

BOOK OF MAGIC

Signature Spells 1

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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**JON BRAZER
ENTERPRISES**

Book of Magic

Signature Spells 1

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PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Author: Dale C. McCoy, Jr. **Editors:** Daniel, Affrime, E. Steev Ramsdell, Kevin Tomlinson, Rob Anderson

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ALCHEMIST SPELLS

1st-Level Alchemist Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

2nd-Level Alchemist Spells

Rostov's Poison Fang: Your natural weapons become poisonous weapons.

3rd-Level Alchemist Spells

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

Riyal's Ectoplasmic Shield: Incorporeal creatures attacking you take force damage.

5th-Level Alchemist Spells

Dragon Scales: Grants bonus to natural armor, resistance 5 to one energy type and DR 5/magic.

ANTIPALADIN SPELLS

2nd-Level Antipaladin Spells

Abyssal Body: Touched creature gains DR 5/good.

Anarchic Body: Touched creature gains DR 5/lawful.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

3rd-Level Antipaladin Spells

Summon Dwarven Armor: Willing creature is surrounded by magical full plate armor.

BARD SPELLS

1st-Level Bard Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

Halican's Sail Mending: Restores 2d8+caster level hit points to a sail.

Halican's Sailor Knowledge: Grants a +5 bonus to Knowledge (nature) and Profession (Sailor) checks.

Leighanna's Bewitching Appearance: Grants a +5 enhancement bonus to Bluff and Diplomacy checks.

Leighanna's Delayed Opponent: Creature delayed until next round.

Riyal's Mental Guard: Subject gains +2 resistance bonus against mind-affecting saving throws

Shallan's Wall of Shadows: Shadowy wall grants concealment.

2nd-Level Bard Spells

Halican's Emergency Hull Restorer: Grants a vessel 2d8+caster level temporary hit points.

Hare's Reflexes: Touched creature gains resistance bonus to Reflex saves.

Rostov's Snake Strike: Creature gains attack action.

3rd-Level Bard Spells

Shallan's Wall of Shadows, Greater: As *shallan's wall of shadows* but grants total concealment.

4th-Level Bard Spells

Banshee Keen: Sonic cone damages and deafens.

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

CLERIC SPELLS

1st-Level Cleric Spells

Halican's Sail Mending: Restores 2d8+caster level hit points to a sail.

Halican's Sailor Knowledge: Grants a +5 bonus to Knowledge (nature) and Profession (Sailor) checks.

Riyal's Mental Guard: Subject gains +2 resistance bonus against mind-affecting saving throws

2nd-Level Cleric Spells

Brick Wall's Fortitude: Touched creature gains resistance bonus to Fortitude.

Halican's Emergency Hull Restorer: Grants a vessel 2d8+caster level temporary hit points.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

3rd-Level Cleric Spells

Abyssal Body: Touched creature gains DR 5/good.

Anarchic Body: Touched creature gains DR 5/lawful.

Axiomatic Body: Touched creature gains DR 5/chaos.

Celestial Body: Touched creature gains DR 5/evil.

Riyal's Ectoplasmic Shield: Incorporeal creatures attacking you take force damage.

Summon Dwarven Armor: Willing creature is surrounded by magical full plate armor.

DRUID SPELLS

1st-Level Druid Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

Wall of Leaves: Grants concealment/partial cover.

2nd-Level Druid Spells

Brick Wall's Fortitude: Touched creature gains resistance bonus to Fortitude.

Hare's Reflexes: Touched creature gains resistance bonus to Reflex saves.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

Rostov's Poison Fang: Your natural weapons become poisonous weapons.

Rostov's Snake Strike: Creature gains attack action.

3rd-Level Druid Spells

Halican's Hydraulic Burst: 30 ft. burst of water bull rushes creatures.

4th-Level Druid Spells

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

Dragon Scales: Grants bonus to natural armor, resistance 5 to one energy type and DR 5/magic.

