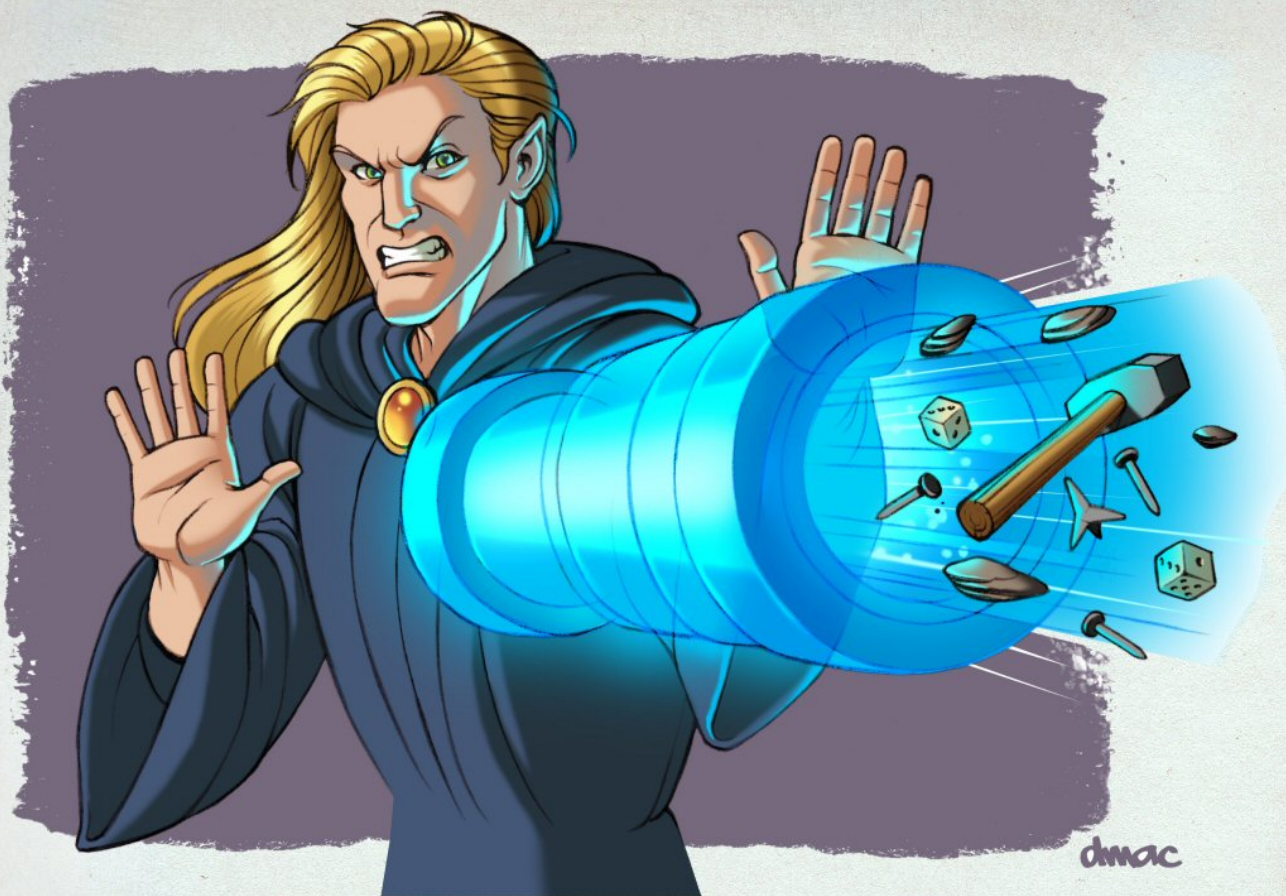
You point a finger at a single object, which instantly begins to float 3 ft. above ground. As a move action, you can direct the floating object vertically up to 12 ft. above the ground. If the distance between you and the floating object ever exceeds 30 ft., the object instantly falls to the ground and the spell ends.

FORCE BOMBARD

School conjuration (creation) [force]; **Level** inquisitor 6, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of iron)



Range 60 ft.

Effect cone-shaped burst

Duration 1 min./level (D)

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

You create a cannon of pure force, 3 ft. wide and 6 ft. long. The cannon must be loaded with at least 5 lbs of hard objects for it to fire effectively. Loading the cannon takes a standard action. Nearly any hard material can be used; stone, scrap metal, nails, broken weapons, even ice or bones. You fire the cannon by mental command as a standard action.

The bombard damages creatures and unattended objects in a cone-shaped burst, dealing 3d12 points of damage, with a Reflex save for half. The bombard fires in eerie silence, and creates no smoke.

FRAGILE GEAR

School transmutation; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level or until discharged; see text

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

This spell makes a creature's gear more vulnerable to damaging spells and effects. When affected by this spell, on the target's next saving throw against a spell or effect that

causes hit point damage, a failure is treated as though the target had rolled a natural 1. This causes their gear to possibly become damaged (see "Items Surviving after a Saving Throw" in the Core Rules).

This spell is discharged on the target's next saving throw against a spell or effect that causes hit point damage, regardless of whether the save succeeds or fails.

This spell only affects gear worn or carried as this spell is cast.

FREEZING AVALANCHE

School conjuration (creation) [cold, earth, water];

Level druid 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

Range 120 ft.

Area cone-shaped spread

Duration instantaneous; see text

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

You stretch forth your hand and a tumbling chaos of ice, stone, and frigid water rushes toward all creatures in the cone spread, who take 5d10 bludgeoning and 5d10 cold damage. In addition, the water hardens around their feet and legs, freezing them in place for 3 rounds and making the area around them slippery as with a *grease* spell. They continue to take an additional 5d6 cold damage for each round they

remain frozen in place. A successful Reflex save halves the initial damage and allows them to avoid being frozen in place, but they must still save against slipping in subsequent rounds. Creatures frozen in place lose their Dexterity bonus to AC, and take a -2 penalty on attack rolls.

A creature may break free from the ice with a successful DC 20 Strength check, or may attack the ice (hardness 0, 15hp). Any damage over the ice's maximum hit points is absorbed by the creature. After 3 rounds, the ice melts and any trapped creatures are freed.

FREEZING BREATH

School evocation [cold]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components S, M (a piece of diamond tipped yeti bone worth 50gp)

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

Area a 30 ft.-radius spread

Duration 1 round/2 levels

Saving Throw Fortitude half;

Spell Resistance yes

You breathe out a storm of freezing cold, stinging ice and frigid winds that blanket the area. You choose what beings within the radius are affected, with each chosen being taking 5d8 points of cold damage every round, with a Fortitude save for half. Anyone failing the save is also slowed for 1d4 rounds.

Beings not affected by the spell feel a sharp chill, but remain unharmed.

GHOSTLY ARMOR

School necromancy; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components S, M (leather smeared in blood)

Range personal

Target you

Duration 10 min./level

A ghostly armor settles around the caster, effectively hiding him in the surrounding shadows. The caster gains a +4 deflection bonus to AC and a +10 competence bonus to all Stealth checks made to hide.

GRANT SOUL

School necromancy; **Level** cleric 6, sorcerer/wizard 6

Casting Time 1 hour

Components V, S, M/DF (an onyx worth 100gp)

Range touch

Target one construct touched

Duration permanent

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

With this spell you imbue a construct with a soul, granting it a dual nature and human-like sentience if it is not already intelligent. An unwilling or non-intelligent construct gets a saving throw to resist the spell. The construct is friendly towards you, but judges any task you request it to perform on the relative dangers to its new condition. Mistreatment and outright hostility towards the construct cause it to react appropriately. The construct gains 3d6 Intelligence if not already intelligent, and 3d6 Wisdom and Charisma if it possesses a Charisma score lower than 10, but use the higher value. Otherwise it gains +1d3 Wisdom and Charisma.

The construct loses its immunity to mind-affecting effects and is not destroyed when it reaches 0 hit points. Instead, it follows the rules for disabled and dying creatures, and dies when it reaches negative hit points equal to its Hit Dice. A DC 15 Knowledge (arcana) or appropriate Craft skill check stabilizes a construct with negative hit points. The construct can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

This spell does not function on animated objects that are not permanently animated.



GRIMOIRE SYMBIOSIS

School divination; **Level** wizard 4

Casting Time 2 rounds

Components V, S, M (a fragment of parchment held to forehead)

Range unlimited; see text

Target spellbook baring your *arcane mark*

Duration instantaneous

When casting this spell a wizard is able to retrieve a spell from one of his spellbooks baring his *arcane mark*. But certain prerequisites must be met first.

First, the wizard in question must know the spell *arcane mark* and must have previously cast it on his spellbook(s). Also, this spell will only work on a spellbook that was scripted by the character personally; merely placing an *arcane mark* on someone else's spellbook will not work. And finally, the wizard must leave at least one spell slot open when preparing his daily spells, in addition to having this spell prepared.

If all these conditions are met then upon completion of this incantation a previously unprepared spell is instantly prepared into the open spell slot, be it of equal or lower level than the open slot. The wizard may not alter the spell with metamagic feats or the like (if any).

This spell may be prepared more than once as long as an equal number of spell slots are left open. The level of the spell slot left open and spell retrieved are not affected by the level of this spell. For example, Jebadoah may leave a level 9 spell slot open and use this spell (level 4) to retrieve a level 9 spell.

This spell will work over any distance as long as the character and his spellbook are on the same plane of existence.

GUARDIAN EARTH

School abjuration [earth]; **Level** druid 2, ranger 1, witch 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Area 10 ft. square/3 levels centered on you

Duration 1 round/level (D)

You enchant the earth and foliage around you to protect you from energy attacks. This spell may only be cast while in a natural setting. A city park would count as natural, for the purposes of the spell, while a dungeon would not. When cast, the land around you bleeds off 5 points of energy damage per three caster levels on any incoming attack that enters the spells area.

The surroundings take the effects of the energy, with trees bursting into flames, or freezing, the earth blasted by acid; depending on the energy type bled off. This effect extends to weapon qualities, and will affect any energy attack entering or leaving the spells area. The caster's spells are not affected by this spell.

When the land heals itself after a time, it becomes even more fertile than it was before.

GUISE OF DEATH

School illusion (glamer); **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

A shadow of death masks the caster. He now detects as being undead, although he is not. There is nothing different about the caster, who looks and smells normal. Furthermore, there is a 50% chance that an undead creature of lower Hit Dice than the caster mistakes him for being undead. Undead creatures with no intelligence only attack the caster if threatened.

Guise of death can be made permanent with the *permanency* spell.

HAETHOR'S ANGRY VOICE

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

Casting Time 1 standard action

Components S, M (a dog's tongue)

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The target's voice starts to change, becoming harsher and more menacing until it thunders at its victims. For the spell's duration, the target gains a +15 morale



bonus to all Intimidate skill checks and a -15 penalty to all Diplomacy checks.

HAETHOR'S GRUESOME APPEARANCE

School illusion (pattern) [mind-affecting]; **Level** alchemist 1,

bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 min./level (D)

Saving Throw Will disbelief; see text; **Spell Resistance** yes

This spell alters the appearance of the target, making him look hideous and sound gruesome. He takes a -10 penalty to all Charisma-based skill checks, except Intimidation, which gains a +10 bonus instead. All who interacts with the target must make a Will save to see beyond the illusion.

HAND OF THE CHUUL

School transmutation; **Level** alchemist 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a piece of chuul tentacle worth 20gp)

Range personal

Target you

Duration 1 round/level (D)

The fingers on one of your hands warp into long grasping tentacles. You are considered armed with the tentacles and may attack at your normal attack bonus. A successful hit deals 1d8 points of damage + your Strength modifier. Each tentacle drips a sticky secretion that requires living creatures that it comes in contact with, to make a Fortitude save or be paralyzed for 1d4+1 rounds.

The transformed hand is useless for gripping, climbing or spellcasting.

HEADACHE

School evocation; **Level** bard 0, witch 0

Casting Time 1 standard action

Components V, S

Range 15 ft.

Target one creature

Duration 1 round/level

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

The target gets a really bad headache that makes it harder to act and think clearly. The target takes a temporary -2 penalty to all Intelligence-based skill checks. Furthermore, the target takes a -1 penalty to all Will saves.

HEALING HANDS

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

Casting Time 1 round

Components V, S

Range personal



Target you; see text

Duration 1 round/2 levels

As this spell is cast, the caster's hands start to glow with a faint blue light. As a full round action, the caster can now heal others simply by touching them. Each touch heals 1d4 points of damage. When the duration ends, the blue light fades and the caster can heal others no longer. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds.

HEAVENLY HEALTH

School abjuration [good]; **Level** cleric 7

Casting Time 1 standard action

Components V, DF

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You call upon the heavenly forces of the world and are answered by feeling the soothing touch of your god. The touched creature gain a +10 sacred bonus to Fortitude saves and is considered immune to both poison and disease, mundane and magical. Furthermore, every hour the creature heals a number of hit points equal to the caster level +10.

HIDDEN WINDOW

School illusion (pattern); **Level** sorcerer/wizard 2

Casting Time 10 minutes

Components V, S

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

Effect masks a single window

Duration 1 day/level (D)

Saving Throw Will disbelief;

Spell Resistance no

With this spell, the caster masks a window so that it looks exactly like the wall surrounding it. From the inside, this looks just like another window. If the window is opened, the spell ends immediately. Anyone touching the wall or looking at it suspiciously, gets a Will save to disbelief. The caster can look through the illusion from the outside, if he so wishes.

Hidden window can be made permanent with the *permanency* spell.

HIDE TRAP

School illusion (glamer); **Level** ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a piece of black silk)

Range 10 ft.

Target a mechanical or magic trap

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell hides an existing trap, making it harder to find and therefore also harder to disable. The Perception DC to notice the trap increases by +2 as does the Disable Device DC.

Hide trap can be made permanent with the *permanency* spell.

HOLY SYMBOL

School conjuration (summoning) [chaotic, evil, good or lawful]; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

A holy symbol made of pure holy (or unholy) energy appears over your head. This symbol can act as your physical holy symbol for purposes of activating your channel energy or any other spell which might require you to brandish your symbol. So long as this spell is active you gain a +1 bonus to

the effects of your channel energy ability with an additional +1 for every four caster levels. Thus, a 9th level caster would heal (or deal) 5d6+3 points of damage. Additionally, the DC to resist your channel energy ability is increased by +1 for every ten caster levels.

Unfortunately the holy symbol itself is impossible to hide. Stealth checks made to hide are near impossible and takes a -20 penalty.

HORNETBREATH

School conjuration (summoning); **Level** alchemist 5, bard 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, M (a hornet)

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

Effect summons one or more wasp swarms

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell allows you to breathe out one wasp swarm every round to a maximum of one swarm per four caster levels. The swarms ignore you and your allies, but are not under your control in any way.

You swallow the material component while casting the spell.

HORSE RAZORS

School evocation [force]; **Level** cleric 3, inquisitor 3, paladin 2, ranger 2, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S, F/DF (a sharp blade)

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

Target one mount

Duration 1 round/2 levels (D)

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

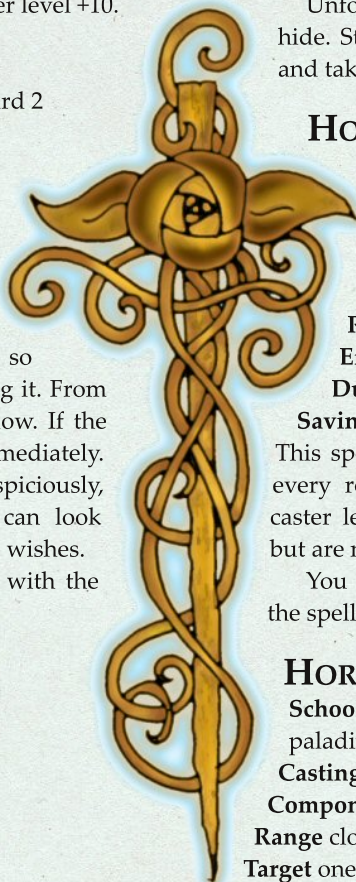
You create long scythe-like blades that float along the flanks of the targeted mount. The blades spin when the mount moves, becoming a blur when the creature runs. The blades strike at any creature that enters the target's threatened area, including if the target moves so that a creature is in its threatened area.

The blades deal 3d6 points of damage when cast upon a Medium or Large mount, or 4d6 points when cast on a Huge or greater mount. The targets gets a Reflex save for half damage.

For the purposes of this spell, a mount is considered an animal or magical beast that may be ridden by an intelligent being. The target of this spell does not require a rider to be the recipient of this spell, and any rider is immune to the effects of her mount's blades.

HORSE RAZORS, MASS

School evocation [force]; **Level** cleric 5, inquisitor 5, paladin 4, ranger 4, sorcerer/wizard 5, summoner 5





Targets one mount/2 levels, no more than 30 ft. from each other

This spell works just like *horse razors*, except it affects multiple mounts.

HUNTING FIRES

School evocation [fire]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level); see text

Target one creature/2 levels

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

You create one or more patches of magic fire, that conforms to the target's space, up to Huge size. The flames appear at your feet and race towards the targets, with a speed just below the target's running speed. As long as the target can outpace the fire it remains unharmed.

The fires can harm nothing except their designated target, and will weave around obstacles, pass through cracks and under doors and can climb all but vertical surfaces. The fires can cross water that takes up less space than the fires themselves without harm.

If the fires catch the target they deal 3d6 points of fire damage each round the target is within the flames. Only magical barriers, flight, crossing a large body of water, or planar travel will halt the fire's advance.

HUNTSMAN'S ALLEGIANCE

School divination; **Level** druid 1, ranger 1

Casting Time 1 round

Components S, M (a soil sample from said locale)

Range personal

Target you

Duration 1 hour/level

With this spell, the caster gains a +10 bonus on Survival checks to track someone as the natural surroundings "whisper" to the caster, providing helpful information as "witnesses".

This spell may not be used in developed or urban areas.

HURRICANE DOME

School evocation [air, electricity]; **Level** druid 7

Casting Time 1 standard action

Components V, S, DF

Range personal

Area dome 30 ft. + 5 ft./level -radius, and 30 ft. high, centered on you

Duration 10 min./level (D)

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

You create an immobile dome of hurricane force winds and driving rain around you. The dome grants you concealment from creatures outside the dome, and stops all ranged attacks from entering or exiting the dome. Creatures outside the

dome have partial cover from creatures within the dome.

Large-sized or smaller creatures attempting to penetrate the dome must make a Reflex save or be halted. Any creature passing through the dome takes 2d6 points of damage from shearing winds and blown debris. Every creature in contact with the dome, or passing through it is struck by 1d4 bolts of lightning, each dealing 2d6 points of electricity damage. Each bolt is accompanied by a peal of thunder, requiring a Fortitude save for each bolt. Failing this save deafens the target for 1d6 rounds.

Huge-sized or larger creatures may pass through the dome without risk of stoppage, but are subject to all the damage that the dome deals.

ICY ECHO

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

Casting Time 1 standard action

Components V, S

Range 30 ft.

Effect one bolt of ice

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You shoot a small bolt of ice at the target. You must succeed on a ranged touch attack to hit your target. You can only cast this spell as long as you have another spell with the cold descriptor of level 1 or higher available to cast (either as a prepared spell for the day or an available spell slot that could be used to cast a cold spell the caster knows). This spell deals 1d6 points of cold damage.

IGNITE BONES

School necromancy [evil, fire]; **Level** cleric 6, witch 7

Casting Time 1 round

Components V, S, DF

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

Target one creature

Duration instantaneous; see text

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

This bizarre spell sends the scorching fires of the abyss coursing through the target's flesh, transforming her for 2 rounds into a skeletal form of herself and deals 1d6 points of fire damage per caster level (maximum 15d6), with a Fortitude save for half damage. If the save fails, the target is also dazed for 1 round.

While the target is in this skeletal form, it can be affected by spells or other effects to which undead creatures are normally susceptible.

IMPROVE POISON

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

Casting Time 1 standard action

Components V, S

Range 0 ft.

Target a poisoned item or vial of poison

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell improves a mundane poison, making it harder to resist. The DC increase by +1, with an additional +1 per three caster levels (maximum +5 at 15th level).

Improve poison can be made permanent with the *permanency* spell.

IMPROVE TRAP

School transmutation; **Level** bard 1, ranger 1, sorcerer/wizard 1

Casting Time 1 minute

Components V, S

Range 10 ft.

Target a mechanical or magic trap

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell improves an existing trap in three different ways. The creator must choose which one as he casts the spell.

* *The Disable Device DC improves by +2*

* *The attack bonus increases by +2*

* *The damage increases by +2*

A trap can only be affected by one improve trap spell at a time. If a trap works differently than this spell assumes, this spell cannot improve it.

Improve trap can be made permanent with the *permanency* spell.

INSTANT KIT

School conjuration (summoning); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S, M (a copper coin; see text)

Range 0 ft.

Effect one summoned kit or tool set

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons one kit or tool set of your choice. This kit or tool set appears in your hands or at your feet (your choice). The kit or tool set is typical for its type. Only one kit or tool set appears per casting.

If the caster changes the material component to 10gp instead of one copper coin, he can summon a masterwork kit or tool instead.

INVIGORATING MIST

School conjuration (healing); **Level** cleric 5, druid 5

Casting Time 1 standard action

Components V, S, DF

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

Area cloud spreads in a 20-ft.-radius, 20-ft. high

Duration 1 round/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

You create a bank of roiling green-gray mist. The mist has a sharp, bitter odor, and looks quite imposing. Creatures within the mist gain concealment from those outside, but any creature within the mist can see clearly. You may choose one creature per caster level to gain the benefits of the mist. While in the mist, you and your chosen allies heal 3 hit points per round, gain a +2 resistance bonus to all saves, and may choose to gain energy resistance 10 (subject chooses the energy type), or a +2 morale bonus to all attacks and damage.

These benefits are lost if an allied creature leaves the mist, but returns if she reenters.

INVISIBLE CARRIAGE

School conjuration (creation); **Level** sorcerer/wizard 5

Casting Time 10 minutes

Effect creates an invisible carriage

This spell works like *carriage*, except that the carriage and horses pulling it are invisible to everyone except the caster. Once the door is opened, the inside is visible. The carriage is big enough to hold six Medium-sized creatures and is pulled by four light horses. It can look anyway the caster wishes and offers slightly more comfort than the carriage spell. Once someone enters the carriage, they become invisible as well.

The horses only make sounds if the caster wishes them to.

JUGGERNAUT

School transmutation; **Level** cleric 3, paladin 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a bit of adamantite worth 25gp)

Range touch

Target one creature touched/2 levels

Duration 1 min./level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

This spell imbues the recipients with the unstoppable power of the juggernaut. While under its effects, the target gains a bonus to CMB on bull rush attempts equal to half caster level. The target also gains an equal bonus to CMD against bull rush, overrun and trip attempts. Any creature that attempts to move the spell's target must make a grapple check against the target's new CMD for the forced movement to succeed.

In addition, the spell's target may move (but not run) through difficult terrain without hindrance, and gains a bonus equal to the spell's caster level to checks made to break doors, gates and other similar objects that prevent movement between two different areas.

