

Book of Magic

Signature Spells 2

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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**JON BRAZER
ENTERPRISES**

Dale C. McCoy, Jr

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PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

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The Greatest Spellcasters and Their Spells

Introduction

In the days of 3rd Edition, *hideous laughter* and *black tentacles* always had a name in front of them, at least in my gaming group. It was not until Riyal Lan, my elven wizard, started creating spells and naming them after himself that I realized that something was missing from the *Pathfinder Roleplaying Game*. So, in an effort to change that, I gathered all of the custom spells my characters had made, as well as those made by characters of friends and various NPCs. With these spells, you can bring this personal touch back to your game.

Here is a bit of backstory for these spells. Riyal is my current character in a Carrion Crown campaign. I decided to play an abjurer since I never had before, and when I found the selection of abjuration spells to be both thin and uninspiring, I decided to start writing my own custom spells. His spells first focused on basic protection, but as time went on, I realized that counterspelling is where abjuration could really shine. *Riyal's counterspell preparedness* and *Riyal's spell disrupting light beam* are my attempts to give some variety and uniqueness to the school.

Clarissa was a cleric played by a friend of my girlfriend. The hardness of her armor was surpassed only by the thickness of her skull. One joke around the table was that she confused her opponent's speech so that she could understand them better, leading to *Clarissa's confusing speech*. *Clarissa's holy defense* was her way of protecting the whole group against the most common threat in that campaign.

In the Kingmaker campaign that I run, Iggaria was an enemy svirfneblin with a demon fetish. The only spell I had officially written down by the time the players encountered Iggaria's party was *Iggaria's demonic form*. The players almost freaked out when they walked into a cave to discover something that looked like a marilith demon, when they were about ten levels shy of being able to kill one. It did not take them long to discover that something was off about the demon, so the fighter did what he does best and killed it.

Halibar's zone of screams was inspired by an ultrasonic speaker I saw once. Ultrasonic speakers use dissonance to make anyone in a straight line (like a *lightning bolt* formation) hear something in normal human frequencies. With such speakers, you could have a group walking through a fun house where one person hears blood-curdling screams, but the people before and after him hear nothing. I have always wanted to do that in a role-playing game, though I have never actually used it in a game session. The bard seemed like a natural fit for this spell.

All of Mikard's spells came from two thoughts: not all wizards cast spells that work off of saving throws, and not all evokers make things go boom. Julius Mikard was a 3.5 NPC that took a considerable amount of inspiration from the *Spell Compendium*. For the *Pathfinder RPG*, I expanded the few spells I wrote for him to incorporate the

new combat maneuver mechanics. Combat maneuvers are still one of my favorite modifications to the 3.5 engine, and I wanted to make some spells that worked with them. I hope you enjoy them as much as I do.

For those of you not familiar with **Shadowfall**, I really like the Plane of Shadows. Shallan, another character of mine, was a Shadowcaster, a class from *Tome of Magic*. Since that class is not open content, I decided to make some shadow spells that Shallan would be glad to use if I ever translated him to the *Pathfinder Roleplaying Game*. One spell I would like to call out is *Shallan's shadow marionette*, which was completely inspired by the bloodbenders from *Avatar: The Last Airbender*. Using someone's shadow to move them like a marionette was the closest I could think of to the bloodbenders' powers, and Shallan was the perfect caster for something like that.

In general, enchanters do not get much love. They are not as whiz-bang flashy as evokers, they do not make stuff appear out of midair like conjurers and they do not have the taint of evil that necromancers possess. Enchanters are often thought of as casters that just make people like them better. Sure, *charm person* is a useful spell, and just about every sorcerer known to man takes it, but the enchantment school can do so much more than that. *Leighanna's forceful halt* is a spell for the tactical player. Forcing a horse to stop its charge is one good way to grind the rider's plans to a halt, if you will pardon the pun. When used strategically, this spell can really mess up an enemy's day.

Considering that **Jon Brazer Enterprises'** chief programmer is in my current gaming group, I do not want to share too much about Trask, since they have yet to encounter him. However, since this supplement focuses 4th- through 6th-level spells, it seemed appropriate to include one of his custom spells with all the rest.

All in all, I hope these spells are as fun for you in your game as they are in ours. If you enjoy them, please tell a friend about us and these spells, and please tell your local game store about our books.