INQUISITOR SPELLS

1st-Level Inquisitor Spells

Riyal's Mental Guard: Subject gains +2 resistance bonus against mind-affecting saving throws

3rd-Level Inquisitor Spells

Abyssal Body: Touched creature gains DR 5/good.

Anarchic Body: Touched creature gains DR 5/lawful.

Axiomatic Body: Touched creature gains DR 5/chaos.

Celestial Body: Touched creature gains DR 5/evil.

MAGUS SPELLS

1st Level Magus Spells

Leighanna's Bewitching Appearance: Grants a +5 enhancement bonus to Bluff and Diplomacy checks.

Riyal's Mental Guard: Subject gains +2 resistance bonus against mind-affecting saving throws

Shallan's Shadow Ray: Ray causes 1d6 Cha penalty +1 per 2 caster levels.

Shallan's Wall of Shadows: Shadowy wall grants concealment.

Wall of Leaves: Grants concealment/partial cover.

2nd-Level Magus Spells

Brick Wall's Fortitude: Touched creature gains resistance bonus to Fortitude.

Hare's Reflexes: Touched creature gains resistance bonus to Reflex saves.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

Riyal's Minor Ward: Selected creature type cannot attack you.

Rostov's Snake Strike: Creature gains attack action.

Shallan's Shadow Burst: 10-ft.-burst causes 1d6 Str penalty plus dazzled.

3rd-Level Magus Spells

Halican's Hydraulic Burst: 30 ft. burst of water bull rushes creatures.

Riyal's Ectoplasmic Shield: Incorporeal creatures attacking you take force damage.

Shallan's Wall of Shadows, Greater: As *shallan's wall of shadows* but grants total concealment.

Summon Dwarven Armor: Willing creature is surrounded by magical full plate armor.

PALADIN SPELLS

2nd-Level Paladin Spells

Axiomatic Body: Touched creature gains DR 5/chaos.

Celestial Body: Touched creature gains DR 5/evil.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

3rd-Level Paladin Spells

Summon Dwarven Armor: Willing creature is surrounded by magical full plate armor.

RANGER SPELLS

1st-Level Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

Wall of Leaves: Grants concealment/partial cover.

2nd-Level Ranger Spells

Brick Wall's Fortitude: Touched creature gains resistance bonus to Fortitude.

Hare's Reflexes: Touched creature gains resistance bonus to Reflex saves.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

Rostov's Poison Fang: Your natural weapons become poisonous weapons.

4th-Level Ranger Spells

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

Dragon Scales: Grants bonus to natural armor, resistance 5 to one energy type and DR 5/magic.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

Halican's Sail Mending: Restores 2d8+caster level hit points to a sail.

Halican's Sailor Knowledge: Grants a +5 bonus to Knowledge (nature) and Profession (Sailor) checks.

Leighanna's Bewitching Appearance: Grants a +5 enhancement bonus to Bluff and Diplomacy checks.

Leighanna's Delayed Opponent: Creature delayed until next round.

Leighanna's Near-Sighted Opponent: Creature has trouble seeing creatures beyond 30 ft.

Riyal's Mental Guard: Subject gains +2 resistance bonus against mind-affecting saving throws.

Shallan's Shadow Ray: Ray causes 1d6 Cha penalty +1 per 2 caster levels.

Shallan's Wall of Shadows: Shadowy wall grants concealment.

Wall of Leaves: Grants concealment/partial cover.

2nd-Level Sorcerer/Wizard Spells

Brick Wall's Fortitude: Touched creature gains resistance bonus to Fortitude saves.

Halican's Emergency Hull Restorer: Grants a vessel 2d8+caster level temporary hit points.

Hare's Reflexes: Touched creature gains resistance bonus to Reflex saves.

Ox's Mind: Touched creature gains resistance bonus to Will saves.

Riyal's Minor Ward: Selected creature type cannot attack you.

Rostov's Poison Fang: Your natural weapons become poisonous weapons.

Rostov's Snake Strike: Creature gains attack action.

Shallan's Shadow Burst: 10-ft.-burst causes 1d6 Str penalty plus dazzled.