KINETIC ARMOR

School abjuration [force]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You create a suit of glowing quasi-real armor, covering your upper body. You gain a +4 armor bonus to your AC, and anyone making ranged or melee attacks against you takes 50% of the rolled damage back as force damage. In addition, after the damage is rolled, and your attacker takes the force damage, you have a 25% chance of taking no damage at all from that attack.

When this spell is in effect, the caster takes a -10 penalty to all Stealth checks made to hide.

KNOT

School transmutation; **Level** ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, F (a tiny knotted rope)

Range touch

Target a rope, length up to 30 ft. + 5 ft./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance no

This spell makes a normal rope into a knotted rope. This makes the rope much easier to use for climbing. You can also make a single knot on the rope, which makes it useful for tying up creatures. It requires an Escape Artist check DC 20 to break free of the rope.

The rope has all the statistics of the original rope.

KNOW ANATOMY

School necromancy; **Level** alchemist 1, cleric 0, druid 0, inquisitor 0, ranger 1, sorcerer/wizard 0, witch 0

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 round/level

The caster gains insight into humanoid anatomy. She gains a +4 insight bonus to all Heal checks made while treating humanoid subjects.

KNOW HERITAGE

School divination; **Level** bard 0, cleric 0, inquisitor 0

Casting Time 1 standard action

Components V, S, DF

Range touch

Target intelligent creature touched

Duration instantaneous

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

When you cast this spell, you instantly receive a series of images and words that reveal something about a creature's heritage. The GM decide how much information is revealed, but it could be anything from the name of an ancestor to a specific event.

This spell only affects corporeal creatures with an Intelligence higher than 5.

KNOW MONSTER

School divination; **Level** bard 0, inquisitor 0, ranger 1, sorcerer/wizard 0, summoner 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

The caster gains a +4 insight bonus on her next roll to identify a creature. This spell does not allow the caster to make a knowledge check untrained.

Rangers using this spell gain a +6 bonus instead.

KNOW ROOM

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

Casting Time 1 standard action

Components V, S, F/DF (a protractor)

Range touch

Target a single room of a structure

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell gives instant and flawless knowledge of the architecture of a single room. It reveals all entrances and exits (secret or not), all hidden compartments and all mechanical traps. Only secret doors or traps hidden by magic have a chance to go unnoticed. In such a case the caster is allowed an instant saving throw versus the spell in question (per its normal rules) as if he had interacted with it. This spell will not detect purely magical traps, such as a burning hands trap or an acid arrow trap.

If the dimensions of the room exceed a quarter mile in any direction this spell automatically fails.

KNOW WEATHER

School divination [air]; **Level** cleric 1, druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Effect divines the weather

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no

This spell gives the caster insight into the coming weather within range. He will know what the weather will be like a week ahead of time; if there is a storm coming or heavy rain,

or just a week of sunshine. This spell also reveals magical changes in the coming weather, but not who made them or precisely where they are coming from.

The caster must be outside looking up at the sky as he cast this spell.

LADDER OF TRESSES

School transmutation; **level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a strand of hemp fiber)

Range touch

Target creature touched

Effect hair grow unusually long and tough, forming rope suitable for climbing.

Duration 1 min./level (D)

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

By use of this spell, the caster causes the target's hair to grow and strengthen so that it may be used as a hemp rope. The target's hair grows up to a length of 50 ft. +10 ft. per caster level. Furthermore, the hair gives a +4 competence bonus to any Climb checks made while using it.

Hair may be grown only from a living creature (including beards), but may include fur or the mane of an animal. At the end of the spell's duration, the hair becomes brittle and frayed and is rendered unusable.

LEAD CLOUD

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

Casting Time 1 standard action

Components V, S, M (lead shavings)

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

Area a 30-ft.-radius spread, 20-ft. high

Duration 1 round/level

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

You conjure an immovable dark gray cloud filled with heavy lead particles. The area inside the cloud is considered dimly lit. Every living creature must make a Fortitude save every round it remains within the cloud. Creatures failing this save are slowed, and take a -2 penalty to all saves for the time they spend within the cloud and for 2d6 rounds afterwards. No scrying effect can target anyone within a lead cloud.

A strong wind disperses the cloud in in 4 rounds.

LEARN SECRET

School divination [mind-affecting]; **Level** bard 4, cleric 4, inquisitor 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of silk)

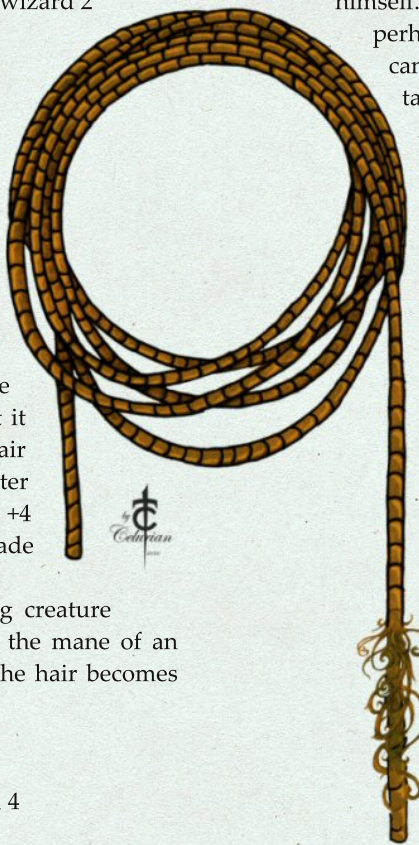
Range close (25 ft. + 5 ft./2 levels)

Target one intelligent creature

Duration instantaneous

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

This spell probes into the hidden vaults of the target's memories, looking for those secrets that the target has hidden so well that sometimes he don't even know himself. There may not be anything to find or perhaps there is actually too much to find. You can only learn one secret concerning the target and your knowledge will be as flawed as that of the target. It is up to the GM to decide what you will learn when casting this spell.



LENGTHEN ROPE

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target a 10 ft. rope or longer

Duration 1 min./level

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

With this spell, you make a mundane rope of at least 10 ft. grow longer. The rope can become as long as 10 times its normal size. Only the length changes, not the thickness of the rope. The weight of the rope also remains unchanged.

A single rope can only be affected by one *lengthen rope* spell at a time.

LIGHTNING ECHO

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

Casting Time 1 standard action

Components V, S

Range 30 ft.

Effect one bolt of lightning

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You shoot a small bolt of lightning at the target. You must succeed on a ranged touch attack to hit your target. You can only cast this spell as long as you have another spell with the electricity descriptor of level 1 or higher available to cast (either as a prepared spell for the day or an available spell slot that could be used to cast a electricity spell the caster knows). This spell deals 1d6 points of electricity damage.

LIGHTNING HOOVES

School transmutation; **Level** druid 2, inquisitor 2, paladin 2,

ranger 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, F/DF (a small gold nugget worth 50gp)

Range touch

Target a single mundane horse

Duration 1 hour/level (D)

Saving Throw see text; **Spell Resistance** no

You enhance the hooves of your horse, so that it moves with lightning speed, but this enhancement comes at a price which must be paid later on. The hooves actually appear to be made out of lightning, but only when the horse moves at full speed. The base land speed is increased by 120 ft., which is considered an enhancement bonus. The horse moves with the same grace as it normally would and does not suffer any conditions such as exhaustion or fatigue.

Furthermore, the horse gains a +5 morale bonus to Reflex saves and is considered to have the evasion ability.

At the end of the duration, the horse must make a successful Fortitude save (DC 15) or become exhausted and take 2d8 points of nonlethal damage. If the spell is dismissed within an hour after the casting, the horse does not have to make a Fortitude save.

LIGHTNING WEB

School conjuration (creation) [electricity];

Level sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Area webs within a 40-ft.-radius spread

Duration 1 round/level (D)

Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell works like the *web* spell, but must be anchored to at least two solid and opposed supports, such as walls or columns. The network of strands are composed of crackling electricity. Creatures in the area where the web forms take 5d8 points of electricity damage, with a Reflex save for half damage. Creatures failing the save are trapped within the web, and must stay perfectly still or take 2d8 points of electricity damage per round.

A creature trapped within the web may make an Escape Artist check equal to the spell's DC +10, to escape without touching any strands at all.

Large amounts of water (5 gallons or more) cause the web to disperse in a loud, sparking bang.

Lightning web can be made permanent with the *permanency* spell.

LOCATE MARK

School divination; **Level** sorcerer/wizard 1

Casting Time 1 round

Components V, S, F (a compass)

Range unlimited; see text

Target a previously cast *arcane mark*

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell gives instant knowledge to the distance and direction of a single *arcane mark* previously placed by the caster. If the caster has placed more than one arcane mark then a single mark must be chosen when casting this spell. This spell will work over any distance as long as the caster and the arcane mark are on the same plane of existence.

This spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

LOCATE SHOP

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

Casting Time 1 standard action

Components V, S

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

Effect locates a specific shop

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With this spell, you are able to find a specific shop. You must know the name of the place or else the spell will not work. If the shop is not within range, the spell fails as well. You cannot find an unnamed shop, like if you wanted to find the "workshop of Alarin the Leatherworker", the shop must have a sign somewhere that identifies it.

The GM may even rule that this spell fails if this sign has been neglected and is hard (or even impossible) to read.

LOYAL BLOOD

School abjuration; **Level** alchemist 1

Casting Time 1 standard action

Components S

Range personal

Target you

Duration 1 min./level (D)

Once you find yourself under the effects of this extract you enjoy immunity to bleed damage. Any bleed damage you suffer from when this extract is imbibed ends immediately.

LOYAL MOUNT

School enchantment (compulsion) [mind-affecting];

Level druid 0, inquisitor 0, ranger 1, summoner 0

Casting Time 1 round

Components V, S

Range touch

Target horse touched

Duration 10 min./level

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

With this spell, a single horse is tamed and becomes fiercely loyal to the caster. The caster gains a +10 morale bonus on both Handle Animal and Ride checks, but only with this single horse. If the caster rolls a 1 on either of these checks, the horse gets another Will save. If the save is successful, the spell is broken.

LUCKY DICE

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S, F (a set of dice)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The dice roll between your fingers and when the magic is released, the target feels the luck as a hand touching his shoulder gently. This spell makes the touched creature lucky when it comes to games of chance. There is a 75% chance that he will win any game he plays within the duration of the spell.

Games of chance are games in which nothing is left to the skill of the persons playing. Everything is up to fate, which often means games of dice.

LUSKAL'S BLACK PORTAL

School conjuration (creation);

Level sorcerer/wizard 4

Effect creates a black door

Duration 1 hour/2 levels

Saving Throw Fortitude half; see text;

Spell Resistance yes

This spell works like *create door*, except that the door has no lock and instead deals 1d4 points of negative damage per caster level (Maximum 10d4) to anyone touching it. The victim must make a Fortitude save and if successful, only takes half damage. The caster can walk freely through this door, however, and does not take any damage.

Luskal's black portal can be made permanent with the *permanency* spell.

LUSKAL'S BLACK WARD

School necromancy [evil]; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (poisoned meat)

Range personal

Area a 60-ft.-radius spread, centered on the caster

Duration 1 round/level (D)

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

This spell creates a ward around the caster where healing magic is difficult to use. Casters who try to cast spells from the subschool of healing must make a caster level check to

succeed in casting their spells. Even people who just drink a healing potion must make a check. This spell will not influence the natural healing of creatures, or any special qualities such as a troll's regeneration power. The black ward does not in any way influence the caster.

Luskal's black ward can be made permanent with the *permanency* spell.

LUSKAL'S CURSED BOND

School necromancy [evil]; **Level** sorcerer/wizard 7, witch 8

Casting Time 1 standard action

Components V, S, M (a human heart worth 100gp)

Range touch

Target a living creature

Duration special

Saving Throw Fortitude negates;

Spell Resistance yes

The caster must touch his victim, which means making a successful melee touch attack, for this spell to work. If successful, the victim will begin to feel a strange pain in his chest, but it will not be apparent what is happening to him right away. Where his heart is, there is now a dark stain on his skin, and the veins below will form a very clear

arcane mark, which can be identified as the mark of death with a Knowledge (arcana) DC 15 check.

The victim will now begin to age twice as fast as he did before, which also means that he will die sooner rather than later. The caster, however, will not age a day as long as his victim is alive. Only when the victim dies, will the caster begin to age naturally again, as if nothing had happened. Should the victim be killed, the cursed bond will be broken.

LUSKAL'S ENERGY TAPPING

School necromancy [evil]; **Level** cleric 8, sorcerer/wizard 8, witch 8

Casting Time 1 swift action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

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

This horrible spell uses the life force of another being to augment the caster's abilities. It is cast along with any other spell, at the height of which the caster touches her target. She grants 1 negative level for every three caster levels to the





target, and add the drained levels to her caster level for the purpose of the spell she is currently casting. In addition, she may add the effects of any metamagic feat that she knows to the spell, without having to have assigned them before, or altering the spell's effective level.

Any extra levels are lost the instant the spell is finished. The target gaining the negative levels receives a Fortitude save every 24 hours to remove them. Anyone slain by this spell rises as a free-willed undead after 24 hours, unless the body has been blessed.

MAGNETIZE

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

Casting Time 1 standard action

Components V, S

Range touch

Target a metallic item of no more than 2 cu. ft./level

Duration 10 min./level (D)

Saving Throw Fortitude negates (harmless, object);

Spell Resistance no

With this spell, the caster is able to make any non-magical

metallic item into a strong and useful magnet. The magnet is strong enough to detect, pull and attract metals weighing up to 2 lbs. per caster level (maximum 10 lbs.). The range of the magnetized object is 10 ft. per caster level (maximum 60 ft.).

This spell is not strong enough to pull a sword out of the hands of a fighter, but it might pull a few coins or other metallic items out of his pockets or even a dagger out of its sheath. The items must be accessible. Items that aren't accessible; a belt buckle, buttons tied to pants or a shirt, coins in a closed pouch or any item stored in a closed backpack.

MANIPULATE APPEARANCE

School transmutation; **Level** alchemist 1, bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 10 min./level (D)

For the duration of the spell you are able to change the color

of your skin, eye color and/or hair color as often as you wish while the spell is in effect.

If this spell is used to create a disguise, you get a +4 bonus on the Disguise check. This bonus does not stack with that gained from *disguise self*.

MARK OF DEATH

School enchantment (compulsion) [mind-affecting];

Level bard 6

Casting Time 1 standard action

Components V

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

Area 30-ft.-radius, centered on target

Duration 1 round/3 levels

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

Like *mark of notice* and *mark of divine notice*, this spell is unusual in that it targets one creature but affects those around him. The caster calls attention to the victim and boastfully declares him anathema to all. The effects of this spell transcend language barriers, so the public understanding him is irrelevant. Indeed, they don't even have to hear the caster.

All those within the radius centered on the victim (who can see him) must make a Will save or turn hostile towards him. This includes enemies, neutral parties and even allies. Those extremely close to the target (a family member or lover) gain a +4 bonus on their save. Any who fail the saving throw must take hostile action against the victim for the duration of the spell. (What actions taken are left up to each individual, within reason. A fighter with a greatsword will probably do more than spit in the victim's direction. On the other hand a level 18 wizard is unlikely to waste a meteor swarm on a peasant.)

Anyone who comes into the area of the spell (by their own movement or the victim's) must save against the spell. Anyone who leaves the radius of the spell is still affected. Someone who succeeds on the save and then leaves and reenters the aura does not need to save again.

The caster is immune to the effects of this spell.

MARK OF DIVINE NOTICE

School enchantment [mind-affecting]; **Level** cleric 5

Casting Time 1 standard action

Components V, S, DF

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

Area 30-ft.-radius, centered on target

Duration 1 round/level

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

Like *mark of death* and *mark of notice*, this spell is unusual in that it targets one creature but affects those around him. The caster calls attention to the victim and boastfully demands that the very heavens take notice. The effects of this spell transcend language barriers, so the public understanding

him is irrelevant. Indeed, they don't even have to hear the caster.

All those within the radius centered on the victim (who can see him) are affected as per mark of notice, save that the morale bonus received is +2. In addition, the great eyes of the divine realms temporarily turn towards the victim. The pressure of being observed, even in passing, by so many powerful spiritual entities, good and evil, is immense indeed. Unless the victim makes a successful Will save, he suffers a -4 penalty to all attack rolls, saving throws, concentration checks, and ability and skill checks. Also, movement in any form is halved.

MARK OF NOTICE

School enchantment [mind-affecting]; **Level** bard 1, cleric 2

Casting Time 1 round

Components V, S

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

Area 20-ft.-radius, centered on target

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Like *mark of death* and *mark of divine notice*, this spell is unusual in that it targets one creature but affects those around him. The caster calls attention to the target boastfully. The effects of this spell transcend language barriers, so the public understanding him is irrelevant. Indeed, they don't even have to hear the caster.

All those within the radius centered on the target who can see him cannot help but notice him. This can be very bad for someone who is trying to escape detection or attention. For those that have a reason to combat the target, they find that they have a +1 morale bonus on attack rolls against him for the duration of the spell (this spell in no way compels such).

MARTYRDOM OF NATURE

School conjuration (healing); **Level** druid 4, ranger 4, witch 4

Casting Time 20 minutes

Components V, S, M (local plants and meat), F (a small iron pot etched with special runes worth 50g)

Effect a hearty stew with healing properties

Duration 1 day or until eaten

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

The circle of life is well known to those who live close to nature. Everything alive lives off of other creatures in some way. With this spell the caster may further that concept and not only take nourishment but also life from eaten creatures.

Once the stew is prepared those that eat it are healed 1d6 + 1 point per caster level (maximum +15). In addition, the subject is cured of the fatigued condition, while an exhausted condition is downgraded to fatigued. A person may only benefit from one serving of a particular stew, and may only benefit from three different stews in one day. One serving is created per 2 caster levels (maximum 10).

MASTER WINDOW

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

Casting Time 1 hour

Components V, S, M (a piece of blue glass worth 25gp)

Range 1 mile/level

Targets master window plus 1 window/level

Duration 1 month/level (D)

Saving Throw none; **Spell Resistance** no

This spell binds up to one window per level to a master window, so that they all share the same view. Each of the windows involved must have been marked with the caster's arcane mark.

Master window can be made permanent with the *permanency* spell.

MASTER WINDOW, GREATER

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

Casting Time 24 hours

Components V, S

Range unlimited

Duration 1 year/level (D)

This spell works like *master window*, except that the master window can be found anywhere on the same plane of existence.

Greater master window can be made permanent with the *permanency* spell.

MASTERWORK

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

Casting Time 1 minute

Components V, S, M/DF (a gold piece)

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

With this spell, the caster transforms a mundane item into a masterwork item. The change, however, is only temporary. When the spell ends, the changes vanish, leaving the object more dull and worn than it was before. This, however, have no effect in technical terms and is merely cosmetic.

MENTAL AGILITY

School divination; **Level** bard 3, cleric 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

This spell allows you to take a small portion of your mental capabilities and section them off in order to concentrate on

more than one thing at a time. So long as this spell is in effect you have one extra swift action or one extra move action per turn. These actions can only be used to concentrate on or manipulate a spell already in effect.

For example, you have a *flaming sphere* spell active. To move the sphere it normally requires you to expend a move action. So long as *mental agility* is active you can use the free move action granted by this spell to move the sphere. You would then still have your normal move action and swift action to do other things which may be to concentrate on another *flaming sphere* you have in play or to move normally.

METALLIC WEB

School conjuration (creation); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (spider web and steel wire)

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

Area webs in a 20-ft.-radius spread

Duration 10 min./level (D)

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

This spell works like a *web* spell, except that the strands of web are shot through with metal. Attempting to break the web grants a -5 penalty to the victim's CMB. A *metallic web* is not flammable, but they do conduct electricity, and any electricity based spell targeting the web or a victim trapped within the web affects all targets within the *metallic web*.

The strands of a *metallic web* glimmer slightly in any light source.

Metallic web can be made permanent with the *permanency* spell.

MIMIC

School transmutation [language-dependent]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 round

Components V

Range personal

Target you

Duration 1 hour/level

When this spell is cast you gain the ability to imitate the voice of one specific creature you have heard speak at least once. You can imitate the creature's tone, cadence and even accent. If impersonating the individual you gain a +5 circumstance bonus to both Bluff and Disguise skill checks made against anyone who hears you speak. This spell does not allow you to speak in a language you do not know. While under the effects of the spell you can revert to your own voice and back again as a free action as long as the duration has not expired.

MINOR POISON

School necromancy; **Level** cleric 2, druid 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration instantaneous; see text

Saving Throw Fortitude negates; see text;

Spell Resistance yes

As *poison*, except that it deals 1d2 points of Constitution damage per round for 3 rounds.

MIRROR

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target a 3 ft. x 3 ft. surface; see text

Duration 1 min./level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance no

This spell transforms a surface no greater than a 3 ft. x 3 ft. square into a mirror-like surface. The surface cannot be a living creature, but could be a plant or a tree. For purposes of destroying this mirror, the mirror acts like the original material.

This mirror cannot be used as a spell component, but could be used as a focus.

MIRROR OF ALL WORLDS

School divination (scrying); **Level** bard 4, cleric 5, druid 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range see text

Effect creates a powerful mirror used for scrying

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

The air in front of you shimmers slightly as a strange mirror suddenly materializes, hovering in the air. Through the mirror, you can see anywhere on any plane or realm. You can always see a place that you have visited at least once, even if you are not exactly sure where that was. If you only have a name of a place, there is a 50% chance of success. If you have a description of the place, the chance of success is 25%.

The mirror is open on both sides, meaning that creatures on the other side could gaze back. If you use a diamond worth 200gp as an arcane focus, no creature will be able to

see the mirror on the other side.

MIRRORSPELL

School evocation; **Level** sorcerer/wizard 3

Casting Time 1 round

Components V, S, F (an emerald worth 50gp)

Range see text

Target a spell just cast

Duration instantaneous

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

When the *mirrorspell* is cast, it mirrors the effect of a spell just cast the round before, but it can be of no higher level than the *mirrorspell* itself, which is 3rd level. The caster must be able to see and understand the spell being mirrored, meaning that he must

have made a Spellcraft check to identify the spell, if the spell being mirrored isn't one of his own. The effect of the mirrored spell is the same as the spell just cast, so if there was a metamagic effect attached, that one is also mirrored, as long as the combined level does not exceed 3rd level.

For more specific information concerning the spell being mirrored, see that specific spell description. If there is a saving throw on the mirrored spell, or if it needs a spell resistance check, then there is also one on the *mirrorspell*, all the effects, saves and so on are dependent on the spell as they were the round before when it was first cast.

MISCHIEVOUS ELEMENTS

School conjuration (summoning) [see text];

Level summoner 4

Casting Time 1 standard action

Components V, S

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

Area 15 ft.-radius burst

Duration instantaneous and 1 round/level

Saving Throw special; see text; **Spell Resistance** no

With this spell the summoner calls a portion of an elemental plane into a small space where it explodes, damaging his enemies, who then have to deal with several mephits that where summoned along with it. The type of damage and mephits depend on what elemental plane the summoner decides to tap.



Air: The sudden burst of air, filled with an electrical charge, causes 3d6 points of non-lethal damage and 3d6 points of electricity damage. Also, a Reflex save must be made to keep from being knocked prone.