Dale C. McCoy, Jr.

President of Jon Brazer Enterprises

How To Use This Supplement

These spells integrate seamlessly with all spellcasting classes from the *Pathfinder Roleplaying Game*. While direct support for classes developed by other *Pathfinder* Compatible publishers is not included in this supplement, you can work with your Game Master to determine which spells are most appropriate for a particular class.

The included Hero Lab file allows you to select these spells for your games with minimal effort. Just double-click on the included .hl file and go through the normal import process to add these spells to the program. If you have problems with the file, please go to JonBrazer.com for assistance.

Alchemist Spells

2nd-Level Alchemist Spells

Iggaria's Demonic Claw: Creature's hand turns into a demonic claw and is a primary weapon.

6th-Level Alchemist Spells

Iggaria's Demonic Resistances: Creature gains DR, natural armor, and energy resistances.

Antipaladin Spells

4th-Level Antipaladin Spells

Trask's Wall of Blood: Creatures passing through wall become nauseated.

Bard Spells

1st-Level Bard Spells

Clarissa's Confusing Speech: Target has trouble understanding and being understood.

2nd-Level Bard Spells

Mikard's Dust Toss: Use dust to perform a dirty trick.

Mikard's Tripping Gust: Use wind to make a trip attempt.

3rd-Level Bard Spells

Halabar's Zone of Screams: Screams frighten those within area.

Leighanna's Forceful Mercy: Target forced to deal nonlethal damage.

4th-Level Bard Spells

Leighanna's Forceful Halt: Creature's movement ends.

Leighanna's Suppressed Breath Weapon: Targeted creature cannot use its breath weapon.

Shallan's Shadow Marionette: You take control of a creature's shadow.

Cleric/Oracle Spells

1st-Level Cleric/Oracle Spells

Clarissa's Confusing Speech: Target has trouble understanding and being understood.

2nd-Level Cleric/Oracle Spells

Gravada's Deadly Disease: Resets the time of a disease and increases the DC.

4th-Level Cleric/Oracle Spells

Clarissa's Holy Defense: Allies gain a sacred bonus to armor class and saves.

Gravada's Tiring Disease: Target takes 1d4 points of Con damage every day and is fatigued.

Tamis' Moon Radiance: Blinds undead creatures.

5th-Level Cleric/Oracle Spells

Clarissa's Divine Dome: Undead that pass through the dome sustain 1d8 damage/caster level.

Iggaria's Demonic Resistances: Creature gains DR, natural armor, and energy resistances.

Tamis' Moon Glow Shield: Creatures attacking you are dazzled.

Trask's Wall of Blood: Creatures passing through wall become nauseated.

6th-Level Cleric/Oracle Spells

Gravada's Contagious Burst: As *contagion* but affects multiple targets in a 20 ft. radius.

Tamis' Burst of Life^M: Undead creature loses undead immunities.

Tamis' Moon Arrows^F: Moon beams damage target.

Druid Spells

2nd-Level Druid Spells

Rostov's Trained Snake: You increase the number of tricks a snake can learn.

3rd-Level Druid Spells

Gravada's Deadly Disease: Resets the time of a disease and increases the DC.

4th-Level Druid Spells

Gravada's Tiring Disease: Target takes 1d4 points of Con damage every day and is fatigued.

6th-Level Druid Spells

Gravada's Contagious Burst: As *contagion* but affects multiple targets in a 20 ft. radius.

Inquisitor Spells

3rd-Level Inquisitor Spells

Leighanna's Forceful Mercy: Target forced to deal nonlethal damage.

4th-Level Inquisitor Spells

Clarissa's Holy Defense: Allies gain a sacred bonus to armor class and saves.

5th-Level Inquisitor Spells

Tamis' Moon Arrows^F: Moon beams damage target.

Magus Spells

2nd-Level Magus Spells

Iggaria's Demonic Claw: Creature's hand turns into a demonic claw and is a primary weapon.

Mikard's Armor Spikes: Touched armor gains spikes.

Mikard's Dust Toss: Use dust to perform a dirty trick.

Mikard's Tripping Gust: Use wind to make a trip attempt.

3rd-Level Magus Spells

Leighanna's Forceful Mercy: Target forced to deal nonlethal damage.

4th-Level Magus Spells

Leighanna's Forceful Halt: Creature's movement ends.