3rd-Level Sorcerer/Wizard Spells

Halican's Hydraulic Burst: 30 ft. burst of water bull rushes creatures.

Riyal's Ectoplasmic Shield: Incorporeal creatures attacking you take force damage.

Shallan's Wall of Shadows, Greater: As *shallan's wall of shadows* but grants total concealment.

Summon Dwarven Armor: Willing creature is surrounded by magical full plate armor.

4th-Level Sorcerer/Wizard Spells

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

Mage Armor II: Gives subject +6 armor bonus.

5th-Level Sorcerer/Wizard Spells

Dragon Scales: Grants bonus to natural armor, resistance 5 to one energy type and DR 5/magic.

7th-Level Sorcerer/Wizard Spells

Mage Armor III: Gives subject +8 armor bonus.

SUMMONER SPELLS

1st-Level Summoner Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

Wall of Leaves: Grants concealment/partial cover.

2nd-Level Summoner Spells

Riyal's Minor Ward: Selected creature type cannot attack you.

Rostov's Poison Fang: Your natural weapons become poisonous weapons.

3rd-Level Paladin Spells

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

Summon Dwarven Armor: Willing creature is

surrounded by magical full plate armor.

3rd-Level Summoner Spells

Mage Armor II: Gives subject +6 armor bonus.

4th-Level Summoner Spells

Dragon Scales: Grants bonus to natural armor, resistance 5 to one energy type and DR 5/magic.

5th-Level Summoner Spells

Mage Armor III: Gives subject +8 armor bonus.

WITCH SPELLS

1st-Level Witch Spells

Cover Scent: Makes it more difficult to track with scent, -2 penalty to odor-based special attacks.

Leighanna's Bewitching Appearance: Grants a +5 enhancement bonus to Bluff and Diplomacy checks.

Leighanna's Delayed Opponent: Creature delayed until next round.

Leighanna's Near-Sighted Opponent: Creature has trouble seeing creatures beyond 30 ft.

Shallan's Shadow Ray: Ray causes 1d6 Cha penalty +1 per 2 caster levels.

Shallan's Wall of Shadows: Shadowy wall grants concealment.

Wall of Leaves: Grants concealment/partial cover.

2nd-Level Witch Spells

Riyal's Minor Ward: Selected creature type cannot attack you.

Rostov's Poison Fang: Your natural weapons become poisonous weapons.

Shallan's Shadow Burst: 10-ft.-burst causes 1d6 Str penalty plus dazzled.

3rd-Level Witch Spells

Shallan's Wall of Shadows, Greater: As *shallan's wall of shadows* but grants total concealment.

4th-Level Witch Spells

Cover Scent, Greater: Cannot track with scent, odor-based special attacks are negated.

Mage Armor II: Gives subject +6 armor bonus

5th-Level Witch Spells

Banshee Keen: Sonic cone damages and deafens.

7th-Level Witch Spells

Mage Armor III: Gives subject +8 armor bonus.

ABYSSAL BODY

School abjuration (evil); **Level** antipaladin 2, cleric 3, inquisitor 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one evil creature

Duration 1 round/level (D)

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

Resistance yes

The body of the touched creature is infused with infernal protection. The creature touched gains damage reduction 5/good.

ANARCHIC BODY

School abjuration (chaotic); **Level** antipaladin 2, cleric 3, inquisitor 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one chaotic creature

Duration 1 round/level (D)

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

Resistance yes

The body of the touched creature is infused with chaotic obscurity. The creature touched gains damage reduction 5/lawful.

AXIOMATIC BODY

School abjuration (lawful); **Level** cleric 3, inquisitor 3, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one lawful creature

Duration 1 round/level (D)

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

Resistance yes

The body of the touched creature is infused with lawful authority. The creature touched gains damage reduction 5/chaotic.

BANSHEE KEEN

School conjuration (sonic); **Level** bard 4, witch 5

Casting Time 1 standard action

Components V

Range 30 ft.