Earth: The large chunks of rock, saturated with acid, cause 4d6 points of bludgeoning damage and 1d6 points of acid damage. A Fortitude save must be made to keep from being knocked prone.

Fire: The explosion of fire causes 4d6 points of fire damage, along with 2d6 points of non-lethal damage due to the extreme heat and dehydrating effects. A Reflex save must be made to keep from being blinded for 1d4 rounds.

Water: The rapid expansion of frigid water causes 3d6 points of bludgeoning damage and 2d6 points of cold damage. A Fortitude save must be made to keep from having to treat the area as hindering terrain for one round.

This spell also summons 1 mephitis +1 per four caster levels (maximum 6). The type of mephitis called depends on what elemental plane the summoner tapped. The mephitis remain for 1 round per caster level and all posses the advanced creature template. The summoner may use any combination of the available mephitis he wishes.

Air: air mephitis, dust mephitis and ice mephitis

Earth: earth mephitis and salt mephitis

Fire: fire mephitis, magma mephitis and steam mephitis

Water: ooze mephitis and water mephitis

MOUTH PLUG

School evocation [force]; **Level** bard 4, cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, DF

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

Target one creature

Duration 1 round/level

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

You create a plug of pure force, stopping up the target's mouth, preventing it from using bite attacks and breath weapons. The plug is big enough to affect creatures of Large size and smaller. Every round the target makes a Strength check against a caster level check. If the target succeeds, the plug shatters.

The plug does not prevent or interfere with the targets breathing in any way, nor does it hamper speech and the ability to cast spells.

MURDEROUS ELEMENTS

School conjuration (summoning) [see text];

Level summoner 6

Area 20 ft.-radius burst

This spell functions as *mischievous elements*, except as above, it has increased damage and it summons one genie instead of mephitis.

Air: The sudden burst of air, filled with an electrical

charge, causes 5d6 points of non-lethal damage and 5d6 points of electricity damage. Also, a Reflex save must be made to keep from being knocked prone.

Earth: The large chunks of rock, saturated with acid, cause 5d6 points of bludgeoning damage and 3d6 points of acid damage. A Fortitude save must be made to keep from being knocked prone.

Fire: The explosion of fire causes 6d6 points of fire damage, along with 4d6 points of non-lethal damage due to the extreme heat and dehydrating effects. A Reflex save must be made to keep from being blinded for 1d6 + 1 rounds.

Water: The rapid expansion of frigid water causes 4d6 points of bludgeoning damage and 4d6 points of cold damage. A Fortitude save must be made to keep from having to treat the area as hindering terrain for one round.

This spell also summons one genie. The type of genie called depends on what elemental plane the summoner tapped. The genie remains for 1 round per caster level.

Air: a noble djinni with the advanced creature template (CR 9)

Earth: a shaitan with the advanced creature template (CR 8)

Fire: an efreeti (CR 8)

Water: a marid (CR 9)

NIGHTMARE, MASS

School illusion (phantasm) [evil, mind-affecting];

Level sorcerer/wizard 7

Casting Time 1 hour

Targets all sleeping creatures within a 120 ft. + 10 ft./level -radius spread

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

This spell works like *nightmare*, except as noted above. Only creatures that are sleeping when the spell is cast are actually affected.

OBSCURING FLOCK

School conjuration (summoning); **Level** summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a crow feather)

Range 60 ft.

Effect a cone-shaped flock of crows

Duration instantaneous and 1 round

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

With this spell, the caster summons a flock of crows from her outstretched hand to harm and hinder her enemies. Those within the cone suffer 1d4 points of damage per level (maximum 10d4) from the attack and impact of the birds. For one round thereafter the flock remains, giving those outside the cone concealment from those within. Those inside the flock do not suffer the same protection from those outside, however.

If the flock takes more than 30 points of combined damage from area attacks inside the cone then it vanishes.

OGRE'S STRENGTH

School transmutation; **Level** alchemist 5, bard 5, druid 5, ranger 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M/DF (a piece of meat)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *bull's strength* except that the target gains a +8 enhancement bonus to Strength.

OGRE'S STRENGTH, GREATER

School transmutation; **Level** sorcerer/wizard 9

Duration 1 hour/level

As *ogre's strength* except that the target gains a +12 enhancement bonus to Strength.

OLFADAN'S INSIGHT

School divination; **Level** cleric 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, S, M (a piece of old parchment)

Range personal

Target you

Duration instantaneous; see text

You gain temporary insight into a specific topic of your choice. The next Knowledge check you make gains a +10 insight bonus. This spell, however, will only work with a trained Knowledge skill.

ORNAMENT

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

Casting Time 10 minutes

Components V, S, M/DF (a bottle of ink worth 2gp)

Range touch

Target object touched

Duration instantaneous

Saving Throw Will negates (harmless, object);

Spell Resistance no

As the object in your hands start to change, a bright twinkling light surrounds it. With this spell, the caster is able to add more colors to an item, give it a pattern, letters or runes. He cannot remove anything from the object, but could cover it completely with his ornaments, thereby successfully hiding what is underneath.

A magical item cannot be altered with an *ornament* spell.

PATRON'S EYE

School enchantment [mind-affecting]; **Level** witch 6

Casting Time 1 round

Components V, S

New Deity:

OLFADAN

*The Grey Scribe
The Keeper of Secrets
God of knowledge, wisdom,
secrets and magic*

Alignment: LN

Domains: Community, Knowledge,
Magic, Rune, Trickery

Favored Weapon: Sling

The Grey Scribe is most often portrayed as an elderly man carrying a beautiful quill in one hand and a bottle of ink in the other. Olfadan (ol-Faa-dan) is the human name, while the elves name him Olfadain (Ol-fa-dayn), yet he is very much the same god to both races. Olfadan is said to keep all the knowledge of the world in his magical tomes. Olfadan is the caretaker of libraries, and for that reason alone, almost all libraries in the civilized world has a shrine dedicated to the Grey Scribe. You'll find bards and traveling scribes among his most trusted followers and they are always collecting knowledge and stories where they find it.

Clerics of Olfadan always wear robes of grey and white.

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

Target one creature

Duration instantaneous and 1 round/level; see text

Saving Throw Will half and partial; see text;

Spell Resistance yes

With this spell the witch forces his victim to see reality through the eyes of his mysterious patron, if only for the briefest of moments. The results of such immense perceptions and perspectives forced into the skull of such a limited creature are always the same... madness.

Upon the completion of this incantation the victim suffers 1d6 points of damage to his Intelligence and Wisdom scores

(Will half). He then suffers additional effects depending on the result of the saving throw. If successful then the victim is merely shaken for one round. If the saving throw is failed however he gains the confused condition for 1 round per level. For the duration of this effect treat results of 01-25 on the confusion roll as acting normally, but with the staggered condition. The secondary effects of this spell can be ended with a casting of *restoration*, *heal*, *greater restoration*, *miracle* or *wish*.

PEGASUS' LEGACY

School transmutation; **Level** druid 3, inquisitor 4, paladin 4, ranger 3

Casting Time 2 rounds

Components V, S, F (a feather from a pegasus worth 100gp)

Range touch

Target horse touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

The horse begins to sprout feathery wings from its back, until they are fully grown and capable of keeping the horse in the air. The wings look very much like those of a pegasus, but a trained eye will be able to easily tell them apart. The horse gains a fly speed of 90 ft. (or 60 ft. if it carries a medium or heavy load). It ascends at half speed and descends at double speed, and its maneuverability is average.

When the spell expires, the wings slowly fade away, giving the horse 1d4 rounds to reach the ground.

Dispel magic ends the spell immediately, causing the horse to plummet to its death on the ground below.

PERSONAL AURA

School divination; **Level** bard 1, druid 1, sorcerer/wizard 1

Casting Time 2 rounds

Components V, S

Range personal

Target you

Duration 1 hour/level

This spell grants the caster the ability to perfectly sense the immediate space surrounding his body, generally one's own clothes and pockets. Once cast the caster knows the precise location of every item on his person. This allows the subject to find and retrieve any item he carries as a move-equivalent action, even if said item is buried in a deep pocket amongst similarly sized and textured items. Additionally, the caster receives a +10 insight bonus on any roll made to detect any type of invading movement or creature on his person. This would include, for example, a spider crawling up his back, a scorpion hiding in a deep pocket or the hand of a thief picking his pocket.

Personal aura can be made permanent with the *permanency* spell.

PHANTOM ANTLERS

School evocation [force]; **Level** druid 4

Casting Time 1 standard action

Components V, S, M (a piece of antler)

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

Effect creates a set of force antlers

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You create a ghostly set of elk antlers to attack with. The antlers appear anywhere within range, floating at your head height. You may attack with the antlers once per round, at your normal melee attack bonus, dealing 1d6 points of damage, or you may make a bull rush each round, using your druid level + Wisdom modifier as the antler's CMB, and dealing 1d6 damage on a successful bull rush. The antlers provide a flanking bonus, although they cannot benefit from flanking themselves. Attacking with the phantom antlers is considered a free action, as it requires only a simple mental command, while moving them up to 30 ft. each round is considered a move action. As the antlers are made from force energy, they can pass through solid objects, but they require line of sight for an attack.

At 12th level, the antlers you create are moose-like, dealing 1d8 points of damage, and gaining a +4 bonus to its CMB.

PLAGUE OF FEAR

School enchantment [fear, mind-affecting]; **Level** witch 8

Casting Time 1 standard action

Components V, S, M (a rare sprig of albino nightshade worth 150g)

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

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level and 1 hour/level; see text

Saving Throw Will partial and negates; see text;

Spell Resistance yes

A veritable riot of panic and terror is the result of this dark incantation. To make matters worse, the supernatural fear caused by this spell spreads as a contagious disease. Those initially targeted by this spell suffer the worst, as they are subjected to both visions of their worst fears and physical sensations of terror simultaneously.

Initial targets make a Will saving throw against this spell. On a successful save they become frightened for one round and then shaken for one round per caster level (maximum 20 rounds). They are not "contagious"; see below. Those that fail become panicked for one round per caster level, suffering 1d8 points of nonlethal damage per round due to stress and over-exertion. Once they emerge from their terror (if they survive) they remain shaken for one hour per caster level. Also, those that fail their saving throw become "contagious" for the duration of their ordeal, spreading fear with a mere touch. Those that touch or are touched by the

victim must make a Will save (same difficulty as the initial save minus one) or become shaken for 1 round per caster level. Strangely enough, the victim can never spread this fear willingly or intentionally.

There are no “loop-holes” to this curse. It always knows. A victim who tries to “intentionally spread” the curse to his ally who is healing his wounds will still affect her.

The curse of this spell may be removed with a remove curse or break enchantment spell followed within one round by a *remove fear* spell. Otherwise it continues unabated.

PLEASANT PERFUME

School transmutation; **Level** alchemist 1

Casting Time 1 standard action

Components S

Range personal

Target you

Duration 1 min./level (D)

With this extract you enhance and perfect your own pheromones. For its duration you receive a +10 circumstance bonus to your Diplomacy skill checks against all humanoids and monstrous humanoids. However you also suffer a -5 circumstance penalty to all Handle Animal checks for the duration.

POIWELL'S BALEFUL SYNESTHESIA

School transmutation [mind-affecting]; **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

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

A successful melee touch attack scrambles the target's five senses. Perhaps he tastes the weight of his armor and smells the screams of his fallen allies, feels your baleful glare and hears the iron tang of blood in his mouth.

Regardless of the specific reorganization of the senses, the target is unable to function effectively for the duration of the spell. He loses his Dexterity bonus to AC and Reflex saves and any movement is restricted to 5 ft.

POIWELL'S ENERGY ATTRACTION

School evocation [see text]; **Level** bard 2

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration 1 round/level

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

With this spell, the bard creates an aura around the target where energies of a certain type flourish. In effect, the target becomes “attractive” to a specific type of energy. The bard

must specify one type of energy (acid, cold, electricity, fire or sonic) when casting the spell. The target takes one extra point of damage per die of energy type. In the case of damage that is not expressed in dice he merely takes one extra point of damage.

For example, Mitch's character Gestonan fails his saving throw against this spell and is made attractive to fire. He is struck twice by a +2 *flaming* longsword that deals 1d6 points of fire damage per hit. After marking down the two extra points of fire damage (one per hit) Gestonan is caught in a *fireball* spell that does 6d6 points of damage. In addition to the normal fire damage he takes, Mitch marks down 6 extra points of damage and begins to pray that the next opponent has no access to fire.

POIWELL'S GUILTY CONSCIENCE

School enchantment [language-dependant, mind-affecting];

Level bard 2, paladin 1

Casting Time 1 standard action

Components V, S, F/DF (a mirror)

Range touch

Target intelligent creature touched

Duration 1 round

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

Someone targeted by this spell (who must be able to hear and understand the caster) is overcome by depression, guilt and remorse over every evil and selfish act that she has ever committed. Until the end of her next turn she will do everything to injure herself physically. An armed target will make a full-round attack against herself. An unarmed target will draw a weapon as a move action and attack herself as a standard action. A target with no weapon will make an unarmed full round attack against herself, unless an improvised weapon may be found in one move action. In all cases, the victim uses her normal AC minus Dexterity, shield and dodge bonuses.

Under no circumstances will a victim use any spells, spell-like abilities, or supernatural abilities against herself.

A target of good alignment receives a +2 morale bonus to her saving throw while a target of lawful good alignment receives a +4 morale bonus.

POIWELL'S TWISTED SIREN CALL

School transmutation [evil]; **Level** bard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Fortitude half and negates; see text;

Spell Resistance yes

This spell calls out for the victim's blood to turn on its host and abandon him. Once cast, the victim suffers great pain as his blood partially solidifies and begins to cascade through

Poiwell, the Retired Bard

"Another story? So be it my friend. Ha! The spirits must be downright awful tonight for my stories to a pleasant tracer!

"Did I ever create any spells? A few, yes... though I'm not all that proud.

"You already know that I adventured to do good in this world. But I must admit that I always felt as a second class member when we stood face to face with evil. Oh sure, I knew very well that I contributed something fierce to the morale and vehemence of the group. But save for my crossbow I was all but useless in a full blown brawl! And so my brainstorming began!

"In mere weeks I created my first spell, energy attraction. It still wasn't what you'd call a 'directly, tactically offensive piece of arcana'... ha, ha... but it certainly contributed to taking out the baddies. It took months for me to create my second piece of arcane art, but I loved that spell. Guilty conscience I called it. It actually turned peoples' sins against themselves. Many would actually stab themselves in the gut right then and there! That's right; I could have the enemy both not attacking us while also attacking themselves! A double win!

"But I guess I got a little power hungry or drunk on power or something. I really wanted to have a directly offensive spell, as powerful as any wizard's fireball or cleric's searing light. It was about a year and a half before I finished it. Based on the power of the siren, it was. I called it twisted siren's call. I put it to immediate use in every battle thereafter... except the last one.

"We went up against some lich wizard. He was- Huh? Yeah, liches actually exist. Anyhow, I used guilty conscience on him expecting him to have so much evil in him he would all but destroy himself. But he somehow turned the spell back on me. Next thing I knew I was on the ground with my knife in one hand and my guts in the other. With my verbal encouragements suddenly absent one of my compatriots fell to fear and fled, abandoning the rest of us, and another, Valmon, found his attacks missing, apparently needing my small boost to hit. Our paladin, Jeremiah, took a quick break to heal me, saving my life probably, but ironically leaving our elven sorceress, Janah-mai to die by some ray of black energy from the lich's hand. With me back on my feet we pressed on but we lost Valmon... a credit to the dwarven people, he was. Next thing I knew Jeremiah scooped me up under his arm and took off! Making a single leap onto his horse we were gone seconds later.

"The next day we went back to collect Valmon's and Janah-mai's bodies but the lich had turned them to dust somehow. Later that day Jeremiah told me why I had fallen so easily to guilty conscience. I was evil. The use of twisted siren's call had darkened my very soul. And I knew then that by its creation and use I had affectively killed two of my teammates. He told me I could stay and he would help me back to being a good soul. But I knew that I could never live what had happened down.

"A week later I used my savings to buy this place and live out my penance. Now I hope my tavern and stories can help young 'uns like yourself in your adventures and deeds of good.

"Huh? What did twisted siren's call do? Never you mind, young 'un. I don't even like thinkin' about- Huh? Teach it to you!?"

his veins and arteries at an increased speed and pressure, concluding with an explosive expulsion from his orifices, pores and wounds. The victim suffers 1d6 points of damage per caster level (maximum 10d6) and is stunned for 1d4 rounds. A successful Fortitude save halves the damage and negates the stun effect.

POWER WORD COMBUST

School evocation [fire]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V

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

Target one creature with 150 hit points or less

Duration 1 round/3 levels

Saving Throw none; **Spell Resistance** yes

You speak a single word of power that causes the target to burst into flames, whether the creature can hear the word or not. The target takes 15d6 points of damage, then burns for 1d6 points of damage every round thereafter. Normal means will not put out the all-consuming fire, but *dispel magic* will effectively end the spell.

Any creature that has 151 hit points or more is unaffected by *power word combust*.

PRISMATIC COLUMNS

School abjuration; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a crystal worth 50gp)

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

Target seven creatures or objects

Duration 1 min./level

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

You create seven opaque columns, each of a different color, to entrap your targets. The columns expand or contract in size to capture their targets entirely, no matter their size. Each target is randomly assigned a single color column, which act as the colors of a prismatic wall, and will activate if the creature within tries to step through the column, or if an outside creature touches the column.

The columns can be destroyed in the same way as the colors of a prismatic wall. The spell can be cast over objects to protect them, or a mix of objects and creatures. A creature or object can only be trapped by one color at a time.

PROTECTION FROM UNDEAD

School abjuration; **Level** cleric 1, inquisitor 1

Components V, S, DF

Duration 1 min./level

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

This spell works like *protection from evil*, except that the deflection and resistance bonuses only apply against attacks from undead creatures. Furthermore, summoned undead creatures cannot touch the subject of this spell.

PUTREFY

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

Casting Time 1 standard action

Components S, DF

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

Target up to 1 cu. ft./level of food

Duration 1 round + 1 round per 3 levels; see text

Saving Throw Fortitude partial; see text; **Spell Resistance** no

You cause food to putrefy, leaving it inedible with a vile and sickening smell. Anyone within 5 ft. of this food is sickened for a short period of time. A successful Fortitude save halves the duration to a minimum of 1 round.

The food is permanently ruined, but the vile smell vanishes by the end of the duration. This spell can only affect mundane food and not food produced by spells or spell-like abilities.

PYROCLASTIC WALL

School evocation [fire]; **Level** sorcerer/wizard 6, summoner 6

Casting Time 1 standard action

Components V, S, M (a bit of volcanic ash)

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

Area wall 20 ft. high, and 10 ft./level long (S)

Duration 1 round/2 levels

Saving Throw Fortitude partial; see text;

Spell Resistance yes

You create a wall of swirling ash and flame, that gives off a strong sulfur smell. It grants concealment to any

creature on the other side of the wall. A creature or object passing through the wall takes 1d4 points of damage per caster level (maximum 20d4). A creature must also make a Fortitude save or be blinded by the hot ash for 3d6 rounds. You may fire one ember per round out of the wall as a standard action. The ember has a 60 ft. range and explodes upon striking a creature or object, dealing 3d6 points of fire damage in a 10 ft. burst, with a Reflex save for half damage. You must have line of sight to the creature or object that you are targeting with an ember.

QUINTESSENTIAL ABJURATION

School abjuration; **Level** sorcerer/wizard 9

Casting Time 1 swift action

Components V, S

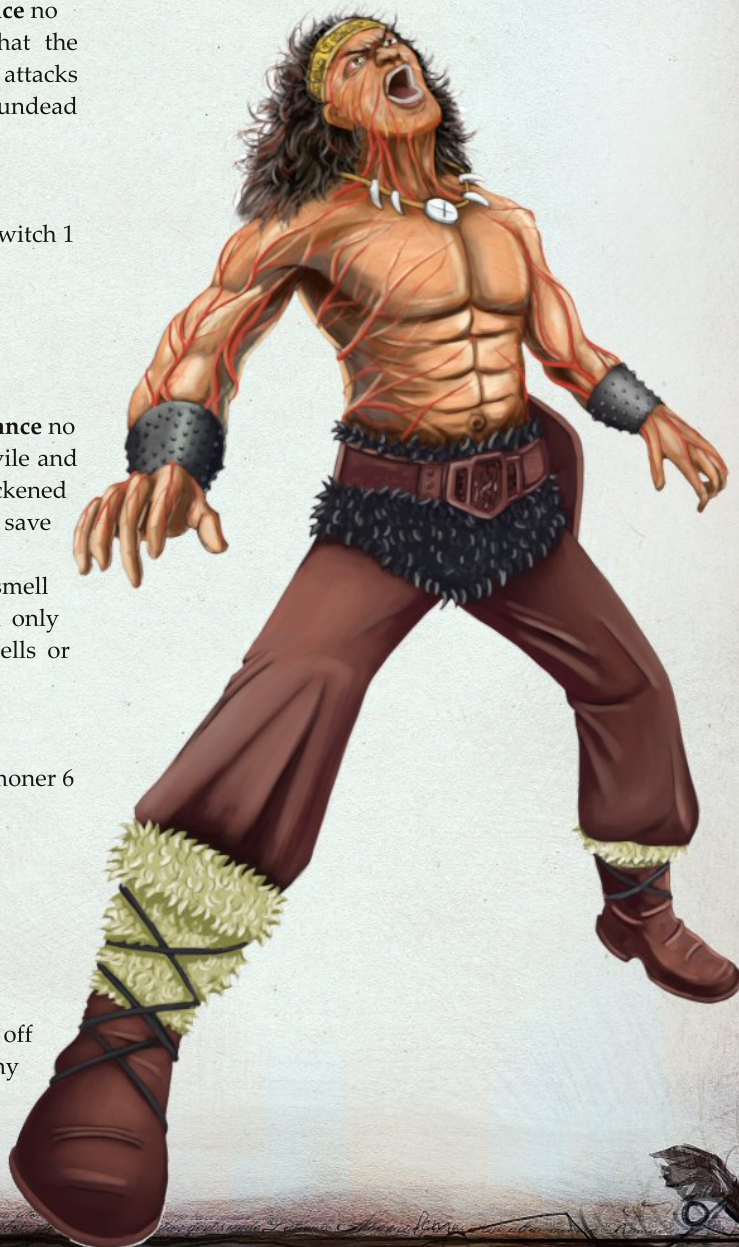
Range touch

Target creature touched

Duration 1 round/2 levels

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

While many higher level abjuration spells are concerned



Quintessentially Powerful...

Yep. They're powerful. They're supposed to be. They're the crowning achievement of the study of each school of magic. Although usable by any sorcerer or wizard, the quintessential spells are meant to represent centuries of study by specialist wizards into their chosen schools. They are meant to represent an entire school of magic all rolled up into one powerful secret of said philosophy.