Mikard's Minor Tornado: Whirlwind picks up and throws creature.

Riyal's Counterspelling Preparedness^F: You can counter a spell without readying an action.

5th-Level Magus Spells

Riyal's Spell Disrupting Light Beam: Target must make a concentration check or lose a spell.

6th-Level Magus Spells

Iggaria's Demonic Resistances: Creature gains DR, natural armor, and energy resistances.

Mikard's Burning Eyes: Creature's eyes catch on fire.

Paladin Spells

4th-Level Paladin Spells

Clarissa's Holy Defense: Allies gain a sacred bonus to armor class and saves.

Ranger Spells

2nd-Level Ranger Spells

Rostov's Trained Snake: You increase the number of tricks a snake can learn.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Clarissa's Confusing Speech: Target has trouble understanding and being understood.

2nd-Level Sorcerer/Wizard Spells

Iggaria's Demonic Claw: Creature's hand turns into a demonic claw and is a primary weapon.

Mikard's Armor Spikes: Touched armor gains spikes.

Mikard's Dust Toss: Use dust to perform a dirty trick.

Mikard's Tripping Gust: Use wind to make a trip attempt.

3rd-Level Sorcerer/Wizard Spells

Gravada's Deadly Disease: Resets the time of a disease and increases the DC.

Leighanna's Forceful Mercy: Target forced to deal nonlethal damage.

Riyal's Barrier Against Undead: An invisible wall that prevents undead from crossing.

4th-Level Sorcerer/Wizard Spells

Halabar's Zone of Screams: Screams frighten those within area.

Iggaria's Demonic Form: Creature appears like a demon and receives bonuses.

Iggaria's Demonic Wings: Creature gains wings, a fly speed and a wing secondary attack.

Leighanna's Forceful Halt: Creature's movement ends.

Leighanna's Suppressed Breath Weapon: Targeted creature cannot use its breath weapon.

Mikard's Minor Tornado: Whirlwind picks up and throws creature.

Riyal's Counterspelling Preparedness^F: You can counter a spell without readying an action.

5th-Level Sorcerer/Wizard Spells

Gravada's Tiring Disease: Target takes 1d4 points of Con damage every day and is fatigued.

Riyal's Spell Disrupting Light Beam: Target must make a concentration check or lose a spell.

Shallan's Blackened Vision: Shadows obscure target's vision, causing an array of penalties.

Shallan's Shadow Marionette: You take control of a creature's shadow.

Shallan's Shadowy Cloud: Shadow fog reduces light and chills creatures.

Trask's Wall of Blood: Creatures passing through wall become nauseated.

6th-Level Sorcerer/Wizard Spells

Iggaria's Demonic Resistances: Creature gains DR, natural armor, and energy resistances.

Mikard's Burning Eyes: Creature's eyes catch on fire.

Tamis' Burst of Life^M: Undead creature loses undead immunities.

7th-Level Sorcerer/Wizard Spells

Gravada's Contagious Burst: As *contagion* but affects multiple targets in a 20 ft. radius.

Summoner Spells

2nd-Level Summoner Spells

Iggaria's Demonic Claw: Creature's hand turns into a demonic claw and is a primary weapon.

3rd-Level Summoner Spells

Iggaria's Demonic Form: Creatures appears like a demon and receives bonuses.

Iggaria's Demonic Wings: Creature gains wings, a fly speed and a wing secondary attack.

4th-Level Summoner Spells

Iggaria's Demonic Resistances: Creature gains DR, natural armor, and energy resistances.

Witch Spells

1st-Level Witch Spells

Clarissa's Confusing Speech: Target has trouble understanding and being understood.

2nd-Level Witch Spells

Gravada's Deadly Disease: Resets the time of a disease and increases the DC.

Iggaria's Demonic Claw: Creature's hand turns into a demonic claw and is a primary weapon.

4th-Level Witch Spells

Gravada's Tiring Disease: Target takes 1d4 points of Con damage every day and is fatigued.

Iggaria's Demonic Form: Creatures appears like a demon and receives bonuses.

Iggaria's Demonic Wings: Creature gains wings, a fly speed and a wing secondary attack.

Leighanna's Suppressed Breath Weapon: Targeted creature cannot use its breath weapon.