Area cone-shaped burst

Duration see text

Saving Throw Fort half, see text; **Spell Resistance** yes

You let out a wail of pain and torture. Any creature caught in the cone and fails the Fortitude save suffers 1d6 points of sonic damage per caster level (to a maximum of 15d6) and becomes deafened for 1 round per caster level. Creatures that pass the saving throw takes half damage and are not deafened.

BRICK WALL'S FORTITUDE

School abjuration; **Level** cleric 2, druid 2, magus 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a piece of brick)

Range touch

Target creature touched

Duration 1 minute/level (D)

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

Resistance yes (harmless)

The subject is able to withstand tougher hardships. The spell grants a +3 resistance bonus to Fortitude saves. This bonus increases by +1 for every 3 caster levels beyond 3rd level to a maximum of +5 at 9th level. This bonus does not stack with other resistance bonuses.

CELESTIAL BODY

School abjuration (good); **Level** cleric 3, inquisitor 3, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one good creature

Duration 1 round/level (D)

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

Resistance yes

The body of the touched creature is infused with divine protection. The creature touched gains damage reduction 5/evil.

COVER SCENT

School abjuration; **Level** alchemist 1, bard 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M (three pine needles)

Range touch

Target one touched creature

Duration 10 minutes (D)

Saving Throw Fort negates (harmless) or Fort partial (see text); **Spell Resistance** yes (harmless)

The natural scent of the touched creature is mildly covered, making it difficult for creatures with the scent ability to locate their target. The targeted creature is allowed to make a Stealth check against creatures with the scent ability. Creatures with the scent ability cannot pinpoint the location of a creature targeted by this spell but instead must make a Perception check to find them. The DC to follow the tracks of a creature targeted by this spell using the scent ability is increased by 2. Additionally, if this spell is cast upon a creature with an odor-based special attack and they fail the Fortitude save, the touched creature receives a -2 penalty to the DC to that special attack to be unaffected by the odor.

COVER SCENT, GREATER

School abjuration; **Level** alchemist 3, bard 4, druid 4, ranger 4, sorcerer/wizard 4, summoner 3, witch 4

Target one touched creature/level

Duration 10 minutes/level (D)

This spell functions like *cover scent* except it renders creatures without an odor-based special attack to be impossible to detect with the scent ability. Additionally, creatures with an odor-based special attack that fail the Fortitude save find that special attack negated for the

duration of the spell and now follow the normal scent rules.

DRAGON SCALES

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

Casting Time 1 standard action

Components V, S, DF/F (a single dragon's scale)

Range touch

Target living creature touched

Duration 10 min./level (D)

Saving Throw Fort negates (harmless); **Spell**

Resistance yes (harmless)

The touched creature's skin appears to be made of scales, similar to those of a dragon. *Dragon scales* grants a +3 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 7th, to a maximum of +7 at 19th level. This spell also grants resistance 5 to one of four energy types selected: acid, cold, electricity, or fire as well as DR 5/magic.

The enhancement bonus provided by *dragon scales* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. The damage reduction and energy resistance does not stack with other sources.

HALICAN'S EMERGENCY HULL RESTORER

School transmutation; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 immediate action

Components V

Range touch

Target one vessel



Duration 10 minute/level

Saving Throw Fort negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell grants a vessel 2d8 + caster level (to a maximum of 2d8+10 at 10th level) temporary hit points to a maximum of the vessel's normal hit points. Temporary hit points from repeated uses of this spell or from other sources do not stack. Magical properties of a destroyed vessel are restored for the duration of this spell as long as the vessel dropped below 0 hit points the same round this spell is cast. Even if a vessel's normal hit points are restored during this duration, the magical properties of a destroyed vessel end when the duration of this spell expires. This spell does not affect creatures (including constructs) or any object that is not a vessel. This spell has no effect on objects that have been warped or otherwise transmuted into a vessel.