At first they may seem overpowered. But one should remember one of the base philosophies of the D20 system: the general vs. the specific. When designing spells (or class features... or feats...) the creator has to take into mind whether the spell will have broad, general effects or focused, specific effects. A spell with general effects should be weaker than its level would indicate, due to it having the power to be customized without prior preparation (this is in itself a powerful effect). A spell with specific effects can be slightly more powerful than its level would indicate, due to it only being applicable in very narrow situations (a trait that limits its usefulness). Two level 9 transmutation spells in the core rules demonstrate this philosophy well. One, time stop, has a specific effect and is one of the most powerful spells in the core rules. Another, shapechange, has very broad uses and, as such, is really not much more powerful than any level 8 or 7 spell. It is merely more customizable. When the quintessential spells are compared to the most powerful spell in print, wish, they are more powerful. But they should be. They are not as customizable as wish.

with canceling or preventing unwanted affects, the true abjurer desires to be invincible. While not even the gods are capable of this level of power, the abjurer dreams nonetheless. And a spellcaster's dreams are to be realized at any cost, even if said dream is to be true for a mere moment or two.

When cast, this spell makes the subject immune to harm by any means. The creature is immune to hit point damage (lethal or non-lethal), ability damage or drain, and negative levels. He is immune to death effects. He may not be blinded or deafened. He may not be dazed, dazzled, exhausted, fatigued, nauseated, sickened, staggered or stunned. He is immune to paralysis, petrification and sleep. The creature is subject to transmutation effects only if willing. However, the character is as susceptible as ever to fear effects and mind-affecting abilities. Also, while he is temporarily immune to the effects of disease and poison, said afflictions take hold as per normal rules when this spell ends (in effect, they are "put on hold").

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the abjuration school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes a swift action as per *quintessential abjuration* (precluding any spells with an immediate action casting time). In all other ways the spell functions as per its normal rules (duration, range, required components, etc.).

For the duration of this spell, the subject's eyes blaze with white light and his flesh glows as if soft, warm lights were just beneath his skin.

QUINTESSENTIAL CONJURATION

School conjuration; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S, M (soil from a location that has experienced a casting of gate or plane shift worth 1,500gp)

Range personal

Target you

Duration 10 min./level (D)

Conjuration spells are time consuming to cast because of their complexity, save for a handful of "quick and dirty" effects that only last for a moment or two. Every conjurer longs for a way to quicken her spells and extend their usefulness. With *quintessential conjuration* the conjurer may do just that, her body transformed into a minor portal to the astral plane. With this spell cast she is all but a nexus of inter-dimensional energies.

Once cast this spell reduces the casting time of all the caster's conjuration spells. Every spell with a casting time of one standard action is reduced to a swift action. Those with one round casting times are reduced to a standard action. Those with one minute or less are reduced to one round, and

those with 10 minutes or less are reduced to one minute. Any conjuration spell with a casting time greater than 10 minutes has its casting time halved. Those that already have a casting time of one swift action (or immediate action) are not altered.

Also, every conjuration spell cast while under the effects of quintessential conjuration has its duration doubled. This is similar to the effects of the Extend Spell metamagic feat, but with no increase to casting times or spell levels.

Lastly, the conjurer no longer provokes attacks of opportunity when moving as she actually teleports from place to place.

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the conjuration school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes a standard action as per *quintessential conjuration*. In all other ways the spell functions as per its normal rules (duration, range, required components, etc.).

When casting this spell, cascading, crackling arcs of red energy ripple over the caster's body for the briefest of moments.

QUINTESSENTIAL DIVINATION

School divination; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S, M (a specially prepared platinum masterwork mirror worth 500 gp)

Range personal

Target you

Duration instantaneous; see text

The diviner wants to know. And now he shall. With this spell the caster literally expands his mind for a fraction of a second over thousands of miles and into other planes of existence. If the answer he seeks is out there, he will find it. Unfortunately, due to the incredible mental effort this spell entails, only a small amount of information may be discovered at one time. But said information will be true and accurate, barring direct intervention of a god.

When casting this spell the character poses one question about a particular person, place, thing or event. Unlike most divination spells, this question may be open-ended and is not limited to one that may only be answered with a single word. When the spell ends, the caster is given a detailed answer to his query, yet the answer is strictly limited to the subject of the question.

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the divination school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes one round as per *quintessential divination*. In all other ways the spell functions

...Quintessential Gamebreakers?

Below are some design philosophies on each spell to help address questions or concerns.

Quintessential abjuration is easily one of the most powerful of the quintessential spells. In playtesting it could change the direction of combat something quick. But it does nothing to prevent being tackled or restrained. The spellcaster who wades into combat believing himself immune to worries may wind up in a bad situation very quickly.

Quintessential conjuration was a difficult spell to create. As a general rule, all conjuration spells have to be of one of five different subschools. How does one create a spell that is at once a summoning effect, a healing effect and a creation effect? Hence the non-subschool general effect, altering all further conjuration castings.

Quintessential divination has an expensive material component to prevent it from being overused. But if you still find it derailing your plot remember that deities can interfere with its use. (It is best not to abuse said limitation. The player should be allowed to enjoy the spells he selects. Besides, at the level of play that this spell becomes available to players, there should be more difficult obstacles to overcome than "lack of information" and secrets.)

Quintessential enchantment is a gross violation of freedom. But there's no way around the progression of charm person to dominate person. This spell is the next step. To try to balance the extreme power this spell commands, it has a much shorter duration than the dominate spells.

Quintessential evocation is the only quintessential spell that some may look at and initially think it underpowered. But given that it completely ignores all resistances and immunities, and has an extra effect if the victims actually

Quintessential Spells... Continued!

manage to survive, it is especially potent. Be careful when casting it, though. You just might kill yourself!

Quintessential illusion certainly seems powerful, if only because it renders an opponent helpless and unable to defend himself. But think about it... That's really its only actual game effect, and there are many simpler ways to achieve the same results.

Quintessential necromancy is meant to represent a caster who is a master of life and death. To be immune to death is an essential trait of such. Also, it doesn't duplicate any spell effects higher than level 6 (except for finger of death, but it has been limited by the elimination of its range).

Quintessential transmutation certainly seems unbalanced, given its ability to create truly permanent effects and its ability to create riches out of more mundane materials. But remember that the caster can only make one such change per casting. And more powerful means of achieving wealth are available to the character by now.

If the quintessential spells just don't feel right to you, remember rule #1 in gaming: It's your game. Take what you like and leave the rest. Everything in this book is optional. We stand by these spells and insist, given their level and effect, they are balanced. Months of playtesting went into every spell in here. We highly recommend giving them an honest shot. But we recognize that they may not be for everybody.

- Chris Gunter

as per its normal rules (duration, range, required components, etc.).

When casting this spell the character's eyes momentarily gloss over as faint, rotating multicolored beams of light erupt from the casters skull, shining in all directions.

QUINTESSENTIAL ENCHANTMENT

School enchantment [mind-affecting];

Level sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

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

Target one intelligent creature

Duration 1 round/2 levels; see text

Saving Throw Will partial; see text; **Spell Resistance** yes

Total control. Total control is the grand achievement that any enchanter dreams of. With *quintessential enchantment*, that dream becomes a reality. With this spell the caster literally overwrites the victim's mind with his own, turning the subject into the perfect slave.

When targeted by this spell the subject makes an initial Will save. If successful he is dazed for one round due to the incredibly powerful mental assault, but is otherwise unharmed. If the saving throw is failed he instantly and completely falls under the command of the spellcaster. So completely in fact that the victim (be he an NPC or a player character) is temporarily played by the spellcaster's player (although rolls are made by the GM or original player, respectively). Any directly suicidal action results in another save with a +4 bonus (if this second save is successful then the primary effect ends, but the victim must roll as per below). Said control is so complete that no action needs to be taken on the enchanter's part to maintain it. No orders need be given, verbally or telepathically. The subject knows the caster's wants and desires because he is the caster now in many ways. However, the caster may only control one subject at a time with this spell. A second casting ends the first.

After 1 round per two caster levels, the subject regains control of his actions, but must make a second Will save. There is no bonus received on this saving throw, regardless of circumstance. If successful he is subjected to the effects of *charm monster*, with its normal duration of 1 day/level. If the save fails then he is subjected to the effects of *charm monster*, but with a permanent duration. Regardless of duration, this effect may be removed with *break enchantment*, *miracle*, *wish* or any spell that cures madness.

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the enchantment school, regardless of what class list that spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes one standard action as per *quintessential enchantment*. In all other ways the

spell functions as per its normal rules (duration, range, required components, etc.).

When this spell is cast crackling, coruscating rays of violet energy momentarily connect between the caster's and the victim's eyes.

QUINTESSENTIAL EVOCATION

School evocation [force]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

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

Area 50-ft.-radius spread

Effect an explosion of searing white light

Duration instantaneous

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

With this spell the evoker releases pure, unfocused arcane energy into the world. With no energy type to be had this energy harms all beings and materials, without exception.

The caster may release the energy created by this spell at range or as a burst centered on himself. Only if the caster chooses to release the blast as a burst centered on himself is he uninjured by the discharge. If he uses the spell near enough to be caught in its radius, or if the energies are somehow reflected back upon him, he is as subject to the damaging effects as anyone else.

The burst of energy from this spell bypasses all energy immunities and resistances (even force resistances and immunities, as the force descriptor of this spell is a side effect and not its true nature). However, neither will it cause extra damage to any being with an energy vulnerability. The energies created by this spell will dispel and ignore any protective barrier (such a *wall of force* and *globe of invulnerability*) of 7th level or lower. Due to its force descriptor this spell affects incorporeal beings.

Those affected by the spell (including unattended objects) suffer 1d6 points of damage per caster level and suffer permanent blindness. A successful Fortitude save negates the blindness. In addition, the caster makes a single bull rush attempt (CMB = base attack bonus + caster level +8) and compares it to each enemy's CMD individually. Any object destroyed or being killed by this spell is reduced to fine dust and/or ash.

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the evocation school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes one standard action as per *quintessential evocation*. In all other ways the spell functions as per its normal rules (duration, range, required components, etc.).

When this spell is cast the caster's eyes and mouth momentarily flare with bright, searing white light as if a

miniature star were inside his head. The explosion is unbelievably bright, pure white light leaving behind blackened, scorched earth.

QUINTESSENTIAL ILLUSION

School illusion [mind-affecting]; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S

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

Target one intelligent creature

Duration permanent

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

The greatest illusion is all encompassing. It is never-ending. And it is certainly indistinguishable from reality. With this spell the illusionist is capable of all three.

When cast this spell puts the victim into a dream world of the caster's making. Once the incantation for this spell is complete the caster specifies a false reality summed up in a sentence or two. (Details are not important as the victim's subconscious takes over and fills in the blanks.) Once complete (and assuming the saving throw is failed) the victim perceives himself being sucked through a magic portal into another world. Once there he has no choice but to interact with the illusory world as reality, including making friends, enemies and everything else in between. Regardless of how hostile the illusionist dictates the false reality to be, the victim never seems to die, always escaping or being rescued at the "last moment". (Of course, nothing stops the caster from creating a paradise for the subject.)

In reality, the victim collapses to the ground, completely insensate and unreachable by the real world, even by telepathy. Not even pain or injury has any chance of being perceived by the victim. The victim remains in the fantasy world until removed by miracle, wish or any effect capable of dispelling a permanent magical effect. (A temporary suppression, such as the subject being within an *antimagic field*, will only push the victim into catatonia for the duration.) Even though injury has no chance of waking the victim, the lethal damage that begins to accrue from thirst and starvation gives the victim a new saving throw once every 24 hours.

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the illusion school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes one round as per *quintessential illusion*. In all other ways the spell functions as per its normal rules (duration, range, required components, etc.).

When this spell is cast bright, green rays of crackling, coruscating energy jump rapidly back and forth between the caster's and victim's eyes.

QUINTESSENTIAL NECROMANCY

School necromancy [death, evil]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a bone from an intelligent creature killed by the character)

Range personal; see text

Target you; see text

Duration 1 round/2 levels

Master of death. Every necromancer seeks for these words to describe herself. But to be a true master of death one must not only be immune to it, but also capable of creating and defeating it in others. *Quintessential necromancy* allows for all of this and more. The necromancer with this spell active has power that rivals that of the gods... if only for a short time.

When the necromancer casts this spell she finds herself immune to death from any means and from any source for the spell's duration. She is not subject to death effects, ability damage or drain, or energy drain. The caster is as subject to disintegration effects as ever, however. She is still capable of taking damage, and indeed needs to keep track of it, since when this spell ends the effects of said damage are applied immediately, even if these effects are disabled, dying or death. Luckily, the caster is healed by both positive and negative energy for the duration of the spell.

Also, once per round as a standard action, the caster may cast *animate dead* or *finger of death*. These effects are treated as spell-like abilities with a range of touch (*finger of death* requiring a melee touch attack). They have a save DC (if applicable) equal to this spell and are used as a standard action, but are otherwise treated as the spells of the same name. Also, the necromancer is capable of taking three rounds to cast *create undead* or *raise dead* as spell-like abilities (same rules as above).

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the necromancy school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes one standard action as per *quintessential necromancy*. In all other ways the spell functions as per its normal rules (duration, range, required components, etc.).

For the duration of this spell the caster's eyes "glow" black, and cold mist falls from her body in light wisps, especially her fingers.

QUINTESSENTIAL TRANSMUTATION

School transmutation; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S

Range touch

Target creature or object touched

Duration instantaneous or permanent; see text

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

The true transmuter can change anything into anything else. Object to life, living to dead, larger to small, it matters not. Not only that, but the true transmuter changes something fundamentally, not merely placing an ongoing magical effect. With *quintessential transmutation* nearly anything is possible.

This spell functions as per the spell *polymorph any object*, except the duration is always permanent, unless used to duplicate the effects of *alter self*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud* in which case the duration is instantaneous (and therefore no longer subject to dispelling). Also, when being used to duplicate the effects of *alter self* there is no increase to either Dexterity or Strength. There is, however, a change to physical ability scores per the rules for the spell *reincarnate*. If used on an unwilling subject a melee touch attack is required.

Also, when used on objects this spell may turn copper into gold, silver into mithral and platinum into adamantine. In all cases an equal amount in terms of weight is created as too what originally existed. (For example one pound of copper becomes one pound of gold.) When used in this way this spell may only transmute 1 lb per 2 caster levels, the casting time becomes one hour and the duration is instantaneous.

Alternatively, this spell may be sacrificed to duplicate the effects of any spell of the transmutation school, regardless of what class list the spell comes from, of level 8 or lower. If used in this way the duplicated spell is treated as a 9th level spell for all effects dependent on spell level (such as save DCs). Also, the spell's casting time becomes one round as per *quintessential transmutation*. In all other ways the spell functions as per its normal rules (duration, range, required components, etc.).

While casting this spell light winds whip around the caster's person and her eyes become pools of quicksilver.

RAY OF CHAOS

School evocation [chaotic]; **Level** cleric 0

Casting Time 1 standard action

Components V, S, DF

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A green ray projects from your finger. You must succeed on a ranged touch attack which deals 1d3 points of divine damage to lawful creatures. Lawful outsiders take 1d6 points of divine damage.

Chaotic and neutral creatures are effectively immune to this spell.

RAY OF DECAY

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

Casting Time 1 standard action

Components V, S, DF

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

As you cast this spell, a ray of dark and sizzling energy shoots from your finger. The caster must succeed on a ranged touch attack, and if successful, this ray deals 1d3 points of negative energy damage.

RAY OF DECAY, GREATER

School necromancy; **Level** cleric 2, sorcerer/wizard 2

Saving Throw Fortitude negates (see text);

Spell Resistance yes

This spell works like *ray of decay*, except that the wound makes the target and anyone within 5 ft. of the target sickened for 1 round per caster level (maximum 10 rounds).

RAY OF DIVINE LIGHT

School evocation [good, light];

Level cleric 0, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range 90 ft.

Effect creates a straight line of white light

Duration 1 round

Saving Throw none; **Spell Resistance** no

A straight line of white light shoots from the caster's palm. This line gives off light with the same strength as a torch. Any undead within the line takes 1 point of positive energy damage.

An obstacle of wood, stone or metal thicker than 1 ft. effectively stops the *ray of divine light*.

RAY OF DIVINE LIGHT, GREATER

School evocation [good, light]; **Level** cleric 3, paladin 2

Range 120 ft.

Duration 1 round/level

This spell works like *ray of divine light*; except that each round, the caster can spend a move action to change the direction of the line. Any undead creature within the line of light takes 1d6 point of positive energy damage +1 per three caster levels. Only those undead that begin their turn in the light takes this damage.

RAY OF LAW

School evocation [lawful]; **Level** cleric 0

Casting Time 1 standard action

Components V, S, DF

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A blue ray projects from your finger. You must succeed on a ranged touch attack which then deals 1d3 points of divine damage to chaotic creatures. Chaotic outsiders take 1d6 points of divine damage.

Lawful and neutral creatures are effectively immune to this spell.

READ TEXT

School universal; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range touch

Target one book or scroll touched

Duration 1 hour/level (D)

Saving Throw none;

Spell Resistance no

You designate a voice that is familiar to your, possibly your own, which then begins to read your chosen book or scroll aloud. The spell will read the text in a normal pace and exactly as the words are written, with spelling mistakes. You can pause the spell any time during the reading, without dismissing the entire spell. Furthermore, this spell can read a book or scroll in a language that you don't know or speak, but the text is never translated. The spell cannot detect secret pages or activate spells (like from scrolls).

Read text can be made permanent with the *permanency* spell.

RECONSTRUCTION

School conjuration (creation) [earth]; **Level** cleric 7, sorcerer/wizard 7

Casting Time 1 hour

Components V, S, M (a gem worth 5,000gp)

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

Target a single ruin

Duration instantaneous; see text

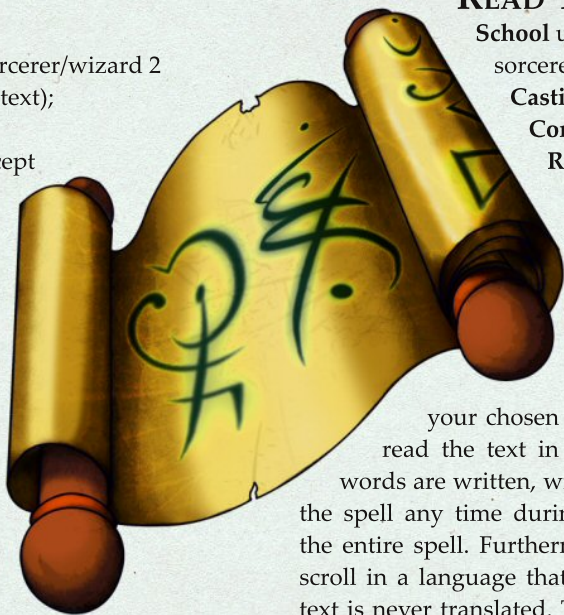
Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

With this spell, the caster is able to reconstruct a single ruined structure. The structure must only be partially destroyed, which means that at least 25% of the building must still be functional. Being functional means that some of the walls are intact, perhaps even doors or whole floors. Rebuilding a castle, keep or tower, does not mean that everything inside it is as it once was. Magical items like a door or fountain, are not reconstructed.

Ultimately, it is up to the GM to decide if the structure can be reconstructed using this spell. He may take into account what the building once was and how it was destroyed.

The casting only takes an hour, but the reconstruction of the ruin takes a full day.





RELOCATE

School conjuration (teleportation); **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, M (a feather from a hawk)

Range unlimited; see text

Target you

Duration instantaneous

The caster must previously have placed an *arcane mark* to make use of this spell. Upon completion of the incantation the character is instantly teleported to one of her *arcane marks* with no chance of an off-target arrival. This spell will work over any distance as long as the caster and the arcane mark are on the same plane of existence. If the caster has more than one *arcane mark* then a single one must be chosen when casting this spell. If the caster is somehow temporarily “severed” from her *arcane mark* when casting this spell (such as the mark being inside of an *antimagic field*) then this spell automatically fails.

The caster can bring along objects as long as their weight doesn't exceed his maximum load.

RELOCATE OTHER

School conjuration (teleportation); **Level** sorcerer/wizard 5

Range touch; see text

Target creature touched

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

This spell works like *relocate*, except that the target can be any creature that the caster touches.

REPLICA

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2

Casting Time 30 minutes

Components V, S

Range touch

Target a single object up to 1 cu. ft./2 levels

Duration 10 min./level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance no

You create a perfect replica of an object. You must touch the object that you wish to replicate in order for this spell to have any effect. Furthermore, this spell cannot replicate any magic, visible or not. A successful Appraise check DC 20 reveals the exact nature of the replicated item.

When the spell ends, the replica crumbles to a thin white dust.

REVERSE GENDERED CLONE

School necromancy; **Level** sorcerer/wizard 7

Casting Time 30 minutes

Components V, S, M (laboratory supplies costing 1,000 gp),

F (special laboratory equipment costing 500 gp).

Range 5 ft.

Effect one clone

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell creates an inert duplicate of the opposite gender of one creature. If the original individual is slain, its soul immediately transfers to the reverse gendered clone, creating a replacement (provided the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body and part of the anatomy of the gender of the clone to be made. The piece of flesh and the piece of anatomy from the desired gender need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is remarkably physically identical to the original, so that the people that knew the original as the other gender automatically identify the *reverse gendered clone* as the original. The *reverse gendered clone* possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, just as if it had been hit by an energy draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Constitution to 0 or less, it can't be cloned). If the original creature gained permanent negative levels since the flesh samples were taken, the reverse gendered clone gains these negative levels as well.

The spell only creates a *reverse gendered clone* of the original's body and mind, not its equipment. The *reverse gendered clone* can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

RIVER'S VOICE

School divination [water]; **Level** druid 1, ranger 1

Casting Time 1 minute

Components V, S, DF

Range touch; see text

Target water touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

As you touch the water and ask your question, you hear an otherworldly voice answer from below the waves. To your allies, this voice sound like rushing water. With this spell,

you are allowed to ask one question of the river or lake, which will answer to the best of its knowledge. The river cannot answer questions outside a range of 1 mile from where you touch the water.

RUNE OF THE WILD KING

School enchantment [mind-affecting]; **Level** druid 1, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature/2 levels

Duration 1 hour/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You inscribe the touched creatures with a sigil known to all animals as the warding mark of the Wild King. This rune's inherent power grants the spell's recipients a +4 bonus on Bluff and Intimidate checks made against animals and magical beasts with an Intelligence of 1 or 2. In addition, animals and magical beasts with an Intelligence of 1 or 2 take a -2 penalty on attack and damage rolls against the spell's targets.

RUSTING DOOM

School transmutation; **Level** druid 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a bit of rust dust)

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

Area 10-ft./level burst

Target all ferrous objects and creatures within the area

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

You create a burst of rusty-orange light that destroys ferrous metals. All nonmagical iron-based objects crumble into heaps of rust. Magical objects get a Fortitude save or take 1d6 points of damage for every two caster levels.

Ferrous creatures, such as iron golems, take 6d6 +1 points of damage per caster level (maximum +15), with a Fortitude save for half damage.