5th-Level Witch Spells

Trask's Wall of Blood: Creatures passing through wall become nauseated.

6th-Level Witch Spells

Gravada's Contagious Burst: As *contagion* but affects multiple targets in a 20 ft. radius.

Iggaria's Demonic Resistances: Creature gains DR, natural armor, and energy resistances.

Mikard's Burning Eyes: Creature's eyes catch on fire.

Tamis' Burst of Life^M: Undead creature loses undead immunities.

CLARISSA'S CONFUSING SPEECH

School enchantment; **Level** bard 1, cleric/oracle 1, sorcerer/wizard 1, witch 1

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 negates; **Spell Resistance** yes

The creature targeted by this spell has trouble understanding others and being understood. All spells and spell-like abilities with the language-dependent descriptor cast by the target of this spell suffer a -2 penalty to the spell's saving throw DC. The target of this spell also receives a +2 circumstance bonus on saving throws against spells and spell-like abilities with the language-dependent descriptor. Creatures affected by this spell must also make a DC 15 Sense Motive check to properly understand normal speech from others and a DC 15 Linguistics check when attempting to normally communicate with others.

CLARISSA'S DIVINE DOME

School necromancy; **Level** cleric/oracle 5

Casting Time 1 standard action

Components V, S, DF

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

Effect dome with a radius of up to 5 ft. per two levels

Duration 1 min./level (D)

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

A dome of shimmering holy light surrounds the area with positive energy. This dome does not hinder objects passing through it and does not block line of sight. Undead creatures that pass through the dome sustain 1d8 points of damage per caster level (to a maximum of 10d8). Undead creatures that pass a Will save take half damage. Living creatures passing through the wall are unharmed.

CLARISSA'S HOLY DEFENSE

School abjuration [good]; **Level** cleric/oracle 4, inquisitor 4, paladin 4

Casting Time 1 standard action

Components V, S, DF

Range 30 ft.-radius burst

Area all allies within a 30 ft.-radius burst centered on you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Your deity shows you favor and protects you in your struggle. You and each of your affected allies gain a +2 sacred bonus to your armor class and saving throws. This bonus increases to +4 when being attacked by undead and evil outsiders.

GRAVADA'S CONTAGIOUS BURST

School necromancy [disease, evil]; **Level** cleric/oracle 6, druid 6, sorcerer/wizard 7, witch 6

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

Area 20 ft.-radius burst

This spell functions like *contagion*, except that it affects all living creatures in the target area.

GRAVADA'S DEADLY DISEASE

School necromancy [disease, evil]; **Level** cleric/oracle 2, druid 3, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, DF/M (three drops of blood)

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

Target one diseased creature

Duration instantaneous

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

When this spell is cast upon a creature that has contracted a disease, it extends the disease's duration as if no time had passed since the disease's onset. The DC of saving throws against the disease increases by +1 or to the saving throw DC of this spell, whichever is higher. If the target creature has not contracted a disease, this spell automatically fails.

GRAVADA'S TIRING DISEASE

School necromancy [disease, evil]; **Level** cleric/oracle 4, druid 4, sorcerer/wizard 5, witch 4

Casting Time 1 standard action

Components V, S, DF/F (polished skull)

Range touch

Target living creature touched

Duration instantaneous

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

On a failed save, the touched creature contracts *Gravada's tiring disease*. The affected creature must make a saving throw every day for 6 days. On a failed save, the creature sustains 1d4 points of Constitution damage and is fatigued for the day. This fatigue can be negated by magical means. If the affected creature gains the fatigued condition from another source, it instead becomes exhausted.

HALABAR'S ZONE OF SCREAMS

School illusion (figment) [fear, mind-affecting, sonic]; **Level** bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Area 10-ft. radius burst

Duration 1 round/level

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

Creatures within this spell's area of effect are assaulted by terrifying screams only they can hear. Those that fail the Will save are frightened for the spell's duration, even if they leave the affected area. Those entering the area must make a Will save or be frightened for the remainder of the spell's duration. If the area is silenced (such as

from a *zone of silence* spell), the effects of this spell are suppressed but are not ended.