HALICAN'S HYDRAULIC BURST

School evocation [water]; **Level** druid 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Area 30-ft.-radius burst

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Upon casting this spell, water bursts outwards from the center of the targeted area, soaking and knocking many creatures down. You can use this burst of water to make a single bull rush attempt against all creatures and objects in the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest, plus a +4 size bonus. Your CMB also gain of the benefits of any feats that you possess that increases your bull rush attempts. Halican's hydraulic burst extinguishes any normal fires on a creature, object or within the burst radius. This spell can be used to counterspell any spell with the fire descriptor of 2nd level or lower.

HALICAN'S SAIL MENDING

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

Casting Time 1 minute

Components V, S, F (a needle and thread)

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

Target one sail

Duration instantaneous

Saving Throw Fort negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell repairs a damaged sail, restoring 2d8+caster level (to a maximum of 2d8+5). If the sail has the broken condition, this condition is removed if the sail is restored to at least half its original hit points. All the pieces of the sail must be present for this spell to function. Magic sails can be repaired by this spell, but you must have a caster level equal to or higher than that of the sail. Magic sails that are destroyed (at 0 hit points or less) can be repaired with this spell and the sail's magical properties are restored if your caster level is at least twice that of the

sail's. This spell does not affect creatures (including constructs) or any object that is not a sail. This spell has no effect on objects that have been warped or otherwise transmuted into a sail.

HALICAN'S SAILOR KNOWLEDGE

School divination; **Level** bard 1, cleric 1 sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** yes
The touched creature gains a +5 enchantment bonus to all Knowledge (nature) and Profession (sailor) checks.

HARE'S REFLEXES

School abjuration; **Level** bard 2, druid 2, magus 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a few rabbit hairs)
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
The subject is able to dodge oncoming danger. The spell grants a +3 resistance bonus to Reflex saves. This bonus increases by +1 for every 3 caster levels beyond 3rd level to a maximum of +5 at 9th level. This bonus does not stack with other resistance bonuses.

LEIGHANNA'S BEWITCHING APPEARANCE

School illusion (glamer) **Level** bard 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 min./level
Saving Throw Will negates, see text; **Spell Resistance** yes
This spell makes you appear more likable, more attractive, and easier to talk to and deal with. You gain a +5 enhancement bonus on Bluff and Diplomacy checks for the duration of the spell. Any creature that interacts with the glamer gets a Will save to recognize it as an illusion.

LEIGHANNA'S DELAYED OPPONENT

School enchantment (compulsion) [mind-affecting] **Level** bard 1, 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
Saving Throw Will negates **Spell Resistance** yes
You make a creature act a little slower than normal. If the targeted creature fails their will save their next action is

delayed until just before your next action. The creature's initiative is changed for the rest of combat is moved to just before your action.

LEIGHANNA'S NEARSIGHTED OPPONENT

School enchantment (compulsion) [mind-affecting] **Level** sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (a newt's eye)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level (see text)
Saving Throw Will negates **Spell Resistance** yes
You alter a creature's vision so that they can no longer focus on anything beyond 30 ft. away. If the target fails their Will save everything beyond 30 ft. away has concealment (20% miss chance) for the purposes of ranged weapons or spells. Additionally, the target takes a -5 penalty to Perception checks when trying to see beyond 30 ft. The target can choose to use a full round action in an attempt to clear their vision granting an additional Will save. Once a Will save is successful the spell effects end.

MAGE ARMOR II

School conjuration (creation) [force]; **Level** sorcerer/wizard 4, summoner 3, witch 4
This spell functions like *mage armor* except you gain a +6 armor bonus. This bonus does not stack with other sources that grant an armor bonus.

MAGE ARMOR III

School conjuration (creation) [force]; **Level** sorcerer/wizard 7, summoner 5, witch 7
This spell functions like *mage armor* except you gain a +8 armor bonus. This bonus does not stack with other sources that grant an armor bonus.

OX'S MIND

School abjuration; **Level** antipaladin 2, cleric 2, druid 2, magus 2, paladin 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a piece of an ox's horn)
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
The subject's mind toughens allowing them to withstand mental assaults. The spell grants a +3 resistance bonus to Will saves. This bonus increases by +1 for every 3 caster levels beyond 3rd level to a maximum of +5 at 9th level. This bonus does not stack with other resistance bonuses.