SAFETY FIRST

School abjuration; **Level** alchemist 2, bard 2, inquisitor 2, paladin 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F/DF (a small sign with the symbol for danger on it)

Range touch

Target creature touched

Duration 1 round per 2 caster levels or until discharged; see text

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

Safety first prevents a creature from provoking an attack of



opportunity when it normally would. The next action a creature takes that would normally provoke an attack of opportunity instead does not, drawing no attacks of opportunity from any threatening creatures. A character can never be under the effect of more than one safety first at a time.

SECOND WIND

School conjuration (healing); **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

Second wind removes any fatigue suffered by a creature, and improves an exhausted condition to fatigued.

SENSES OF THE RAVEN

School conjuration (summoning); **level** cleric 2, druid 2, ranger 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, DF

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

Effect summons an extraplanar raven that may be used for reconnaissance.

Duration concentration +1 round/level

Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar entity in the form of a raven that may spy for the caster. At the beginning of the spell, the caster chooses which sense the raven will broadcast to him, sight or hearing. If he chooses sight, the caster sees through the eyes of the raven with no sound. If he instead chooses hearing, the caster hears through the ears of the raven and understands all languages the raven hears.

Information seen or heard by the raven is instantly transmitted back to the caster who must maintain concentration during this time in order to keep the spell going. The raven may be directed to an exact location if that location is known by the caster. The raven cannot engage in combat, it merely observes. The raven is the same alignment as the caster. Similar to other summoned creatures, the raven may not be summoned into an environment that cannot support it.

SENSUS REVERSUS

School enchantment (compulsion) [mind-affecting];

Level sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

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

You reverse the target's sense of direction — left becomes right; forward becomes backward; up becomes down — making it extremely difficult to maneuver. For the duration of the spell the target may move only at half its base speed, may take only a single move or standard action each turn, takes a -6 penalty to attack, and loses his Dexterity bonus to AC and Reflex saves.

SEVER THE ARCANE BOND

School evocation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a pocket knife)

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

Target one creature

Duration 1 round/level

Saving Throw Will partial; see text; **Spell Resistance** yes

This spell breaks the connection between a wizard and his arcane bond, be it an object or familiar, unless the target succeeds on a Will save. For the duration of the spell the target does not gain any benefits from his arcane bond, and treats the object or familiar as a normal example of its type. A familiar carrying a spell loses that spell. The separation is psychically violent and deals 1d6 points of damage per two caster levels (maximum 10d6) and stuns the target for 1 round. On a successful save, the damage is negated but the target is dazed for 1 round.

SHADOW CLOAK

School illusion (shadow); **Level** sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

A cloak of shadow covers your entire body, revealing only the silhouette behind it. You gain a +4 circumstance bonus to Stealth checks made while trying to hide. This becomes a +2 circumstance bonus if the caster moves while affected by this spell.

SHARED MEMORY

School divination; **Level** bard 0, inquisitor 0

Casting Time 1 minute

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

The caster links himself to the targeted creature, sharing a memory between them. It must be agreed before the spell is cast, who shares a memory. The transfer happens instantly, but the memory can be quite complicated. A complicated

memory may lack certain details, while a simple memory is always accurate.

A creature must always be willing to share a memory, if she isn't, then this spell fails.

SHED THE CORRUPT SKIN

School conjuration (healing); **Level** druid 5

Casting Time 1 standard action

Components V, S, M (a piece of shed snake skin)

Range personal

Target you

Duration 1 hour

When you cast this spell, you fall into a deep slumber, lasting an hour. At the end of the hour, the top layers of your skin falls away, dealing 3d6 nonlethal damage, but leaves you refreshed as if you had a full 8 hours of rest.

In addition, any negative levels, poisons, diseases, and ability damage have a 50% chance of being removed or healed, checking each negative level, point of ability damage, etc, individually.

Slapping or wounding awakens the caster, but normal noise does not.

SHIELD THE WEAK

School abjuration; **Level** cleric 3, inquisitor 3

Casting Time 1 standard action

Components V, S, DF

Range personal; see text

Targets dying creatures within a 30 ft.-radius of the caster

Duration 10 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

When this spell is cast, a bright light emanates from the caster's body. Anyone within 30 ft. of the caster, who are below 0 hit points, whether they are allies or enemies, are shielded as if protected by a *sanctuary* spell and stabilized.

When the shielded creatures are healed beyond 0 hit points, they are no longer protected by this spell. If for some reason, a creature is able to fight even below 0 hit points, he can't be affected by this spell.

SIGIL OF LIFE OR DEATH

School necromancy; **Level** cleric 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Area 5-ft. square/level (S)

Duration 1 hour/level (D)

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

You trace a sigil with your finger granting it healing or damaging energy. You set the effect when you inscribe the sigil, and it cannot be changed afterwards. You may set the sigil's trigger to go off when touched, or if a target comes within the spells range.

The healing sigil adds your caster level in hit points to all beings within its range, or deals that amount of damage to all undead within range, with a Fortitude save for half damage. The damaging sigil inflicts your caster level in damage to all living creatures within range, with a Fortitude save for half, or heals undead that amount.

SILENT STEPS

School transmutation; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

The sound from your feet or boots are muffled. You gain a +4 circumstance bonus to Stealth checks made while trying to move silently.

SIREN'S SPLENDOR

School transmutation; **Level** alchemist 5, bard 5, druid 5, ranger 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M/DF (a flower)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *eagle's splendor* except that the target gains a +8 enhancement bonus to Charisma.

SIREN'S SPLENDOR, GREATER

School transmutation; **Level** sorcerer/wizard 9

Duration 1 hour/level

As *siren's splendor* except that the target gains a +12 enhancement bonus to Charisma.

SOUL FLARE

School evocation [force]; **Level** alchemist 6

Casting Time 1 standard action

Components V, S

Range 30 ft.; see text

Area up to a 30 ft.-radius burst centered on you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Seen as a "last ditch effort" by many alchemists, this extract radically and explosively expands you soul beyond the confines of your body for one instant. This powerful spiritual energy catches all enemies around you and carries them away. This gives you room to maneuver and perhaps escape, but causes damage to you as your body and spirit momentarily separate.

Once cast you make a special bull rush roll, using your caster level in place of your base attack bonus + your

Intelligence modifier in place of your Strength modifier + 20. This single roll is then compared to each enemy's CMD individually. Regardless of how much you surpass an enemy's CMD, you may never push someone more than 30 ft. away.

After this extract is used you suffer 1 point of nonlethal damage per caster level.

SOUND BURST, MINOR

School evocation [sonic]; **Level** bard 0

Casting Time 1 standard action

Components V, S, F (a musical instrument)

Range 30 ft.

Area 5 ft.-radius spread

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast a small area with a powerful cacophony of sound. Every creature in the area takes 1 point of sonic damage.

SPEAK WITH SPIRITS

School necromancy; **Level** cleric 4

Casting Time 10 minutes

Components V, S, DF

Range 5 ft.

Target a summoned spirit

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

You summon a named spirit from the afterworld and ask questions that can be answered with a simple yes or no. You are allowed one such question per caster level. The answers given are correct within the summoned spirit's knowledge.

A spirit can only be summoned if it has left behind the material plane completely. This means that you cannot use this spell to summon an allip, ghost or other incorporeal undead whose spirit still linger partially on the material plane.

Only the caster can see the summoned spirit and hear its answers.

SPELLBREAKER

School universal; **Level** bard 5, cleric 4, sorcerer/wizard 4

Casting Time 1 swift action

Components S, DF

Range see text

Target a spell

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When this spell is cast, it helps another spell bypass spell resistance. This spell can only be used on spells of 4th level and lower and completely ignores spell resistance.

The range of this spell is the same as the spell it targets.

SPELL CONTINUANCE

School universal; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target an arcane spell; see text

Duration 1 round

Saving Throw none; **Spell Resistance** no

With this spell, you are able to extend the duration of an existing spell by 1 round. You can cast spell continuance on any spell already in effect, as long as it's an arcane spell, has a limited duration and was cast by yourself.

A spell can only be affected by one spell continuance.

SPELL CONTINUANCE, GREATER

School universal; **Level** sorcerer/wizard 3

Duration 1 round/2 levels

This spell works like *spell continuance*, except that it has a longer duration and works on all arcane spells with a limited duration, cast by anyone.

SPELL DISPLACEMENT

School abjuration; **Level** sorcerer/wizard 4

Casting Time 1 immediate action

Components V

Range see text

Effect displaces a single spell

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell is able to displace a spell targeted at you. *Spell displacement* does not work on area type spells, and if used on a spell that has more than one target, only displaces your spell effect, not the entire spell. The spell can be displaced to another target up to 10 ft. per caster level (maximum 60 ft.). If the target of the displaced spell is the original caster, then he always gets a Will save to resist the spell effect.

Only spells of 3rd level or lower can be displaced in this manner.

SPELL DISPLACEMENT, GREATER

School abjuration; **Level** sorcerer/wizard 7

This spell works like *spell displacement*, except that you can now displace spells of up to 5th level.

SPELLWARD

School abjuration; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 swift action

Components V

Range see text

Target a spell just cast

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no

When cast, the *spellward* merges with another spell, protecting it against dispel checks. The *spellward* takes a swift action to cast and can only protect the caster's own spells. The warded spell receives a +10 bonus against dispel checks,

which lasts for as long as the warded spell is in effect.

SPELLWARD, GREATER

School abjuration; **Level** bard 4, cleric 4, sorcerer/wizard 4

Like *spellward*, but gives the warded spell a +20 bonus against dispel checks.

STATIC WALL

School evocation [electricity]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Effect wall 20 ft. high, and 10 ft./level long

Duration 1 min./level

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

You create a wall of nearly undetectable energy. A cautious being may notice a slight shimmer in the air, and a faint electrical charge raising their hair when they get within 10 ft. of the wall (Perception check, DC 20). A distracted or running target will almost surely miss the warning signs (Perception check, DC 30).

Any being touching the wall takes 3d10 points of electricity damage with a Reflex save for half damage. This causes a

sudden blinding flash along the entire length of the wall, and a thunderclap. Every sighted creature within 50 ft. must make a Fortitude save or be blinded for 1d4 rounds by the flash, and a second Fortitude save or be deafened by the thunderclap for 1d4 rounds.

The flash and thunder may well panic creatures of low intelligence.

STICKS AND STONES

School conjuration (summoning) [evil];

Level sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 round

Components V, S, M (a pebble and twig)

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

Effect one or more puppet imps, no two of which can be more than 30 ft. apart; see text

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

The *sticks and stones* spell summons 1 puppet imp per two caster levels (maximum 6). The first puppet imp summoned is bigger than the rest and has the advanced template. They are fairly intelligent and can take complex orders such as "follow the man with the big red hat and see which building he enters", or "kill the red-haired halfling, but leave the humans alone". However, when that is said, the puppet imps also have a mind of their own and will take actions that the caster did not ask for, unless he specifically tells them not to. There is one command that the imps will never follow; "stay here and do nothing". In fact, if the caster ever gives them this particular command, the puppet imps are released from the caster's service.

STOMACH OF HOLDING

School transmutation; **Level** cleric 3, druid 3, sorcerer/wizard 3

Casting Time 1 minute

Components V, S, M/DF (an empty sack)

Range touch

Target creature touched

Duration 1 week

Saving Throw Fortitude negates; see text;

Spell Resistance yes

The target can hide inorganic items in her stomach, as if it were a bag of holding (type I). She retrieves her items by regurgitating them. If by the time the spell expires, all items have not been retrieved, the target takes 5d6 points of damage as the items force their way up and out all at once.

Anything organic the beneficiary tries to store takes acidic damage (1d6/round) as the stomach tries to digest it. Creatures can hack at the stomach lining to try to escape, needing to inflict 3 points of damage to do so. Immediately after, the beneficiary must make a Fortitude save (DC 25) or take 1 point of temporary Constitution damage. Another point of



Puppet Imp

A human-shaped amalgam of sticks and pebbles, twine and bone, standing as tall as a young child. The stone that composes its head seems to stare at you with malevolence.

Puppet Imp

CR 1/3

NE tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 16, flat-footed 14
(+2 Dex, +2 natural, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +2, **Will** +0

Defensive Abilities DR 1/—; **Immune** construct traits

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4-1 + itching wounds)

Ranged thrown rock +4 (1)

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 7, **Wis** 11, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 12

Feats Weapon Finesse

Skills Climb +3, Stealth +6

SQ patchwork rebuilding, urban camouflage

Gear none

ECOLOGY

Environment any

Organization solitary, pair, or pack (5-13)

Treasure Value -

SPECIAL ABILITIES

Itching Wounds (Ex): The wounds from a puppet imp are not overly damaging but are very distracting, imposing a -1 circumstance penalty on attack rolls and skill checks for 2d4 minutes or until healed.

Patchwork Rebuilding (Ex): As puppet imps are made of nothing more than scraps and detritus, they can easily find spare pieces to rebuild with. With a full minute they can repair any damage they have suffered but they permanently lose 1 hp for doing so.

Urban Camouflage (Ex): Puppet imps easily blend into the background clutter of urban life. They gain a +4 bonus to stealth in urban areas, this is increased to +8 if they do not move.

Puppet Imps are projection of malign forces using their will and innate magic to animate common object into their service. Puppet imps are more than mindless constructs, they have their own malign cunning, seeking to cause trouble by loosening ropes, setting primitive traps and generally making life difficult for everyone around them.

They prefer to act from the shadows but will attack when threatened or when they have overwhelming numbers.

damage is necessary to break through the skin for the creature to escape.

Stomach of holding can be made permanent with the *permanency* spell.

SUMMON BACKPACK

School conjuration (summoning); **Level** bard 2, ranger 2, sorcerer/wizard 2

Casting Time 10 minutes

Components V, S, M (a miniature backpack worth 50gp)

Range touch; see text

Target one backpack

Duration 24 hours

Saving Throw none; **Spell Resistance** no

With this spell the caster marks a backpack; this must be a mundane backpack with no special qualities. The link

enables the caster to summon this backpack whenever he wants. Perhaps the caster has left his backpack somewhere, with this spell in effect he need not worry about going back for it. With no more than a thought, the backpack is summoned to his hands, though what is in it, that's another matter entirely. If someone has emptied it, the backpack will be empty, or perhaps someone took it and has been using it, well who is to say what has been picked up.

The link is in place for 24 hours, in which case, the caster can summon his backpack anytime he wants. Though, the backpack must be within 50 miles per caster level.

SUMMON FOREST GUARDIAN

School conjuration (summoning) [good]; **Level** druid 3

Casting Time 10 minutes

Components V, S, F (an ivory horn)

History of a Spell

Sureyn's suicide spell was invented by the wizard Sureyn Noonroc after he helped rescue several villagers from a cult dedicated to the Goddess of Pain. Horrified by the atrocities inflicted on the helpless townsfolk, who had been carefully kept alive by the cultists so their suffering could be prolonged, Sureyn vowed that such a thing would never happen to him. He invented the suicide spell a few weeks later, the only spell he ever created, and submitted it to his wizard's guild for review and dissemination. Though it was widely mocked among his peers – gaining the nickname “Sureyn's coward's way out” – to this day many wizards quietly prepare the spell alongside their other spells...just in case.

Range unlimited; see text

Effect one summoned advanced unicorn

Duration 10 min./level; see text

Saving Throw none; **Spell Resistance** no

With this spell, the caster is able to summon one of the rarest creatures of the forest. The unicorn is its own master and will not necessarily obey the commands of the caster. It comes to the druid of its own free will and can leave just as easily. If the cause is just, a unicorn may decide to fight alongside the caster. Most druids merely summon the forest guardian to ask for advice. If the unicorn stays for up to an hour, it is considered a great honor to the caster.

The summoned unicorn can be found anywhere on the same plane of existence as the caster, but if the caster tries to cast this spell outside a forested area, the spell fails.

SUNDIAL

School necromancy; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 hour

Components V, S, F (a sundial)

Range touch; see text

Effect binds shadow to sundial

Duration permanent; see text

Saving Throw none; **Spell Resistance** no

As you finish the spell, you touch the sundial and bind part of a lesser shadow to it. The *sundial*, which can be as large or

small as the caster desires, now works any time of day and is not dependent on the sun at all. The effect is permanent, however, the creator must sacrifice a drop of blood each week to keep the shadow content. If he fails to deliver this sacrifice, the shadow simply destroys the sundial and vanishes.

The blood must be that of the caster.

SUREYN'S SUICIDE SPELL

School necromancy; **Level** sorcerer/wizard 1

Casting Time 1 immediate action

Components none; see text

Range personal

Target you

Duration instantaneous

When cast, *Sureyn's suicide spell* immediately causes painless death for the caster.

Sureyn's suicide spell automatically fails if the caster is somehow forced to cast it by a spell or effect. Similarly, it does not function as a result of the spellcaster using it because of a mind-affecting effect; the caster must be free of mental reservations in order for the spell to work.

Sureyn's suicide spell has no components; it is cast as a purely mental action.

SYMBIOTIC MARK

School universal; **Level** sorcerer/wizard 8

Casting Time 1 round

Components V, S

Range unlimited; see text

Target a previously cast arcane mark

Duration 1 round/level

For the duration of this spell the caster may see and hear through a previously cast *arcane mark*. Also, he may cast any spell of 1st or 2nd level through it. The mark may not be altered or take physical form, so spells such as *disguise self* and *expeditious retreat* are useless. Also, spells with a range of touch (such as *shocking grasp*) are unable to be used without the use of *spectral hand*. Spells that enhance or alter the caster's senses (such as *comprehend languages*) may be used, as may ranged spells or area spells (such as *magic missile* and *darkness*). Protective spells such as *resist energy* and *shield* may be cast on the mark. And last, summoning spells may be used through the mark.

The arcane energies being channeled through this spell are immense, and as such when this spell ends the *arcane mark* used as the focus “burns out” and is destroyed (if not destroyed before that).

This spell will work over any distance as long as the caster and the arcane mark are on the same plane of existence.

SYMBOL SMITE

School transmutation [force]; **Level** inquisitor 1

Casting Time 1 swift action

Components V, DF

Range touch

Target one holy (or unholy) symbol

Duration 1 round/level (D)

This spell empowers the inquisitor's holy symbol so that it may be used as an improvised weapon. A holy symbol (or unholy symbol, as the case may be) under the effects of this spell, regardless of what materials it is constructed, inflicts damage as a melee bludgeoning weapon. Damage is 1d8 for medium sized symbols, and 1d6 for small sized symbols. The symbol has a critical threat range of 20/x2. Due to the forceful energies cascading through its form, the symbol is immune to sunder attempts and has a 75% chance to hit incorporeal targets. If the symbol leaves the inquisitor's hand then this spell ends (although it may be used effectively as a thrown weapon once).

SYMBOL SMITE, GREATER

School transmutation [force]; **Level** inquisitor 3

This spell works as *symbol smite*, except as follows. First, its damage is increased by +1 point per two caster levels (maximum +5). Second, its chance to hit incorporeal creatures increases to 100%, as per the ghost touch weapon quality. And last, once per round as a standard action it may be used to fire a ray of divine force as a ranged attack (not ranged touch attack) that inflicts 1d10 points of damage.

TAKE THE SCENT

School transmutation; **Level** bard 1, druid 1, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature touched/level

Duration 10 min./level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

With this spell you cause each creature touched to smell like another animal, humanoid, magical beast or monstrous humanoid. For example, you could make an elf exude the odor of a bugbear. This spell is useful for throwing off pursuers or fooling guardian creatures that rely on scent to identify trespassers.

TERROR INCARNATE

School enchantment [evil, fear, mind-affecting];

Level cleric 9, sorcerer/wizard 9, witch 9

Casting Time 1 round

Components V, S, M (the skull of intelligent creature who died in the grips of terror worth 50g)

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

Target one living creature

Duration instantaneous; see text

Saving Throw Fortitude partial; see text; **Spell Resistance** no

A horrible spell that causes someone to experience the sensations of death simultaneously with the worst terror ever endured, this incantation is a weapon of powerful cruelty. Once cast the victim suffers 1d6 points of damage per caster level due to a simultaneous heart attack and stroke. The Fortitude save does not reduce the amount of damage taken, but rather converts it to nonlethal. A secondary effect is also suffered depending on the results of the saving throw. On a successful roll, the victim is fatigued and shaken; conditions that both last for 1d4 rounds. On a failed save the victim falls unconscious from terror for 1d4 rounds. Upon awakening he is shaken for one hour and suffers from exhaustion.

THIEF'S URGE

School enchantment (compulsion) [mind-affecting];

Level bard 4, sorcerer/wizard 4

Casting Time 1 round



Components V

Range touch

Target one intelligent creature

Duration 1 day or until discharged; see text

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

With this spell, the caster compels a target to steal an item. The item can be a random item or it can be a specific item. In the latter case, the target receives a +4 bonus on his Will save. If he fails his save, the target will feel the urge to steal an item, returning it to the caster. He may not be successful, in which case, the spell ends. Successful or not, the target has no recollection of who compelled him to steal the item. If the task has not been completed within 1 day, the spell ends regardless.

THORNY TANGLE

School transmutation; **Level** druid 4, ranger 3

Casting Time 1 standard action

Components V, S, DF

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

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

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

As *entangle*, except sharp needle-like thorns sprout from the plant life dealing 1d6 points of piercing damage per round to all targets moving through the area of effect, and 2d6 points of piercing damage per round to those entangled by the spell.

TOLD BY THE DEAD

School necromancy; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 10 minutes

Components V, S

Range touch; see text

Target a single dead corpse

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You tap the leftover life energy of a slain creature to replay its final moments. When you cast this spell you can view the events directly related to the death of a creature. The creature's death can have occurred in the past as far back as 1 day per caster level. You must name the creature that has died if no corpse is present or you can designate a dead body within the spell's area.

You see the creature and its killer, be that another creature, an object or an event such as a cave-in. The images cannot be affected in any way, nor do they interact with the environment. They are presented in three dimensions and can be examined from multiple angles by any creature with line of sight to the area. Only the events that caused the creature's death are revealed even if your caster level allows you to view events that occurred much earlier.

You only witness events, and see only what your particular type of vision can perceive, limited to distance and lighting.

This spell does not make invisible creatures visible. You do not hear sounds or learn particular details of the actors except what can be discerned through visual cues.

TOXIC TANGLE

School transmutation; **Level** druid 8

Casting Time 1 standard action

Components V, S, DF

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

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw Reflex partial; Fortitude negates;

Spell Resistance no

As *thorny tangle*, except the thorns exude poisonous secretions. Upon the first damage of the thorns, creatures also take 1d6+1 Strength, Constitution and Intelligence damage. A successful Fortitude save negates the effects of the poison.

TRANSFER SOUL

School necromancy; **Level** druid 3, sorcerer/wizard 4

Casting Time 1 minute

Components V, S, DF

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

Target one animal

Duration 1 hour/level

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

This spell moves your soul into the body of one animal within range that you can see. You control this animal as if it were your own body and can use any abilities the animal possesses. Your original body lies in a state of suspended animation until you choose to return to it or the spell ends. The spell can also be terminated by *dispel magic* cast upon either your body or the animal. If the animal is slain while you are in it, your soul immediately returns to your body. This is a traumatic affair and you gain two negative levels. If your body is slain while your soul is away, you must make a DC 15 Will save to avoid having your soul trapped in the animal's body. You can attempt this save every day your soul remains within the animal, but the DC increases by 1 for each additional day past the first in which you remain trapped.