IGGARIA'S DEMONIC CLAW

School transmutation (polymorph) [evil]; **Level** alchemist 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, F (a demon's claw)

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

Target one humanoid creature

Duration 1 round/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes; see text (harmless)

One of the affected creature's hands becomes similar to the claw of a quasit demon. The creature is automatically proficient with this weapon. The claw deals 1d6 (1d4 for Small creatures) points of damage + the creature's Strength modifier and counts as an evil weapon for purposes of overcoming damage reduction. When the target uses this claw to make an attack against a creature with spell resistance, you must make a caster level check to overcome spell resistance as normal. On a failed check, no damage is dealt from the attack, but the claw is not dispelled. This weapon is always treated as a primary attack.

IGGARIA'S DEMONIC FORM

School transmutation (polymorph) [evil]; **Level** sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S, M (pinch of sulfur)

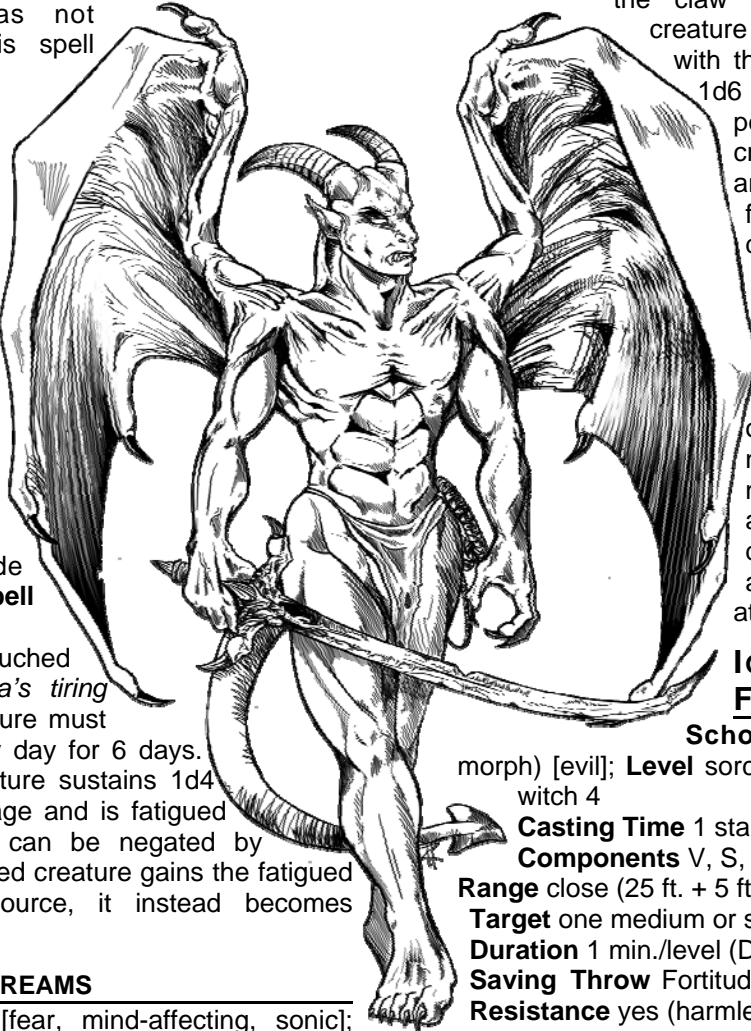
Range close (25 ft. + 5 ft./2 levels)

Target one medium or smaller humanoid creature

Duration 1 min./level (D)

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

This spell causes the creature to grow to Large size and appear as any Large demon, the exact appearance of which is chosen at the time of casting. This doubles the creature's height and increases the creature's weight by 8 times for every size category increased. The target gains a +4 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), its size modifier to AC and attack rolls decreases to -1 and its size modifier to CMB and CMD increases to +1. Additionally, the creature receives darkvision out to 60 feet, DR 3/good or cold iron, a +10 enhancement bonus to Intimidate checks, and a faint aura of evil. The target does not gain any natural weapons or other abilities of the demon whose form it takes. This spell



automatically fails if the creature is already Large size or larger.