RIYAL'S ECTOPLASMIC SHIELD

School abjuration [force]; **Level** alchemist 3, cleric 3, magus 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (piece of green candle wax)
Range personal

Target you

Duration 1 round/level

You are surrounded in wisps of green flames. Any incorporeal creature that attempts to touch you sustains 1d6 points of force damage +1 per caster level (to a maximum of +10). If the attacker has spell resistance, it applies to this effect. You take only half damage from an incorporeal attack. If the attack allows a saving throw for half damage, you take no damage on a successful save.

RIYAL'S MENTAL GUARD

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level (D)

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

Resistance yes (harmless)

The subject's mind becomes hardened. The spell grants a +2 resistance bonus to all saving throws against mind-affecting spells and effects. The bonus from this spell does not stack with other resistance bonuses.

RIYAL'S MINOR WARD

School abjuration; **Level** magus 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

Range creature touched

Target one creature

Effect green cloud surrounding creature

Duration 1 minute/level (D)

Saving Throw special, see text; **Spell Resistance** yes

The touched creature is surrounded by a green transparent cloud. The caster must specify a single creature type when casting this spell (see the Ranger's Favored Enemy ability). All creatures of the type specified must make a Will save if they wish to make a melee attack against the protected creature. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell.

ROSTOV'S POISON FANG

School necromancy; **Level** alchemist 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, F (a snake's tooth)

Range personal

Target you

Duration 1 round/level, see text

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

Your natural weapons become poisonous weapons. Creatures attacked by your natural weapons must succeed at a Fortitude save or be poisoned. Poisoned creatures take 1d2 Constitution damage each round the



Fort save is failed for 4 rounds. Poisoned creatures must succeed two consecutive saving throws to cure the poison. Unarmed strike is not affected by this spell. You cannot become poisoned by your own natural weapons for the duration of this spell.

ROSTOV'S SNAKE STRIKE

School transmutation; **Level** bard 2, druid 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Target 1 touched creature

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

You immediately grant one attack action to the touched creature at their highest base attack bonus. This action does not stack with haste or other forms of magic that grant additional actions. This does not change the creature's place in the initiate order. The targeted creature acts normally on its next turn.

SHALLAN'S SHADOW BURST

School illusion (shadow) [shadow]; **Level** magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a black ribbon)

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

Area 10 ft. burst

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

Cold shadows dims the light of the area for a few moments, chilling everyone caught within to the bone.

Any creatures in the area that fails the saving throw takes 1d6 points of Strength penalty for 1 round/level and is dazzled for 1 round.

SHALLAN'S SHADOW RAY

School illusion (shadow) [shadow]; **Level** magus 1, sorcerer/wizard 1, witch 1

Components V, S

Casting Time 1 standard action

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

Effect ray

Duration 1 round/level

Saving Throw Will disbelief (harmless); **Spell**

Resistance yes

A dark grey ray springs from your hand and envelops your target in shadows leaving the color in their body and clothes muted. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Charisma equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Charisma score cannot drop below 1. A successful Will save causes the target to disbelieve and not take any penalty. This penalty does not stack with itself. Apply the highest penalty instead.

SHALLAN'S WALL OF SHADOWS

School illusion (shadow) [shadow]; **Level** bard 1, magus 1, sorcerer/wizard 1, witch 1

Components V, S, M (a black stone)

Casting Time 1 standard action

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

Effect wall whose area is up to one 10-ft. square/level

Duration 1 round /level (D)

Saving Throw none; **Spell Resistance** no

An immobile thin curtain of shadows appears. All creatures and objects being viewed through this 10 ft. high wall are granted concealment (20% miss chance) from attacks. All creatures and objects can pass through the wall unhindered. Magical light sources (such as a *light* spell) suppress the part of the wall's effect that is within the area that provides normal light (see Pathfinder Core Rulebook, Additional Rules). These spells do not, however, counter this spell; the wall of shadows returns if the light source moves away. Mundane light sources (like the sun) do not suppress this effect.