TRANSPARENT PORTAL

School conjuration (creation); **Level** sorcerer/wizard 3

Effect a single magically locked transparent door.

Duration 1 hour/level (D)

This spell works like *create door*, except that whenever the key is used, it magically locks the door, as if the user had cast *arcane lock*. Furthermore, the door is transparent to the caster, no matter what side she is standing on.

Alternatively, this spell can be cast on an existing door and create a similar effect.

TREACHEROUS ALARM

School abjuration; **Level** bard 3, inquisitor 3, ranger 2, sorcerer/wizard 3, summoner 3

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

This spell works as the *alarm* spell, except that whoever triggers the alarm also takes 1d6 points of damage per two caster levels (maximum 10d6). A creature can activate the alarm more than once, but only takes the damage the first time that he triggers the alarm.

Treacherous alarm can be made permanent with the *permanency* spell.

TROLL'S ENDURANCE

School transmutation; **Level** alchemist 5, bard 5, druid 5, ranger 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M/DF (a root)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *bear's endurance* except that the target gains a +8 enhancement bonus to Constitution.

TROLL'S ENDURANCE, GREATER

School transmutation; **Level** sorcerer/wizard 9

Duration 1 hour/level

As *troll's endurance* except that the target gains a +12 enhancement bonus to Constitution.

TRUE DEFENSE

School divination; **Level** sorcerer/wizard 1

Casting Time 1 immediate action

Components V, F (an amulet that looks like a shield)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future; an insight that allows you to defend yourself better. You gain a +20 insight bonus to your CMD against the next combat maneuver made against you (if it is made before the end of the next round).

TRUE FORM

School transmutation (polymorph); **Level** druid 3, inquisitor 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a spring of wolfsbane)

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

Target one creature/2 levels

Duration instantaneous

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

When cast, this spell forces the target into its base-creature form if it is in an alternate form (such as a lycanthrope in its hybrid form, a druid using wild shape or a shapechanger in an alternate form). The sudden conversion is very painful and deals 1d6 points of damage per two caster levels (maximum 10d6). A successful Will save negates the change and halves the damage. A creature with the shapechanger subtype affected by true form can assume a new form as a standard action.

TWISTING OF REALITY

School conjuration (teleportation); **Level** summoner 5

Casting Time 1 standard action

Components V, S, F (a piece of warped glass)

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

Target one creature or object

Duration instantaneous

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

The summoner, using the same principles behind every teleportation spell, bends space and time in the same area occupied by his target, effectively teleporting different parts of his target to other parts of his target, thereby ripping and tearing them apart. This spell causes 1d8 points of damage per two caster levels (maximum 10d8). In addition to damage, the target suffers horrible disfigurements, resulting in a -8 penalty to all Charisma-based skill checks except Intimidation. This penalty remains until the disfigurements are healed with a *lesser restoration* spell. A successful Fortitude save halves the damage and negates the disfigurements.

UMBRELLA

School abjuration; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, F (a stick)

Range personal

Target you

Duration 10 minutes or 1 hour +10 min./level (D); see text

This spell creates a protective shield above the caster, which protects against rain, snow and mundane hailstones as well as other hazards (a +1 shield bonus to AC against attacks from directly above). The shield is invisible, but its outline is revealed when something falls on it and is redirected. The *umbrella* remain in effect for 10 minutes unless an arcane focus is used in which case the duration is 1 hour + 10 minutes per caster level.

UNICORN'S WISDOM

School transmutation; **Level** alchemist 5, bard 5, druid 5, ranger 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M/DF (a trefoil)

Range touch

Target creature touched



Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

As *owl's wisdom* except that the target gains a +8 enhancement bonus to Wisdom.

UNICORN'S WISDOM, GREATER

School transmutation; **Level** sorcerer/wizard 9

Duration 1 hour/level

As *unicorn's wisdom* except that the target gains a +12 enhancement bonus to Wisdom.

UPLIFT

School evocation [air]; **Level** druid 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 50 ft.

Targets one creature/2 levels, no two of which can be more than 10 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Every prone allied creature targeted by this spell is automatically set back on their feet by a strong and swift wind. Being lifted in this way does not provoke attacks of opportunity, however the target's speed is reduced by 5 ft. until the end of her next turn.

This burst of air is not strong nor does it last long enough to use it as a means of movement.

VELOCERIX' BUBBLING CAULDRON

School evocation; **Level** sorcerer 9

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 round/level

The pinnacle of Velocerix' attempts to create an endless supply of magic in himself before he was defeated, Velocerix' bubbling cauldron is powerful indeed! When casting this spell a sorcerer finds his magic overpowered and barely contained. To make matters worse, he is unable to dismiss the effect, stuck with empowered magic whether he likes it or not.

For the duration of this spell the sorcerer finds all his spells automatically empowered, enlarged and heightened (as per the feats of the same name) with no increase to casting time or spell slots required. Also, the caster's spells all receive a +4 bonus to their save DC's. The caster receives a +10 bonus to all of his spell penetration checks.

VELOCERIX' FORTHCOMING ARCANA

School universal; **Level** sorcerer 7

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 round/level

One of Velocerix' more successful experiments, this spell radically increases the amount of magical energy available in the sorcerer's soul to near infinite levels, if only by a small amount and for a limited time. Once cast, the sorcerer finds

all of his 1st level spells infinitely available for the duration of the spell. Like cantrips, they do not consume spell slots and may be cast over and over without restriction. This spell in no way replenishes 1st level spell slots. When the effects of this spell end, the same number of 1st level spell slots remain as when this spell was first cast, even if said number is zero.

VELOCERIX' INNER STRENGTH

School evocation; **Level** sorcerer 4

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round; see text

The first spell created by Velocerix in his mad quest, this spell empowers the next spell cast by the sorcerer. The spell must be 4th level or lower and is either empowered, enlarged or widened (caster's choice) with no increase to casting time or required spell slot. The caster also receives a +4 bonus to spell penetration checks with said spell in question.

VIGOROUS REST

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

Casting Time 1 minute

Components V, S

Range touch

Target creature touched

Duration 12 hours

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

This spell is cast as the targeted creature goes to sleep. When she awakes from an 8 hours rest, this spell immediately takes effect. The target feels vigorous and full of life. She temporarily gains the use of the endurance feat and a +2 enhancement bonus to Constitution.

VIGOROUS REST, MASS

School transmutation; **Level** bard 3, cleric 3, paladin 3, sorcerer/wizard 3

Casting Time 10 minutes

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

Target one creature/level, no two of which can be more than 30 ft. apart.

This spell works like *vigorous rest*, except that it affect multiple targets.

VIOLATION OF FATE

School necromancy; **Level** witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round and 1 round/level; see text

Velocerix

The Endless Font The Mad Sorcerer

Velocerix was easily a genius. And like most true visionaries, a mad man as well. Long jealous of wizards and seeing their use of magic as profane he always preached against them. He saw sorcerers as living in symbiosis with magic, as being one with magic... the use of magic being their birthright. Wizards, in his eyes, were usurpers. They used magic. They enslaved it. And he hated them for it.

Not content to merely hate wizards from a passive position Velocerix began a cult of like minded sorcerers, teaching and preaching his crazed philosophy for years before he and his turned aggressive. With power and spells the likes of which no wizard had ever seen his cult descended upon a school of magic, wiping it out in one night.

War had begun.

At first, Velocerix was incredibly affective in his endeavors, but after a time the organizational skills of wizards could not be denied. The war slowed to a near stalemate. In the final years of the war it is well known that Velocerix was searching for a way to turn the font of magical power that every sorcerer has inside of him into an endless font, an ability that would certainly win the war against the usurpers! And though he was never successful, Velocerix did make some impressive strides, the likes of which had never been seen.

For years the war raged on, but in the end, after countless losses on both sides, the cult of Velocerix was defeated. Velocerix himself died at the hands of five archmages combined, his last stand destroying the land for miles around. But many of Velocerix's methods, spells and magic artifacts remain. And they make sorcerers and their inner reserves of magic powerful indeed!

Saving Throw none; **Spell Resistance** yes

Once cast this spell steals part of someone's destiny and uses it to aid yours. The first d20 roll made by the target in the next round suffers a -5 circumstance penalty. If her roll fails then you may apply a +5 circumstance bonus to one of your next d20 rolls in the next few rounds (1 round/level, maximum 10 rounds).

If you do not use the bonus by the end of the duration it fades away with no effect.

WAKE THE ETHER CHILD

School conjuration (summoning); **Level** sorcerer/wizard 6, summoner 6, witch 7

Casting Time 3 rounds

Components V, S, M (an empty potion vial, or a fully discharged wand)

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

Effect summons a manifest child of the ether

Duration 1 round/2 levels

Saving Throw none; **Spell Resistance** no

A very recent creation, made in the attempt to better understand manifest children of the ether, this spell summons one such creature for a short period of time.

Much as with other summoning spells, said manifest child will serve the spellcaster and follow verbal orders, including engaging in combat. But their true nature cannot be denied. There are certain actions it will not perform, even when called by this spell. Under no circumstances will a manifest child communicate with the caster or anyone else. It will never damage or destroy a magic item. And it will never use its plane shift spell-like ability to take the caster (or anyone else) to its home plane. Any attempt to order the manifest child to break these strictures will result in the child breaking free of the spell's control and it attacking the caster without mercy in the time it has left. (And to make matters worse, unlike with other summoning effects, this spell is not dismissible!)

WALL OF BRIARS

School conjuration (creation);

Level druid 7

Casting Time 1 standard action

Components V, S, DF

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

Effect 20 ft. wall of thorns up to 20 ft. long/level or in ring of up to 5 ft. radius/2 levels appears

Duration concentration + 1 round/level

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

A writhing wall of poisonous brambles 20 ft. high and 5 ft. thick springs into existence. The wall is up to 20 ft. long per caster level and may be curved around to form a ring of inner radius 5 ft. per two caster levels. The wall behaves as the *toxic tangle* spell, and actively reaches out to grapple nearby creatures. Any creature within 10 ft. of a straight wall on either side, or within 5 ft. of the outer wall and 5 ft. of the inner wall of a ring, is subject to entanglement and damage from the thorns. Anyone caught within the wall (when the spell is cast) is forced out into an adjacent space with an even chance of ending up on either side of the wall.

The wall may be attacked and breached, though it has an effective hardness of 10 against bludgeoning weapons and is impervious to piercing weapons. Each 5 ft. length of wall has 120 HP.



WALL OF JUDGMENT

School evocation [see text];

Level inquisitor 6

Casting Time 1 round

Components V, S, DF

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

Effect wall of divine energy whose area is up to one 5-ft. square/level

Duration concentration + 1 round /level (D)

Saving Throw see text;

Spell Resistance yes

A *wall of judgment* spell creates a thick sheet of opaque divine energy. The wall grants total concealment to creatures on either side of it from those on the opposite side. When casting this spell, the inquisitor chooses one alignment that is opposed to his god's alignments. (Inquisitors that serve neutral gods may choose an alignment opposed to one of their personal alignments. If the inquisitor is also neutral he may not cast this spell.)

Manifest Children of the Ether

Screeches like cold ice on hot metal radiate in waves from this 8 ft. tall skeleton of bright, pure light, its form draped in loose, dark skin that waifs off as smoke as it weeps tears of molten quintessence.

Manifest Child

CR 11

CN Medium outsider (extraplanar, incorporeal)

Init +9; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +15

Aura body of light, reality burn (20 ft. radius, DC 23)

DEFENSE

AC 29, touch 25, flat-footed 20
(+10 deflection, +5 Dex, +4 shield)

hp 127 (13d10+52)

Fort +7, **Ref** +14, **Will** +13

Defensive Abilities force symbiosis, incorporeal; **Immune** electricity, fire, mind-affecting; **Resist** cold 10, sonic 10; **SR** 25

Weaknesses vulnerability to negative energy

OFFENSE

Speed 30 ft., fly 60 (perfect)

Melee 2 claws +18 touch (1d6 plus 1d6 fire)

Ranged prismatic arc +19 touch (range 60 ft., 2d10 prismatic energy)

Special Attacks mana manipulation, reality burn

Spell-Like Abilities (CL 11th)

Constant – detect magic, shield

At Will – dimension door, dimensional anchor, dispel magic, magic missile, telekinesis (DC 20), vampiric touch

3/day – fireball (DC 18), lightning bolt (DC 18), plane shift (DC 23), quickened greater dispel magic, quickened magic missile, teleport, wall of force

1/day – polar ray, prismatic wall (DC 23), limited wish

STATISTICS

Str -, **Dex** 20, **Con** 16, **Int** 14, **Wis** 20, **Cha** 20

Base Atk +13; **CMB** +18; **CMD** 38

Feats ability focus (reality burn), flyby attack, improved initiative, quicken spell-like ability (greater dispel magic), quicken spell-like ability (magic missile), toughness, weapon focus (prismatic arc)

Skills Acrobatics +13, Bluff +15, Fly +21, Intimidation +21, Knowledge (arcane) +18, Knowledge (planes) +18, Knowledge (religion) +7, Perception +15, Sense Motive +13, Spellcraft +26, Stealth -13; **Racial Modifiers** +8 Spellcraft

Languages Abyssal, Celestial, Ignan

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Body of Light (Ex): The manifest child blazes with a blinding light. It radiates bright light out to a 60 ft. radius and increases existing light by one step for another 120 ft. beyond that. This will affect creatures with light blindness and light sensitivity, as per normal. If killed, the child vanishes within one round.

Force Symbiosis (Ex): Manifest children are comprised partially of force energy and enjoy immunities not shared by most incorporeal creatures. They take only half damage from force effects that cause damage. Force effects that do not cause damage have only a 50% chance of affecting them on a given round. Also, manifest children ignore armor and shield bonuses from force effects.

Mana Manipulation (Su): Once per round as a swift action the manifest child may grant either a +2 bonus or a -2 penalty to all the caster levels of one creature within 30 ft. for one round (including the caster levels of magic items or ongoing spells cast by others). The manifest child may use this ability on itself.

One with Magic (Su): All magic items automatically work for a manifest child, regardless of any normal requirements. Any magic item that the manifest child “touches” gains the ghost touch quality for the duration of contact, and is thereby useable by it.

Prismatic Energy (Su): The damage of a manifest child’s prismatic arc is one of four energy types, chosen from acid, cold, electricity or fire. This damage is always of the one that has the greatest potential to harm the targeted creature. For instance, if a creature enjoyed an immunity to fire, but was vulnerable to cold, the prismatic arc would automatically be cold damage.

Reality Burn (Ex): The very presence of a manifest child rips and tears at the fabric of reality, resulting in a horrible screech. For a radius of 20 ft. surrounding the child the noise is so great that any who enter it must succeed on a Fortitude save (DC 23) or be permanently deafened. Only one save is required per 24 hours, even if the aura is left and then returned to. Regardless, all within take a -10 circumstance penalty to all Perception checks based on hearing. Also, the tearing inflicts 1d8 points of slashing damage per round to any who are within range. This damage applies when first entering the aura and at the beginning of the child’s turn. The manifest child suffers a -20 circumstance penalty to all Stealth checks due to the piercing shriek and blazing light of its presence.

Vulnerability to Negative Energy (Ex): Manifest children are particularly vulnerable to the energies of the negative energy plane. They take half again as much damage (+50%) from any negative energy effect that causes hit point damage. They also suffer a -4 penalty to all saving throws versus negative energy effects. Although incorporeal, manifest children are very much alive, and as such are susceptible to ability drain, death effects, energy drain and non-lethal damage.

Continued on next page!

Manifest Children of the Ether

(Continued)

Emerging from nowhere and without warning in areas with high concentrations of magic (arcane schools and guilds, battlefields, powerful temples), manifest children are alien and enigmatic creatures. Although intelligent, they make no efforts to communicate with other beings, save other manifest children. When appearing they seem to have specific goals in mind, going about dedicated business unless interfered with. What goals are to be achieved is a mystery, as one appearance of a manifest child to the next can have radically different outcomes. For instance, in one documented appearance a child did everything possible to destroy a particular magic wand, leaving an identical one unmolested. They have been known to attack spellcasters, defend and/or aid spellcasters, steal magic items, take sides in a battle, and, in at least one recorded instance, give out a spellbook! It is theorized that they have perceptions that extend beyond normal time and are "setting the stage" for a future event of epic magical proportions. Suffice to say, many casters want to know more.

What is known of manifest children is that their goals always involve magic, they never respond to communication attempts, and to interfere with one's goals is to invite a battle to the death with open arms. They are seemingly comprised of light and pure magical energy. They are believed to be from the positive energy plane, but this has never been proven. They care little for the differences between divine and arcane magic, although their goals seem to have more to do with the arcane.

Anyone of the opposed alignment that approaches with 10 ft. of the wall is hit by a static discharge of divine energy, causing 1d8 points of damage. This damage is taken when the target first moves within range (including if within range when this spell is first cast), and once per round at the beginning of the inquisitor's turn until the target moves out of range. Composed of energy, the wall may be passed through with little difficulty by most beings, but those of the opposed alignment must make a Fortitude save or else be trapped within it. Once trapped, a target takes 2d6 points of damage per turn (including the first). A DC 20 Strength check may be made once per turn to escape, starting on the second turn. A wall may not be summoned in the same space that any creature occupies.

The wall gains a descriptor and appearance that depends on the type of wall called.

Chaotic: (chaotic); a wall composed of warm, swirling crimson energies.

Evil: (evil); a wall with an acrid aroma composed of stinging cold, jet black energies.

Good: (good); a wall composed of bright, swirling silver light accompanied by a cool refreshing breeze.

Lawful: (lawful); a wall of static, dull gray energy that is always the same temperature as its surroundings.

WARRIOR'S REST

School transmutation; **Level** bard 3, cleric 3, paladin 2, ranger 2, sorcerer/wizard 3

Casting Time 1 minute

Components V, S, DF

Range touch

Target creature touched

Duration 12 hours

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

This spell is cast as the targeted creature goes to sleep. When she awakes from an 8 hours rest, this spell immediately takes effect. The target feels stronger and better prepared for combat. She gains a temporary +2 enhancement bonus to Strength and Constitution. Furthermore, the target may choose a single combat feat that she fulfills all the requirements for.

WARRIOR'S REST, MASS

School transmutation; **Level** bard 6, cleric 6, paladin 4, ranger 4, sorcerer/wizard 6

Casting Time 10 minutes

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

Target one creature/level, no two of which can be more than 30 ft. apart.

This spell works like *warrior's rest*, except that it affect multiple targets.

WATER TO ALE

School transmutation; **Level** bard 0, cleric 0, ranger 1, sorcerer/wizard 0

Casting Time 10 minutes

Components V, S, DF

Range 15 ft.

Target up to one gallon of water

Duration instantaneous

Saving Throw Will negates (harmless, object);

Spell Resistance no

With this spell, the caster changes up to one gallon of water into any kind of alcohol. This spell has its name because the most commonly chosen alcohol is ale and because it seems to deliver the best result. The flavor is moderate, and does not compare to any alcohol that a master could brew using real ingredients.

Most clerics tend to favor wine over ale.

WATERPROOF

School abjuration; **Level** bard 0, cleric 0, Sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range touch

Target one item touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You make a single item, weighing no more than 5 lbs, waterproof. This can be a piece of paper, scroll, scrollcase or even a book. However, it does not protect the item against water created by spells or spell-like abilities. This may prevent a wizard's spellbook from being drenched when he has to swim across a river, or protect a thief's map when he is forced to enter the sewer.

WAVE

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

Casting Time 1 standard action

Components V, S, M (a bottle of water)

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

Effect creates a minor wave

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

With this spell, the caster is able to create a minor wave within range that moves with a speed of 30 ft. per round. This spell can be used in three different ways;

* +4 bonus to Swim checks and allows a single target to move 30 ft. per round

* Carries simple items (weighing up to 5 lb./level) to safety

* Knocks over simple crafts, like a canoe and small barges; a successful Reflex save allows the craft to stay afloat

Once the wave reaches a greater surface, like a riverbank, the beach or even a craft, such as a canoe, barge or boat, it stops and the spell ends.

WEAPON SCREAM

School evocation [sonic]; **Level** bard 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target melee weapon touched

Duration 1d6 rounds plus half caster level

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

You cause a melee weapon to gain the dancing and thundering properties for the duration of the spell. As the weapon attacks it creates a screaming sound that increases in pitch and volume each round. On the last round of the spell, the scream deals 3d6 damage to every creature within 20 ft., with a Fortitude save for half damage. The weapon then explodes, dealing 1d6 damage per two caster levels, adding any enchantment bonuses it has to each die of damage, in a 40 ft. radius. This utterly destroys the weapon.

Magic weapons get a Will save to resist the effects of this spell. If combat ends before the duration of the spell, the weapon hovers next to you until the duration ends, at which time it explodes normally.

WEIGHTY BLUDGEON

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Targets one weapon or 50 projectiles, all of which must be together at the time of casting

Duration 10 min./level

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

This spell makes a bludgeoning weapon heavier at the moment of impact, improving its ability to deal serious blows. The critical threat range of the affected weapons doubles. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20. If cast on sling bullets, the *weighty bludgeon* on a particular bullet ends after one use, whether or not the missile strikes its intended target. Treat bolas as sling bullets, rather than thrown weapons, for the purposes of this spell.

Multiple effects that increase a weapon's threat range such as the Improved Critical feat don't stack. You can't cast this spell on a natural weapon, such as a fist.

WING AND A PRAYER

School universal; **Level** inquisitor 4

Casting Time 1 round

Components V, S, M, DF (a collection of herbs worth 50g)

Range personal

Target you

Duration 24 hours or until discharged

Created by a young copper dragon inquisitor, *wing and a*

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prayer holds a previously cast spell until needed in a dire situation. When this spell is cast the inquisitor burns the herbs and has two rounds to cast another spell into the fumes and breathe them in, or it fades away with no effect. *Wing and a prayer* may only hold a spell with a casting time of one round or less and a range of personal (a touch spell may be stored, but only if the inquisitor designates himself as the "touched"). Only spells cast by the inquisitor personally may be stored. Spells cast by others or from magic items may not be stored. At any point within the next 24 hours the inquisitor may activate the stored spell as an immediate action with a mere command word.

WITHER

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

Casting Time 1 standard action

Components V, S, M/DF (a dried leaf)

Range touch

Target 1 cu. ft. of plant material, or 1 plant creature

Duration instantaneous

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

As you touch the plants, they start to wither. You can use this spell to wither 1 cu. ft. of plant material or to deal 1d6 points of damage to a plant creature of Large size or smaller. Dealing damage requires a melee touch attack.

Plant creatures of Large size get a Fortitude save for half damage.

WIZARD'S REST

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 minute

Components V, S, M (a piece of silk)

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

Effect one invisible floating bed

Duration 12 hours (D)

Saving Throw none; **Spell Resistance** no

This spell creates a floating bed that can only be used by the caster. The bed is invisible to everyone, except the caster, and looks very much like he desires. The bed also comes with pillows and a blanket and is quite comfortable. Since the pillows and blanket are invisible too, the caster becomes invisible beneath them.