The target gains a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—this spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by this spell. Melee weapons affected by this spell deal more damage (see the Equipment section of the *Pathfinder Core Rulebook*). Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

IGGARIA'S DEMONIC RESISTANCES

School abjuration [evil]; **Level** alchemist 6, cleric/oracle 5, magus 6, sorcerer/wizard 6, summoner 4, witch 6

Casting Time 1 standard action

Components V, S, M (demon scale)

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

Target one humanoid creature

Duration 1 min./level (D)

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

The creature's body takes on the toughened hide of a glabrezu demon. The creature gains an enhancement to natural armor equal to your caster level (to a maximum of +20), DR 10/good, immunity to electricity and poison and resistance to acid 10, cold 10 and fire 10. This enhancement to a creature's natural armor stacks with a creature's natural armor but not with other enhancement bonuses to natural armor (such as from a *barkskin* spell). The damage reduction and energy resistances do not stack with other sources of damage reduction and energy resistances.

IGGARIA'S DEMONIC WINGS

School transmutation (polymorph) [evil]; **Level** sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S, F (a bat's wing)

Range touch

Target humanoid touched

Duration 1 min./level (D)

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

The creature grows wings like those of a nabashu demon. If the touched creature is wearing armor, the armor changes to allow the wings to sprout and operate normally. The creature gains a fly speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load), and its maneuverability is average. Flying requires as much concentration as walking; the creature can attack or cast spells normally.

The creature gains a bonus on Fly skill checks equal to 1/2 your caster level. On a full attack, the creature can make 2 wing attacks. These are secondary natural attacks, dealing 1d4 + 1/2 the creature's Strength bonus (1d3 + 1/2 the creature's Strength bonus for small creatures) and counting as evil for the purposes of overcoming damage reduction. The creature also gains the benefit of one of the following feats for the duration of the spell: Flyby Attack, Hover, or Wingover. This feat is chosen at the time of casting and cannot be changed for the spell's duration. Armor check penalties still applies to Fly checks.

Should the spell duration expire while the subject is still aloft, the creature is treated as if under the effect of a *feather fall* spell for up to 1 minute.

LEIGHANNA'S FORCEFUL HALT

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, magus 4, sorcerer/wizard 4

Casting Time 1 immediate action

Components V

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

Target one living creature

Duration instantaneous

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

If the creature targeted by this spell fails its Will save, it ends its movement for this round. At the start of its next turn, the target creature may move as normal. If the creature has not yet moved this round, it can take up to a 5 ft. step. If the creature was moving faster than twice its movement speed, it must make a Reflex save or fall prone. A flying creature may make a free Fly check to hover, if capable.

LEIGHANNA'S FORCEFUL MERCY

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, inquisitor 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a peace bond)

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

Target one creature

Duration 1 round/level (D)

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

The target of this spell finds it difficult to deal lethal damage. For the duration of this spell, the target must make a Will save if he attempts to deal lethal damage with a natural, melee or ranged weapon. A failed save means the attack deals nonlethal damage and sustains the normal -4 penalty for attempting to deal nonlethal damage with a melee weapon that normally deals lethal damage.

LEIGHANNA'S SUPPRESSED BREATH WEAPON

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 min./level (D)

Saving Throw Will negates; **Spell Resistance** no

A creature affected by this spell cannot use its breath weapon for the duration of this spell. This spell automatically fails if the creature targeted does not have a breath weapon.

MIKARD'S ARMOR SPIKES

School evocation [force]; **Level** magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a piece of sharp metal)

Range touch

Target one suit of armor or shield

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

Invisible spikes cover the armor or shield, allowing the wearer to make normal spiked armor attacks or shield bashes. On a successful attack, these spikes deal 1d6 + 1 per 3 caster levels of piercing damage. These spikes are considered magical for the purposes of overcoming damage reduction. This damage does not stack with any spikes the armor or shield may already possess.

MIKARD'S BURNING EYES

School evocation [fire]; **Level** magus 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (one newt's eye)

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

Target one creature

Duration 1 round/level

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

Flames pour out of the target creature's eyes, causing 1d6 points of fire damage every round. The creature can attempt a Fortitude save every round. A failed save means the creature is blinded and nauseated for the round. If the creature fails 5 or more saves from this spell in a 24 hour period, she is permanently blinded as her eyes have burned away. This effect can be reverse by a *regenerate* spell or similar effect. Spells such as *remove blindness* do not affect creatures blinded permanently by this spell. This spell has no effect on creatures that do not have eyes.