SHALLAN'S WALL OF SHADOWS, GREATER

School illusion (shadow) [shadow]; **Level** bard 3, magus 3, sorcerer/wizard 3, witch 3

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

Effect wall whose area is up to one 20-ft. square/level

Duration 1 minute /level (D)

This spell functions like the *wall of shadows* spell except the wall grants total concealment (50% miss chance) and the wall is 30 ft high. Magical light sources of 2nd-level or lower do not suppress this effect.

SUMMON DWARVEN ARMOR

School conjuration (creation); **Level** antipaladin 3, cleric 3, magus 3, paladin 3, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (a metal scale)

Range touch

Target creature touched

Effect magic armor surrounds creature

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** yes

The touched creature is surrounded by +1 full plate armor of appropriate size for the creature decorated in dwarvish styles. At 8th level and every 4 levels beyond that, the enchantment bonus increases by +1 (to a maximum of +5 at 20th level). As long as the enchantment bonus to the armor is +2 or more, the caster may replace a single +1 enchantment bonus with Light Fortification. The armor bonus from this spell does not stack with armor bonuses from other sources. Full plate armor's normal arcane spell failure chance and armor check penalty still apply to the armor produced by this spell. This spell does not grant proficiency if the touched creature does not possess the required proficiency. If the touched creature is not willing, this spell instantly fails.

WALL OF LEAVES

School conjuration (creation); **Level** druid 1, magus 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M (a dried leaf)