The bed hovers up to 3 ft. above the ground and is unable to move horizontally. The caster could stand on the floating bed, but it would start to descend, hovering 1 ft. above the ground.

When the caster wakes up, after 8 hours of undisturbed rest, he is refreshed and focused. All skill checks made within the first hour after awakening, gains a +1 competence bonus.



A misty forest scene with tall, dark trees and a soft, ethereal light filtering through the canopy. In the center, a small, glowing creature with a red light on its head is visible, surrounded by a misty glow.

CHAPTER TWO: More Eldritch Options...

Enell finished her chanting, letting the golden leaves fall from her palms. They were carried away on a wind that neither of the friends saw nor felt.

"What is happening?" Arrokk whispered.

Enell did not open her eyes, but knew that the question was directed at her.

"Patience, warrior."

The big warrior grunted unsatisfied, yet held his eager tongue.

"You wanted to know the road to ancient Kel-Argesh, home of your ancestors." Enell continued.

"But you said that you didn't know..."

"I don't... but I may know someone who does."

Ahead of the four friends, the mist started to dissipate and now they all saw the creature the druid had called upon.

Feats

The following feats are options for characters who casts spells. The feats are presented in alphabetical order.

ELEMENTAL STRIKE

You draw upon your arcane power to enhance your weapons with elemental energy.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can change the damage type of a weapon or projectile. For 1 round, your weapon deal either cold or fire damage. This only affects the damage dealt by your weapon or projectile.

FAVORED OF EHLORA

You are considered a favorite of your deity, the goddess of death and knowledge.

Prerequisites: Cha 15, cleric level 7th, must worship Ehlora.

Benefit: Once per day, you can perform a small ritual that calls forth a long-lost spirit from the afterworld. You can ask the spirit questions and it will answer them as well as it can. This ritual works like the spell, *Speak with Spirits*, but takes an hour to perform.

Unlike the spell, when you perform this ritual, others can see a faint outline of the spirit as well.

OFFENSIVE SPELL (METAMAGIC)

You can prepare your ray spells in a way that they become more offensive and better at hitting their target.

Benefit: Spells that are prepared or cast using this metamagic feat gains a +2 bonus to their attack roll. This feat can only be used with ray spells that require an attack roll.

An offensive spell uses up a spell slot one level higher than the spell's actual level.

PENETRATING SPELL (METAMAGIC)

You cast spells that penetrates spell resistance more easily.

Benefit: Spells that are prepared or cast using this metamagic feat gains a +2 bonus to penetrate spell resistance. A penetrating spell uses up a spell slot one level higher than the spell's actual level.

SHADOW MASTERY

You have mastered the art of shadow magic that most casters fear. You know how to manipulate the shadow energies in subtle ways that allows you to surprise your enemies and friends.

Prerequisites: Caster level 9th, Wis 15.

Benefit: Whenever you cast a spell from the shadow subschool, you can decide to cast it without either a verbal,

somatic or material component. However, the material component must not be a costly component. Using your shadow mastery does not make the spell a higher level, but it does allow you a certain freedom when casting shadow spells.

Special: This feat can be chosen by wizards as one of their bonus feats, but they must fulfill all the requirements before taking the feat.

SUMMONING MASTERY

You have mastered the art of summoning, allowing you to keep the summoned creatures on the material plane for longer periods of time.

Prerequisites: Caster level 9th, Extend Spell, Spell Focus (Conjuration).

Benefit: Whenever you cast a spell of the summoning subschool, the duration is doubled at no cost to the effective level of the spell. However, when the summoned creatures return to their own plane of existence, you pay the price and become fatigued. If the summoned creatures are killed, you do not become fatigued.

Special: This feat can be chosen by wizards as one of their bonus feats, but they must fulfill all the requirements before taking the feat.

Magic Items

The following magic items are not presented according to type, but are instead presented in alphabetical order.

ALWIS' STRANGE BOOTS

Aura faint illusion; **CL** 3rd

Slot feet; **Price** 5,400 gp; **Weight** 1 lb

DESCRIPTION

On command, these boots change the tracks left by the wearer, making them look like those left by another medium-sized (or smaller) humanoid creature, like orcs or kobolds. Anyone examining the tracks closely are allowed a Will save (disbelief).

CONSTRUCTION

Requirements Craft Wondrous Item, *silent image*;

Cost 2,700 gp

AMULET OF THE EYE

Aura moderate divination; **CL** 8th

Slot neck; **Price** 15,000 gp; **Weight** 1/2 lb.

DESCRIPTION

This amulet usually appears as a large round disc three inches in radius. The disc is made from black glass which looks very much like obsidian. The disc is locked tight in a golden frame. There is nothing visually that identifies the

History of Alwis' Boots

These (strange) boots were first crafted by a very famous mage of Mor Aldenn called Alwis the Mage. While most of his colleagues spent all their hours within their studies and laboratories, Alwis actually preferred to wander the surrounding lands, exploring the wilderness. He had a few protective spells as well as a few offensive ones, but when it came down to it, preferred not to fight at all.

Alwis loved his traveling boots, but more often than not, the wilderness creatures would track him down forcing him to fight them. Had he only been a ranger, he might have been able to hide his track, but alas, he was only a mage. So Alwis started to think. How to avoid his enemies? It finally came to him, one day wandering in the Spindlewood, when he stumbled upon tracks left by a large group of orcs. If only his boots left different tracks, tracks that wouldn't (necessarily) attract too much attention.

Back home, Alwis started enchanting his favorite boots. They ended up looking even more strange than before, but now they would leave whatever tracks Alwis wanted them to.

This is not, however, the end of the story. Boots that leaves orcish tracks are not always a good thing. You see, orcs has enemies as well, but that's a whole other story for a different day!

amulet as being of magical nature, except when activated. The user must speak a command word while looking into the black disc, after which a shadowy eye is released from its prison within the amulet and start to float forward, directed by the user. The amulet can be activated 3 times per day and the eye can move no further than 150 ft. away from the user.

What the eye sees is reflected in the amulet, and the eye is treated as if it has darkvision. The eye moves 10 ft. per round and will simply stop when it reaches the 150 ft. barrier. The eye is ethereal and has an AC of 20 and 10 hp. If destroyed, the eye will merely vanish, and can only be summoned after an hour. The eye is active for half an hour after which it will vanish.

CONSTRUCTION

Requirements Craft Wondrous Item, *arcane eye*, *darkvision*;

Cost 7,500 gp

BANNER OF VIVACIOUS CHAMPIONS

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 22,000 gp; **Weight** 4 lbs.

DESCRIPTION

Any order can create a banner of this type, representing them as normal. A cavalier, when using his banner class feature, can have it cure any ally within 60 ft. of it of 2d8+3 points of damage. This ability is activated by the cavalier as a swift action by a command word, who then must decide who receives the healing. The banner can be used in this way 3 times per day.

Also, any character under the effects of the cavalier's banner ability (with this banner being the focus) automatically stabilizes if falling into negative hit points. This ability is continuous and requires no activation.

CONSTRUCTION

Requirements Craft Wondrous Item, *Reach Spell*, *cure moderate wounds*; **Cost** 11,000 gp

DIVINE SYMBOL

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 1,500 gp; **Weight** 1lb.

DESCRIPTION

A holy (or unholy) symbol made of silver, this item is common to nearly every faith. It gives a +1 bonus to caster level when used as a divine focus for divine spells (and as such it gives no bonus to a spell that does not require a divine focus). Also, once per day while holding this item, you may declare an automatic success on any one save.

This item will only work for someone who worships the god the symbol represents.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*, *resistance*;

Cost 750 gp

MONOCLE OF SPELL-SEEING

Aura strong divination; **CL** 15th

Slot eyes; **Price** 38,450 gp; **Weight** -

DESCRIPTION

This monocle is a beautiful elven-crafted piece of art. Its frame is golden and bears several arcane markings. The chain is extraordinary and has been crafted by the dwarves,

from purest mithril, and where it reaches the golden frame it turns into a dragon's claw that catches the glass.

When used, this monocle works as if a *detect magic* is always in use, revealing both the auras of the schools and their strengths. Furthermore, when a spell is watched through this monocle, whether it is being cast or is just active; the user will identify the spell with 95% accuracy. This monocle has one more power which must be activated by speaking a command word. It can cast *true seeing* three times per day, as the spell cast by a 15th level wizard.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, *true seeing*; **Cost** 19,225 gp

RING OF SUPERIOR PERFORMANCE

Aura moderate transmutation; **CL** 10th

Slot ring; **Price** 6,000 gp; **Weight** -

DESCRIPTION

A simple gold ring set with several small, simple diamonds, this ring amplifies the wearer's bardic performance ability. While wearing it, the character adds 5 ft. times her Cha modifier to the range of any bardic performance. If the wearer finds herself having a negative modifier due to a low Charisma score (for whatever reason), this ring in no way lessens the range of her performances.

For example, Unaiah has a Charisma score of 16. She adds 15 ft. to the range of every bardic performance ability she has while wearing this ring.

CONSTRUCTION

Requirements Forge Ring, *eagle's splendor*, creator must be a 10th-level bard; **Cost** 3,000 gp

TOME OF GREATER LEARNING

Aura strong divination; **CL** 15th

Slot none; **Price** 46,320 gp; **Weight** 10 lbs

DESCRIPTION

This magical tome is large and has an incredible amount of pages, which are all blank. It is bound in the red hide of some exotic animal and is easily identified as being of a magical nature from the silverish gleam that surrounds it. There is a single *arcane mark* on the front which bears the meaning of knowledge.

From the looks of this tome, it has barely seen a decade of use, which is not completely true, as the *tomes of greater learning* are protected from both age and use, always looking the same.

To use the *tome of greater learning*, an item must be placed on the front, touching the arcane mark. If the item is indeed



magical, the silverish aura will encompass the item as well and take on the color of the strongest school, however, if the item has no magic at all, the item remains untouched by the aura. The item must stay on the tome of greater learning for 12 hours after which the book will no longer be empty, instead revealing every bit of information about the specific magical item. If the item is removed within that period of time, the magic stops, and another 12 hours are needed to finish the ritual.

All the properties of the item will be detailed fully on the now not so blank *tome of greater learning*, revealing every bit of secret available. Furthermore, if the item has a CL equal to or greater than 10, the tome will also contain information about the creator and creation of the item. If the CL is equal to or greater than 15, the tome will hold detailed information about the item's history.

Note that only minor artifacts can be identified with this tome, which means magical items with a CL of 18 or lower.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, *identify*, *legend lore*; **Cost** 23,160 gp

Appendix A:

SPELLS BY SCHOOL

ABJURATION

Alastra's Blessing, Alastra's Blessing [mass], Arcane Lock [greater], Armor of Flames, Armor of Ice, Azadaphon's Arcane Sphere, Barding of Gold, Bind Object, Bravery, Courage, Darson's Explosive Shield, Darson's Missile Attractor, Deflecting Shield, Deflecting Shield [greater], Delay Teleportation, Dispellable Aura, Endure Elements [mass], Fearless Mount, Guardian Earth, Heavenly Health, Kinetic Armor, Loyal Blood, Prismatic Columns, Protection from Undead, Quintessential Abjuration, Safety First, Shield the Weak, Spell Displacement, Spell Displacement [greater], Spellward, Spellward [greater], Treacherous Alarm, Umbrella, Waterproof

CONJURATION

Abrupt Summoning I, Abrupt Summoning II, Acid Echo, Alastra's Flower, Carriage, Clinging Vines, Corridor, Create Ink, Create Door, Crown of Lights, Death Bird, Dimensional Unification, Dust Spray, Force Bombard, Freezing Avalanche, Healing Hands, Holy symbol, Hornetbreath, Instant Kit, Invigorating Mist, Invisible Carriage, Lightning Web, Luskal's Black Portal, Martyrdom of Nature, Metallic Web, Mischievous Elements, Murderous Elements, Obscuring Flock, Quintessential Conjunction, Reconstruction, Relocate, Relocate Other, Replica, Second Wind, Senses of the Raven, Shed the Corrupt Skin, Sticks and Stones, Summon Backpack, Summon Forest Guardian, Transparent Portal, Twisting of Reality, Wall of Briars, Wizard's Rest

DIVINATION

Ancestral Dream, Arcane Window [greater], Arcane Window [lesser], City Rumor I, City Rumor II, City Rumor III, Discern/Hide Emotions, Eyes of the Vigilant, Grimoire Symbiosis, Huntsman's Allegiance, Know Heritage, Know Monster, Know Room, Know Weather, Learn Secret, Locate Mark, Locate Shop, Master Window, Master Window [greater], Mental Agility, Mirror of All Worlds, Olfadan's Insight, Personal Aura, Quintessential Divination, River's Voice, Shared Memory, True Defense

ENCHANTMENT

Aggravate Animal, Animal Trick, Arresting Grip, Attention Jolt, Breath of Ecstasy, Dwarven Hatred, Dwarven Hatred [mass], Loyal Mount, Mark of Death, Mark of Divine Notice, Mark of Notice, Patron's Eye, Plague of Fear, Poiwell's Guilty Conscience, Quintessential Enchantment,

Rune of the Wild King, Sensus Reversus, Terror Incarnate, Thief's Urge

EVOCATION

Arcing Weapon, Azadaphon's Combat Sphere, Azadaphon's Useful Sphere, Bioelectrical Magnification, Boil Skin, Break Resistance, Burning Boneyard, Capricious Cascade, Concussive Blast, Crushing Vice of the Earth, Darson's Forcecraft, Darson's Punishing Platoon, Draconic Whip, Draconic Whip [greater], Efficient Excavation, Fiery Echo, Freezing Breath, Headache, Horse Razors, Horse Razors [mass], Hunting Fires, Hurricane Dome, Icy Echo, Lightning Echo, Magnetize, Mirrorspell, Mouth Plug, Phantom Antlers, Poiwell's Energy Attraction, Power Word Combust, Pyroclastic Wall, Quintessential Evocation, Ray of Chaos, Ray of Divine Light, Ray of Divine Light [greater], Ray of Law, Sever the Arcane Bond, Soul Flare, Sound Burst [minor], Static Wall, Uplift, Velocerix' Bubbling Cauldron, Velocerix' Inner Strength, Wall of Judgment, Wave, Weapon Scream

ILLUSION

Alluring Voices, Baleful Illusion, Disguise Tracks, Disguise Tracks [mass], Eerie Forest, Guise of Death, Haethor's Gruesome Appearance, Hidden Window, Hide Trap, Nightmare [mass], Quintessential Illusion, Shadow Cloak

NECROMANCY

Ancestral Advisor, Animate Skin, Blood Will Tell, Bolt of Animation, Bolt of Animation [greater], Bolt of Ghostslaying, Bolt of Ghostslaying [greater], Call of the Underworld, Chill Bones, Curse of the Body, Festering Wound, Ghostly Armor, Grant Soul, Ignite Bones, Know Anatomy, Luskal's Black Ward, Luskal's Cursed Bond, Luskal's Energy Tapping, Minor Poison, Putrefy, Quintessential Necromancy, Ray of Decay, Ray of Decay [greater], Reverse Gendered Clone, Sigil of Life or Death, Speak With Spirits, Sundial, Sureyn's Suicide Spell, Told by the Dead, Transfer Soul, Violation of Fate, Wither

TRANSMUTATION

Actaeon's Breath, Ale to Water, Alter Taste, Animate Mageship, Arachne's Grace, Arachne's Grace [greater], Arm to Pick, Arm to Pick [greater], Awaken Mount, Bastion of Health, Blindsense, Blindsight, Clean Water, Dragon's Cunning, Dragon's Cunning [greater], Earth Mastery, Elemental Strike, Ethereal Message, Ethereal Sleep, Ethereal Sleep [mass], Ferocious Steed, Floating Object, Fragile Gear, Haethor's Angry Voice, Hand of the Chuul, Improve Poison, Improve Trap, Juggernaut, Knot, Ladder of Tresses, Lead Cloud, Lengthen Rope, Lightning Hooves, Lucky Dice, Manipulate Appearance, Masterwork, Mimic, Mirror, Ogre's Strength, Ogre's

Strength [greater], Ornament, Pegasus' Legacy, Pleasant Perfume, Poiwell's Baleful Synesthesia, Poiwell's Twisted Siren Call, Quintessential Transmutation, Rusting Doom, Silent Steps, Siren's Splendor, Siren's Splendor [greater], Stomach of Holding, Symbol Smite, Symbol Smite [greater], Take the Scent, Thorny Tangle, Toxic Tangle, Troll's Endurance, Troll's Endurance [greater], True Form, Unicorn's Wisdom, Unicorn's Wisdom [greater], Vigorous Rest, Vigorous Rest [mass], Warrior's Rest, Warrior's Rest [mass], Water to Ale, Weighty Bludgeon

UNIVERSAL

Read Text, Spellbreaker, Spell Continuance, Spell Continuance [greater], Symbiotic Mark, Velocerox' Forthcoming Arcana, Wing and a Prayer

Appendix B: SPELLS BY USE

OFFENSIVE SPELLS

Abrupt Summoning I, Abrupt Summoning II, Acid Echo, Actaeon's Breath, Aggravate Animal, Animate Skin, Arcing Weapon, Arm to Pick, Arm to Pick [greater], Baleful Illusion, Bioelectrical Magnification, Blasting Echo, Boil Skin, Bolt of Animation, Bolt of Animation [greater], Bolt of Ghostslaying, Bolt of Ghostslaying [greater], Break Resistance, Breath of Ecstasy, Burning Boneyard, Call of the Underworld, Capricious Cascade, Chill Bones, Clinging Vines, Concussive Blast, Crown of Lights, Crushing Vice of the Earth, Curse of the Body, Darson's Forcecraft, Darson's Punishing Platoon, Draconic Whip, Draconic Whip [greater], Dust Spray, Festering Wound, Fiery Echo, Force Bombard, Freezing Avalanche, Freezing Breath, Hand of the Chuul, Headache, Hornetbreath, Horse Razors, Horse Razors [mass], Hunting Fires, Icy Echo, Ignite Bones, Lead Cloud, Lightning Echo, Lightning Web, Luskal's Black Ward, Luskal's Cursed Bond, Luskal's Energy Tapping, Metallic Web, Minor Poison, Mischievous Elements, Mouth Plug, Murderous Elements, Nightmare [mass], Obscuring Flock, Patron's Eye, Phantom Antlers, Plague of Fear, Poiwell's Baleful Synesthesia, Poiwell's Energy Attraction, Poiwell's Guilty Conscience, Poiwell's Twisted Siren Call, Power Word Combust, Prismatic Columns, Quintessential Enchantment, Quintessential Evocation, Quintessential Necromancy, Ray of Chaos, Ray of Decay, Ray of Decay [greater], Ray of Divine Light, Ray of Divine Light [greater], Ray of Law, Rusting Doom, Sensus Reversus, Sever the Arcane Bond, Sigil of Life or

Death, Soul Flare, Sound Burst [minor], Spellbreaker, Sticks and Stones, Symbol Smite, Symbol Smite [greater], Terror Incarnate, Thorny Tangle, Toxic Tangle, True Form, Twisting of Reality, Wake the Ether Child, Weapon Scream, Weighty Bludgeon, Wither

DEFENSIVE SPELLS

Alastra's Blessing, Alastra's Blessing [mass], Armor of Flames, Armor of Ice, Arresting Grip, Azadaphon's Arcane Sphere, Bastion of Health, Bravery, Courage, Darson's Explosive Shield, Darson's Missile Attractor, Deflecting Shield, Deflecting Shield [greater], Dispellable Aura, Earth Mastery, Eerie Forest, Fearless Mount, Ghostly Armor, Guardian Earth, Healing Hands, Heavenly Health, Hurricane Dome, Invigorating Mist, Kinetic Armor, Loyal Blood, Martyrdom of Nature, Personal Aura, Protection From Undead, Pyroclastic Wall, Quintessential Abjuration, Rune of the Wild King, Safety First, Second Wind, Shed the Corrupt Skin, Shield the Weak, Sigil of Life or Death, Spell Displacement, Spell Displacement [greater], Spellward, Spellward [greater], Static Wall, Sureyn's Suicide Spell, Treacherous Alarm, True Defense, Umbrella, Uplift, Wall of Judgment

UTILITY SPELLS

Alastra's Flower, Ale to Water, Alluring Voices, Alter Taste, Ancestral Advisor, Ancestral Dream, Animal Trick, Animate Mageship, Arachne's Grace, Arachne's Grace [greater], Arcane Lock [greater], Arcane Window [greater], Arcane Window [lesser], Attention Jolt, Awaken Mount, Azadaphon's Combat Sphere, Azadaphon's Useful Sphere, Barding of Gold, Bind Object, Blindsense, Blindsight, Blood Will Tell, Carriage, City Rumor I, City Rumor II, City Rumor III, Clean Water, Corridor, Create Ink, Create Door, Death Bird, Delay Teleportation, Dimensional Unification, Discern/Hide Emotions, Disguise Tracks, Disguise Tracks [mass], Dragon's Cunning, Dragon's Cunning [greater], Dwarven Hatred, Dwarven Hatred [mass], Efficient Excavation, Elemental Strike, Endure Elements [mass], Ethereal Message, Ethereal Sleep, Ethereal Sleep [mass], Eyes of the Vigilant, Ferocious Steed, Floating Object, Fragile Gear, Grant Soul, Grimoire Symbiosis, Guise of Death, Haethor's Angry Voice, Haethor's Gruesome Appearance, Hidden Window, Hide Trap, Holy Symbol, Huntsman's Allegiance, Improve Poison, Improve Trap, Instant Kit, Invisible Carriage, Juggernaut, Knot, Know Anatomy, Know Heritage, Know Monster, Know Room, Know Weather, Ladder of Tresses, Learn Secret, Lengthen Rope, Lightning Hooves, Locate Mark, Locate Shop, Loyal Mount, Lucky Dice, Luskal's Black Portal, Magnetize, Manipulate Appearance, Mark of

Death, Mark of Divine Notice, Mark of Notice, Master Window, Master Window [greater], Masterwork, Mental Agility, Mimic, Mirror, Mirror of All Worlds, Mirrorspell, Ogre's Strength, Ogre's Strength [greater], Olfadan's Insight, Ornament, Pegasus' Legacy, Pleasant Perfume, Putrefy, Quintessential Conjunction, Quintessential Divination, Quintessential Illusion, Quintessential Transmutation, Read Text, Reconstruction, Relocate, Relocate Other, Replica, Reverse Gendered Clone, River's Voice, Senses of the Raven, Shadow Cloak, Shared Memory, Silent Steps, Siren's Splendor, Siren's Splendor [greater], Speak with Spirits, Spell Continuance, Spell Continuance [greater], Stomach of Holding, Summon Backpack, Summon Forest Guardian, Sundial, Symbiotic Mark, Take the Scent, Thief's Urge, Told by the Dead, Transfer Soul, Transparent Portal, Troll's Endurance, Troll's Endurance [greater], Umbrella, Unicorn's Wisdom, Unicorn's Wisdom [greater], Velocirix' Bubbling Cauldron, Velocirix' Forthcoming Arcana, Velocirix' Inner Strength, Vigorous Rest, Vigorous Rest [mass], Violation of Fate, Warrior's Rest, Warrior's Rest [mass], Water to Ale, Waterproof, Wave, Wing and a Prayer, Wizard's Rest

Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Uplift**, Whirlwind, Whispering Wind, Wind Walk, Wind Wall, Winds of Vengeance*

CHAOTIC

Abrupt Summoning I**, Abrupt Summoning II**, Align Weapon, Chaos Hammer, Cloak of Chaos, Corruption Resistance*, Dispel Law, Divine Vessel*, Follow Aura*, Holy Symbol**, Magic Circle Against Law, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], Protection From Law, Ray of Chaos**, Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Monster IX, Summon Nature's Ally I, Summon Nature's Ally II, Summon Nature's Ally III, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Summon Nature's Ally IX, Wall of Judgment**, Word of Chaos

COLD

Armor of Ice**, Capricious Cascade**, Chill Bones**, Chill Metal, Cone of Cold, Detonate*, Draconic Reservoir*, Draconic Whip**, Draconic Whip [greater]**, Dragon's Breath*, Elemental Aura*, Elemental Strike**, Elemental Touch*, Fire Shield, Freezing Avalanche**, Freezing Breath**, Freezing Sphere, Ice Storm, Icy Echo**, Poiwell's Energy Attraction**, Polar Ray, Ray of Frost, Sleet Storm, Summon Nature's Ally II, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Wall of Ice

DARKNESS

Darkness, Deeper Darkness, Dust of Twilight*

DEATH

Bolt of Animation**, Bolt of Animation [greater]**, Circle of Death, Death Knell, Destruction, Finger of Death, Power Word Kill, Quintessential Necromancy**, Slay Living, Symbol of Death, Wail of the Banshee

EARTH

Abrupt Summoning II**, Calcific Touch*, Clashing Rocks*, Crushing Vice of the Earth**, Earthquake, Earth Mastery**, Efficient Excavation**, Elemental Speech*, Elemental Swarm, Expeditious Excavation*, Freezing Avalanche**, Guardian Earth**, Magnetize**, Meld Into Stone, Mischievous Elements**, Move Earth, Murderous Elements**, Planar Ally, Planar Ally [greater], Planar Ally

Appendix C: SPELLS BY DESCRIPTOR

Spells from the core rulebook

** Advanced Player's Guide*

*** Eldritch Secrets*

ACID

Acid Arrow, Acid Echo**, Acid Fog, Acid Pit*, Acid Splash, Capricious Cascade**, Detonate*, Draconic Reservoir*, Draconic Whip**, Draconic Whip [greater]**, Dragon's Breath*, Elemental Aura*, Elemental Touch*, Poiwell's Energy Attraction**

AIR

Abrupt Summoning II**, Alter Winds*, Animate Mageship**, Air Walk, Ball Lightning*, Cloak of Winds*, Control Winds, Elemental Speech*, Elemental Swarm, Floating Object**, Gust of Wind, Hurricane Dome**, Know Weather**, Mischievous Elements**, Murderous Elements**, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], River of Wind*, Sirocco*, Summon Monster II, Summon Monster IV, Summon Monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Nature's Ally II, Summon Nature's

Eldritch Secrets

[lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], Rampart*, Reconstruction**, Repel Metal or Stone, Shifting Sand*, Soften Earth and Stone, Spike Stones, Stone Call*, Stone Fist*, Stone Shape, Summon Monster II, Summon Monster IV, Summon Monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Nature's Ally II, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Lava*, Wall of Stone, World Wave*

ELECTRICITY

Animate Dead, Arcing Weapon**, Ball Lightning*, Bioelectrical Magnification**, Call Lightning, Call Lightning Storm, Capricious Cascade**, Chain Lightning, Detonate*, Draconic Reservoir*, Draconic Whip**, Draconic Whip [greater]**, Dragon's Breath*, Elemental Aura*, Elemental Touch*, Hurricane Dome**, Lightning Bolt, Lightning Echo**, Lightning Web**, Poiwell's Energy Attraction**, Shocking Grasp, Static Wall**, Stormbolts*

EVIL

Abrupt Summoning I**, Abrupt Summoning II**, Align Weapon, Blasphemy, Boil Skin**, Bolt of Animation**, Bolt of Animation [greater]**, Call of the Underworld**, Chill Bones**, Contagion, Corruption Resistance*, Create Greater Undead, Create Undead, Curse Water, Death Bird**, Death Knell, Defile Armor*, Desecrate, Dispel Good, Draconic Whip**, Draconic Whip [greater]**, Divine Vessel*, Follow Aura*, Holy Symbol**, Ignite Bones**, Luskal's Black Ward**, Luskal's Cursed Bond**, Luskal's Energy Tapping**, Magic Circle Against Good, Nightmare, Nightmare [mass]**, Pain Strike*, Pain Strike [mass]**, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], Poiwell's Twisted Siren Call**, Protection From Good, Quintessential Necromancy**, Retribution*, Shadow Projection*, Sticks and Stones**, Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Monster IX, Summon Nature's Ally I, Summon Nature's Ally II, Summon Nature's Ally III, Summon Nature's Ally

IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Summon Nature's Ally IX, Symbol of Pain, Terror Incarnate**, Unhallow, Unholy Aura, Unholy Blight, Wall of Judgment**

FEAR

Baleful Illusion**, Bane, Castigate*, Castigate [mass]*, Cause Fear, Doom, Eerie Forest**, Fear, Hunter's Howl*, Phantasmal Killer, Phantasmal Revenge*, Plague of Fear**, Scare, Symbol of Fear, Terror Incarnate**, Weird

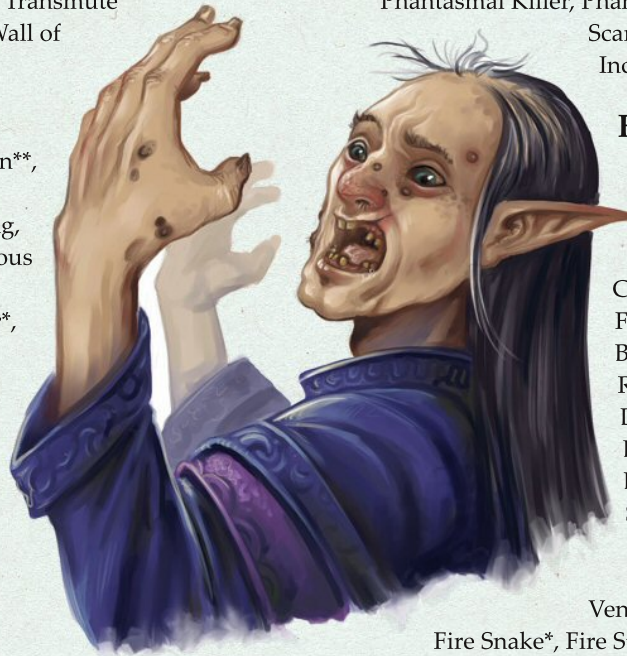
FIRE

Abrupt Summoning II**, Armor of Flames**, Boil Skin**, Burning Boneyard**, Burning Gaze*, Burning Hands, Campfire Wall*, Capricious Cascade**, Contagious Flame*, Dancing Lantern*, Delayed Blast Fireball, Detonate*, Draconic Reservoir*, Draconic Whip**, Draconic Whip [greater]**, Dragon's Breath*, Elemental Aura*, Elemental Speech*, Elemental Strike**, Elemental Swarm, Elemental Touch*, Fiery Body*, Fiery Echo**, Fire Breath*, Fire of Vengeance*, Fire Seeds, Fire Shield,

Fire Snake*, Fire Storm, Fire Trap, Fireball, Firebrand*, Firefall*, Flame Arrow, Flame Blade, Flame Strike, Flames of the Faithful*, Flaming Sphere, Geyser*, Heat Metal, Hunting Fires**, Ignite Bones**, Incendiary Cloud, Meteor Swarm, Mischievous Elements**, Murderous Elements**, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], Poiwell's Energy Attraction**, Power Word Combust**, Produce Flame, Pyroclastic Wall**, Scorching Ray, Sirocco*, Spark*, Summon Monster II, Summon Monster IV, Summon Monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Nature's Ally II, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Wall of Fire, Wall of Lava*

FORCE

Azadaphon's Combat Sphere**, Azadaphon's Useful Sphere**, Barding of Gold**, Blade Barrier, Clenched Fist, Concussive Blast**, Crushing Hand, Darson's Explosive Shield**, Darson's Forcecraft**, Darson's Punishing Platoon**, Deflection*, Explosive Runes, Floating Disk, Forcecage, Force Bombard**, Forceful Hand, Grasping



Eldritch Secrets

Hand, Horse Razors**, Horse Razors [mass]**, Instant Armor*, Interposing Hand, Kinetic Armor**, Mage Armor, Mage's Sword, Magic Missile, Mouth Plug**, Phantom Antlers**, Quintessential Evocation**, Resilient Sphere, Sepia Snake Sigil, Shield, Soul Flare**, Spiritual Ally*, Spiritual Weapon, Symbol Smite**, Symbol Smite [greater]**, Telekinetic Sphere, Tiny Hut, Twilight Knife*, Wall of Force, Wrathful Mantle*

GOOD

Abrupt Summoning I**, Abrupt Summoning II**, Alastra's Blessing**, Alastra's Blessing [mass]**, Alastra's Flower**, Align Weapon, Barding of Gold**, Blaze of Glory*, Bless Water, Consecrate, Corruption Resistance*, Dispel Evil, Divine Vessel*, Follow Aura*, Hallow, Heavenly Health**, Holy Aura, Holy Smite, Holy Sword, Holy Symbol**, Holy Whisper*, Holy Word, Light Lance*, Magic Circle Against Evil, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], Protection From Evil, Rally Point*, Ray of Divine Light**, Ray of Divine Light [greater]**, Sanctify Armor*, Summon Forest Guardian**, Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Monster IX, Summon Nature's Ally I, Summon Nature's Ally II, Summon Nature's Ally III, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Summon Nature's Ally IX, Veil of Positive Energy*, Wake of Light*, Wall of Judgment**

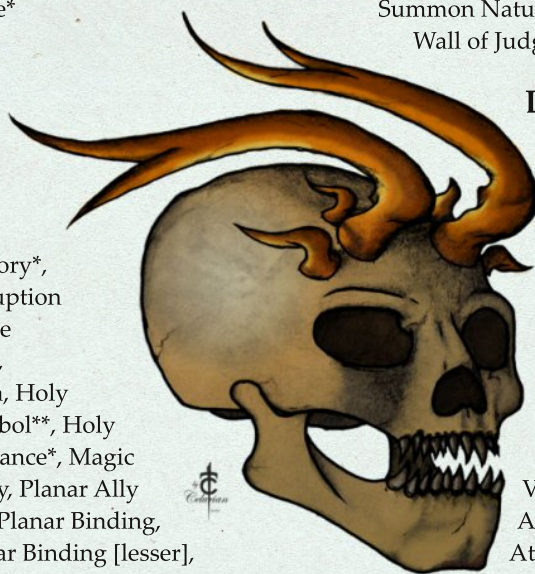
LANGUAGE-DEPENDANT

Brilliant Inspiration*, Castigate*, Castigate [mass]*, Command, Command [greater], Confess*, Denounce*, Enthral, Geas/Quest, Geas [lesser], Hidden Speech*, Message, Mimic**, Poiwell's Guilty Conscience**, Speak With Dead, Suggestion, Suggestion [mass]

LAWFUL

Abrupt Summoning I**, Abrupt Summoning II**, Align Weapon, Corruption Resistance*, Death Bird**, Dictum, Dispel Chaos, Divine Vessel*, Follow Aura*, Holy Symbol**, Magic Circle Against Chaos, Order's Wrath, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], Protection From Chaos, Ray of Law**, Shield of

Law, Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Monster IX, Summon Nature's Ally I, Summon Nature's Ally II, Summon Nature's Ally III, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Summon Nature's Ally IX, Wall of Judgment**



LIGHT

Campfire Wall*, Continual Flame, Crown of Lights**, Dancing Lantern*, Dancing Lights, Daylight, Faerie Fire, Flare, Flare Burst*, Light, Light Lance*, Pillar of Light*, Ray of Divine Light**, Ray of Divine Light [greater]**, Sunbeam, Sunburst, Wandering Star Motes*, Wrathful Mantle*

MIND-AFFECTING

Aggravate Animal**, Aid, Alluring Voices**, Animal Messenger, Animal Trance, Animal Trick**, Arresting Grip**, Antipathy, Attention Jolt**, Baleful Illusion**, Bane, Beguiling Gift*, Binding, Blaze of Glory*, Bless, Breath of Ecstasy**, Cacophonous Call*, Cacophonous Call [mass]*, Call Animal*, Calm Animals, Calm Emotions, Castigate*, Castigate [mass]*, Cause Fear, Challenge Evil*, Charm Animal, Charm Monster, Charm Monster [mass], Charm Person, Cloak of Dreams*, Color Spray, Command, Command [greater], Confess*, Confusion, Confusion [lesser], Coward's Lament*, Crushing Despair, Daze, Daze Monster, Deep Slumber, Demand, Denounce*, Detect Thoughts, Disguise Tracks**, Disguise Tracks [mass]**, Dominate Animal, Dominate Monster, Dominate Person, Doom, Dream, Dwarven Hatred**, Dwarven Hatred [mass]**, Eerie Forest**, Enthral, Euphoric Tranquility*, Fear, Feeblemind, Foe to Friend*, Fool's Forbiddance*, Forced Repentance*, Frozen Note*, Geas/Quest, Geas [lesser], Good Hope, Haethor's Gruesome Appearance**, Heroic Finale*, Heroism, Heroism [greater], Hideous Laughter, Hold Animal, Hold Monster, Hold Monster [mass], Hold Person, Hold Person [mass], Hunter's Howl*, Hypnotic Pattern, Hypnotism, Illusory Script, Ill Omen*, Insanity, Irresistible Dance, Knight's Calling*, Learn Secret**, Loyal Mount**, Lullaby, Mark of Death**, Mark of Divine Notice**, Mark of Notice**, Marks of Forbiddance*, Memory Lapse*, Mind Fog, Modify Memory, Moonstruck*, Nightmare, Nightmare [mass]**, Patron's Eye**, Phantasmal Killer, Phantasmal Revenge*, Phantasmal Web*, Pied Piping*, Plague of Fear**, Poiwell's Baleful Synesthesia**, Poiwell's Guilty Conscience**

Eldritch Secrets

Power Word Blind, Power Word Kill, Power Word Stun, Prayer, Quintessential Enchantment**, Quintessential Illusion**, Rage, Rainbow Pattern, Rally Point*, Righteous Vigor*, Rune of the Wild King**, Saving Finale*, Scare, Scintillating Pattern, Seek Thoughts*, Sensus Reversus**, Shared Wrath*, Sleep, Sleepwalk*, Song of Discord, Stay the Hand*, Stunning Finale*, Suggestion, Suggestion [mass], Symbol of Fear, Symbol of Insanity, Symbol of Persuasion, Symbol of Sleep, Symbol of Stunning, Sympathy, Terror Incarnate**, Thief's Urge**, Touch of Idiocy, Unwitting Ally*, Wandering Star Motes*, Weird, Wrath*, Zone of Truth

SONIC

Animal Trance, Blasphemy, Blasting Echo**, Capricious Cascade**, Deadly Finale*, Deafening Song Bolt*, Dictum, Discordant Blast*, Enthrall, Frozen Note*, Holy Word, Pied Piping*, Poiwell's Energy Attraction**, Rebuke*, Resounding Blow*, Screech*, Shatter, Shout, Shout [greater], Song of Discord, Sound Burst, Sound Burst [minor]**, Sympathetic Vibration, Thundering Drums*, Wail of the Banshee, Weapon Scream**, Word of Chaos

WATER

Abrupt Summoning II**, Ale to Water**, Aqueous Orb*, Clean Water**, Control Water, Create Water, Elemental Speech*, Elemental Swarm, Fluid Form*, Freezing Avalanche**, Geyser*, Hydraulic Push*, Hydraulic Torrent*, Mischievous Elements**, Murderous Elements**, Planar Ally, Planar Ally [greater], Planar Ally [lesser], Planar Binding, Planar Binding [greater], Planar Binding [lesser], River's Voice**, Seamantle*, Slipstream*, Summon Monster II, Summon Monster IV, Summon Monster V, Summon Monster VI, Summon Monster VII, Summon Monster VIII, Summon Nature's Ally II, Summon Nature's Ally IV, Summon Nature's Ally V, Summon Nature's Ally VI, Summon Nature's Ally VII, Summon Nature's Ally VIII, Tsunami*, Vortex*, Water Walk, Wave**, World Wave*

Blessing (mass), Alastra's Flower, Ale to Water, Alluring Voices, Alter Taste, Ancestral Advisor, Animal Trick, Animate Mageship, Animate Skin, Arcane Lock (greater), Arcane Window (greater), Arcane Window (lesser), Arm to Pick, Arm to Pick (greater), Armor of Flames, Armor of Ice, Awaken Mount, Azadaphon's Arcane Sphere, Baleful Illusion, Barding of Gold, Bind Object, Blasting Echo, Blindsense, Blindsight, Blood Will Tell, Boil Skin, Bolt of Animation, Bolt of Animation (greater), Bolt of Ghostslaying, Bolt of Ghostslaying (greater), Carriage, City Rumor I, City Rumor II, City Rumor III, Clean Water, Corridor, Create Door, Delay Teleportation, Discern/Hide Emotions, Disguise Tracks, Disguise Tracks (mass), Draconic Whip (greater), Dwarven Hatred, Dwarven Hatred (mass), Eerie Forest, Elemental Strike, Ethereal Message, Ethereal Sleep, Ethereal Sleep (mass), Fearless Mount, Ferocious Steed, Festering Wound, Floating Object, Ghostly Armor, Guise of Death, Haethor's Angry Voice, Haethor's Gruesome Appearance, Headache, Healing Hands, Heavenly Health, Hidden Window, Hide Trap, Icy Echo, Improve Poison, Improve Trap, Invisible Carriage, Knot, Know Anatomy, Know Heritage, Know Monster, Know Weather, Learn Secret, Lengthen Rope, Lightning Echo, Lightning Hooves, Locate Shop, Loyal Mount, Lucky Dice, Luskal's Black Portal, Luskal's Black Ward, Luskal's Cursed Bond, Magnetize, Master Window, Master Window (greater), Masterwork, Minor Poison, Mirror, Mirror of All Worlds, Mirrorspell, Nightmare (mass), Olfadan's Insight, Ornament, Pegasus' Legacy, Protection from Undead, Putrefy, Ray of Chaos, Ray of Decay, Ray of Decay (greater), Ray of Divine Light, Ray of Divine Light (greater), Ray of Law, Read Text, Reconstruction, Relocate Other, Replica, River's Voice, Shadow Cloak, Shared Memory, Shield the Weak, Silent Steps, Sound Burst (minor), Speak with Spirits, Spellbreaker, Spell Continuance, Spell Continuance (greater), Spell Displacement, Spell Displacement (greater), Spellward, Spellward (greater), Sticks and Stones, Summon Backpack, Summon Forest Guardian, Sundial, Thief's Urge, Transparent Portal, True Defense, Vigorous Rest, Vigorous Rest (mass), Warrior's Rest, Warrior's Rest (mass), Water to Ale, Waterproof, Wave, Wither, Wizard's Rest

Appendix D: SPELLS BY AUTHOR

THOMAS J. BURNS

Burning Boneyard, Efficient Excavation

K. AXEL CARLSSON

Acid Echo, Aggravate Animal, Alastra's Blessing, Alastra's

SHANE O'CONNOR

Fragile Gear, Safety First, Second Wind, Sureyn's Suicide Spell

CHRISTIAN GUNTER

Arresting Grip, Bastion of Health, Bioelectrical Magnification, Concussive Blast, Dimensional Unification, Dispellable Aura, Dust Spray, Grimoire Symbiosis, Huntsman's Allegiance, Know Room, Locate Mark, Loyal Blood, Mark of Death, Mark of Divine Notice, Mark of

Eldritch Secrets

Notice, Matyrdom of Nature, Mischievous Elements, Murderous Elements, Obscuring Flock, Patron's Eye, Personal Aura, Plague of Fear, Pleasant Perfume, Poiwell's Energy Attraction, Poiwell's Guilty Conscience, Poiwell's Twisted Siren Call, Relocate, Quintessential Abjuration, Quintessential Conjunction, Quintessential Divination, Quintessential Enchantment, Quintessential Evocation, Quintessential Illusion, Quintessential Necromancy, Quintessential Transmutation, Soul Flare, Symbiotic Mark, Terror Incarnate, Twisting of Reality, Velocerox' Bubbling Cauldron, Velocerox' Forthcoming Arcana, Velocerox' Inner Strength, Violation of Fate, Wake the Ether Child

SAM HING

Actaeon's Breath, Crushing Vice of the Earth, Darson's Explosive Shield, Darson's Forcecraft, Darson's Missile Attractor, Darson's Punishing Platoon, Draconic Whip, Earth Mastery, Force Bombard, Freezing Breath, Guardian Earth, Hand of the Chuul, Hornetbreath, Horse Razors, Horse Razors (mass), Hunting Fires, Hurricane Dome, Invigorating Mist, Kinetic Armor, Lead Cloud, Lightning Web, Luskal's Energy Tapping, Metallic Web, Mouth Plug, Phantom Antlers, Power Word Combust, Prismatic Columns, Pyroclastic Wall, Rusting Doom, Shed the Corrupt Skin, Sigil of Life or Death, Static Wall, Weapon Scream

SEAN HOLLAND

Umbrella

QUENTIN HUDSPETH

Arachne's Grace, Arachne's Grace (greater), Capricious Cascade, Clinging Vines, Crown of Lights, Dragon's Cunning, Dragon's Cunning (greater), Freezing Avalanche, Ogre's Strength, Ogre's Strength (greater), Poiwell's Baleful Synaesthesia, Sensus Reversus, Siren's Splendor, Siren's Splendor (greater), Thorny Tangle, Toxic Tangle, Troll's Endurance, Troll's Endurance (greater), Unicorn's Wisdom, Unicorn's Wisdom (greater), Wall of Briars

ALEX VAN DER KLEUT

Breath of Ecstasy

CHUCK LUBELCZYK

Ladder of Tresses, Senses of the Raven

ARRON LUBRANT

Arcing Weapon, Azadaphon's Combat Sphere, Azadaphon's Useful Sphere, Break Resistance, Holy Symbol, Mental Agility

FERNANDO PAJARES

Abrupt Summoning I, Abrupt Summoning II, Attention Jolt, Call of the Underworld, Deflecting Shield, Deflecting Shield (greater), Fiery Echo, Instant Kit, Uplift

STEFEN STYRSKY

Curse of the Body, Death Bird, Grant Soul, Juggernaut, Mimic, Rune of the Wild King, Sever the Arcane Bond, Take the Scent, Told by the Dead, Transfer Soul, True Form, Weighty Bludgeon

CHARLES WENZLER, JR.

Bravery, Chill Bones, Courage, Create Ink, Endure Elements (mass), Ignite Bones, Manipulate Appearance, Reverse Gendered Clone, Stomach of Holding

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Eldritch Secrets

Volume One