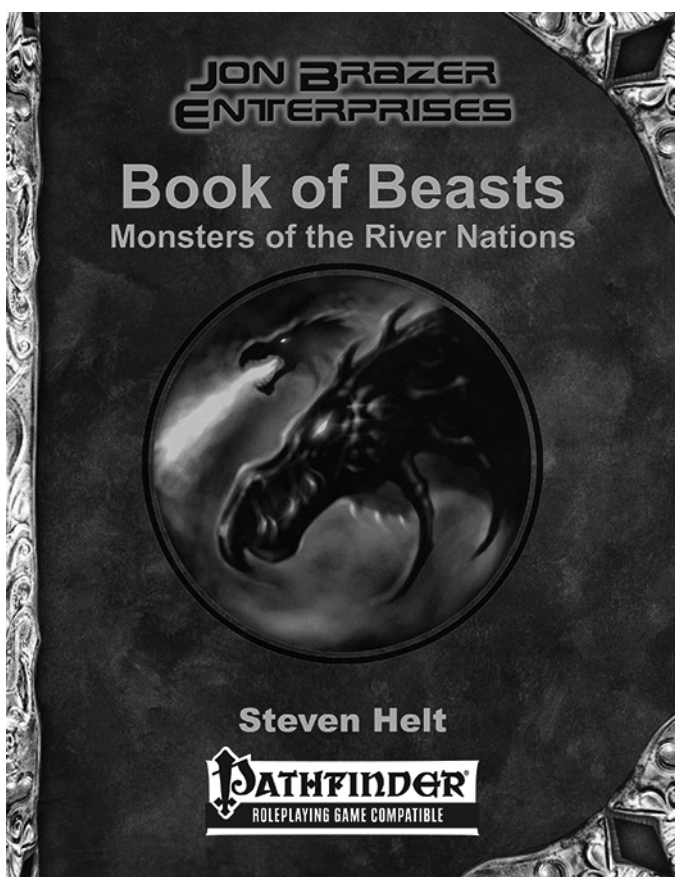
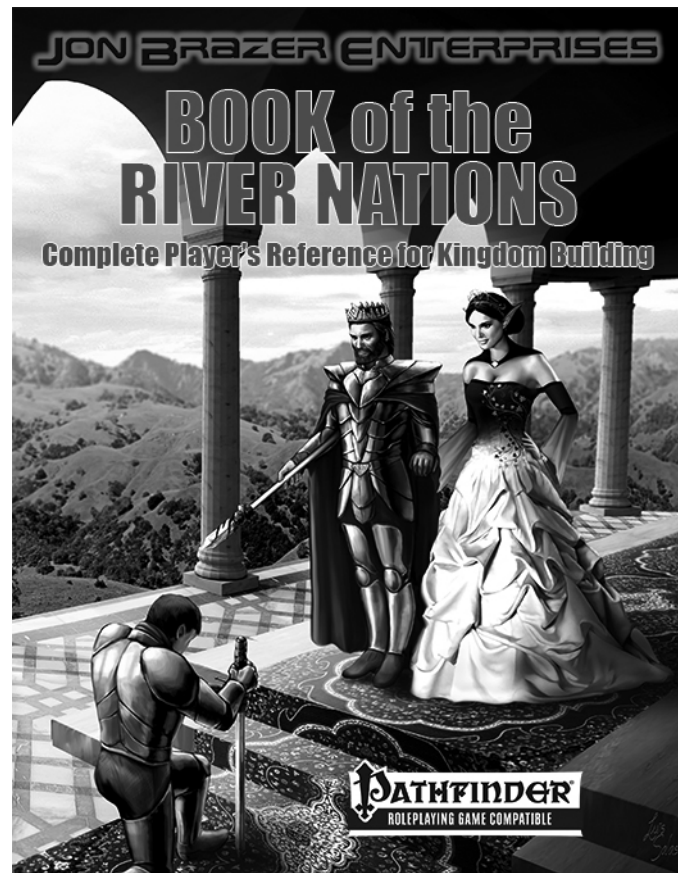
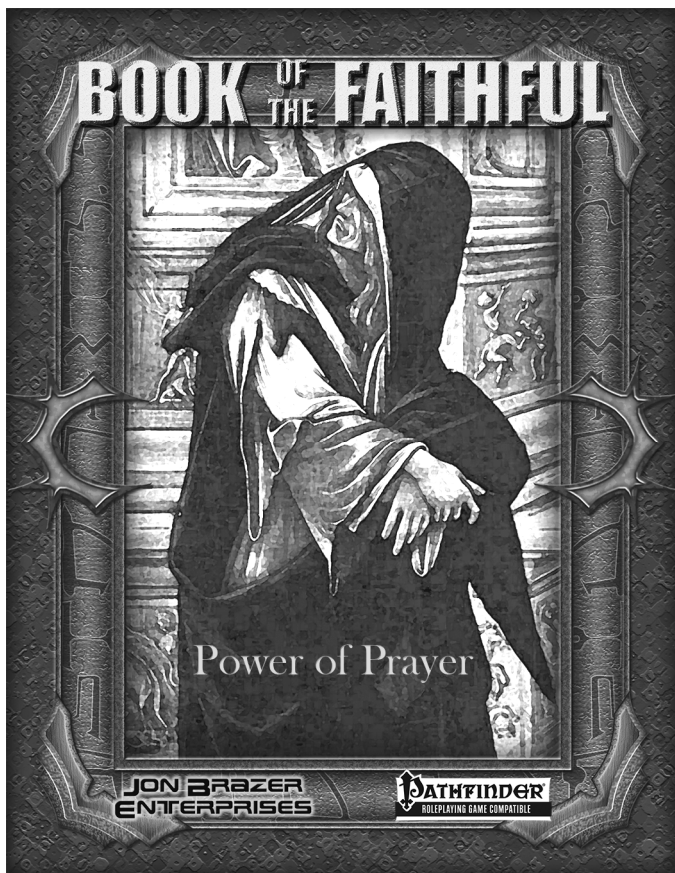
Range close (25 ft. + 5 ft./2 levels)

Effect a thin wall of leaves 10 ft. long + 5 ft./2 levels

Duration concentration

Saving Throw none; **Spell Resistance** no

Leaves swirl in from everywhere and form a wall of leaves 20 ft. high, preventing ease of visibility. Creatures who's line of sight passes through the wall of leaves is granted concealment (20% miss chance) against ranged attacks and partial cover against melee attacks. Creatures or objects can freely pass through the wall.



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