MIKARD'S DUST TOSS

School evocation [earth]; **Level** bard 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a pinch of dust)

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

Target 1 creature/2 caster levels to a maximum of 5

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Dust flies into the eyes of your opponent. Make a dirty trick attempt, using your Intelligence bonus or your Charisma bonus (whichever is higher) in place of your Strength bonus and your caster level in place of your base attack bonus for your CMB. Feats such as Improved Dirty Trick and Greater Dirty Trick affect this roll as if it were a normal dirty trick attempt. A successful check leaves the target blinded for one round plus 1 round for

every 5 by which your attack roll exceeds your opponent's CMD.

MIKARD'S MINOR TORNADO

School evocation [air] **Level** magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (an empty bottle)

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

Target one medium or smaller creature

Duration instantaneous

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

You cause the air around a creature to swirl about. The creature must succeed on a Reflex save or be picked up and thrown 40 ft. (or until it impacts a creature or some other solid object) in a random direction. The creature sustains falling damage equal to 1d6 per caster level, up to a maximum of 15d6. The creature is knocked prone upon landing. If the creature would strike another creature during its flight, that creature receives a Reflex save. Failing the save means both the original target and the struck creature sustain the same damage. Striking an object causes the same damage to the object after hardness.

MIKARD'S TRIPPING GUST

School evocation [air]; **Level** bard 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A gust of air flies near your opponent's feet. Make a trip attempt, using your Intelligence bonus or your Charisma bonus (whichever is higher) in place of your Strength bonus and caster level in place of your base attack bonus for your CMB. Feats such as Improved Trip and Greater Trip affect this roll as if it were a normal trip attempt. A successful check leaves the target prone.

RIYAL'S BARRIER AGAINST UNDEAD

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

Casting Time 1 standard action

Components V, S

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

Effect straight invisible wall up to 20 ft. long/level and 40 ft. high

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** no

An invisible barrier comes into existence, preventing undead creatures from crossing it without a saving throw. If the save succeeds, the undead creature may cross the barrier normally. Unintelligent undead cannot cross this barrier. A creature that fails this save may try to cross the barrier again the following round. An undead creature that cannot cross the barrier can affect creatures on the other side of the barrier with ranged attacks and spells. This spell does not prevent an undead creature from using teleportation spells and spell-like abilities to get to the other side.

RIYAL'S COUNTERSPELLING PREPAREDNESS

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

Casting Time 1 standard action

Components V, S, F (lace glove costing 10 gp)

Range personal

Target you

Duration 1 round/level or until discharged (D)

Emerald green runes glow along the length of your arms. While this spell is in effect you may counterspell as an immediate action. You do not need to ready an action nor does this alter your position in the initiative order. You may take your next action normally. Once you successfully counter a spell (whether as an immediate action or as your normal action) this effect is discharged and the spell ends.

RIYAL'S SPELL DISRUPTING LIGHT BEAM

School abjuration [light]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 immediate action

Components V

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

Target one spellcasting creature

Effect one green ray

Duration instantaneous

Saving Throw none;

Spell Resistance yes

A bright green ray flies toward the intended target. Upon a successful ranged touch attack, the target must succeed on a concentration check or lose the spell he is casting. The DC of the concentration check is equal to $10 + 1d8$ per caster level (to a maximum $15d8$) + the level of the spell being cast by the target.

ROSTOV'S TRAINED SNAKE

School enchantment (charm) [mind-affecting]; **Level** druid 2, ranger 2

Casting Time 10 minutes

Components V, S, M (snake scale)

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

Target one snake

Duration permanent

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

You can increase the number of tricks the target snake can learn by one-half your caster level (to a maximum of 5). The target snake must be friendly towards you. This spell does not teach the snake new tricks; it only allows the snake to be able to be taught additional tricks. Casting this spell multiple times on a snake replaces the previous number of additional tricks the snake could learn; it does not stack with previous castings.

SHALLAN'S BLACKENED VISION

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (black grease)

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

Target one creature

Duration 1 round/level (D)

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

Material from the Plane of Shadow covers the eyes of the targeted creature. If he fails a Will save, the creature suffers a -4 penalty on all attack rolls, Reflex saves, Dexterity- and Wisdom-based ability checks and all sight- and movement-based skill checks. Additionally, all creatures and objects further than 10 ft. from the target creature are considered to have total concealment (50% miss chance).

SHALLAN'S SHADOW MARIONETTE

School illusion (shadow) [shadow];

Level bard 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Target one creature with a shadow

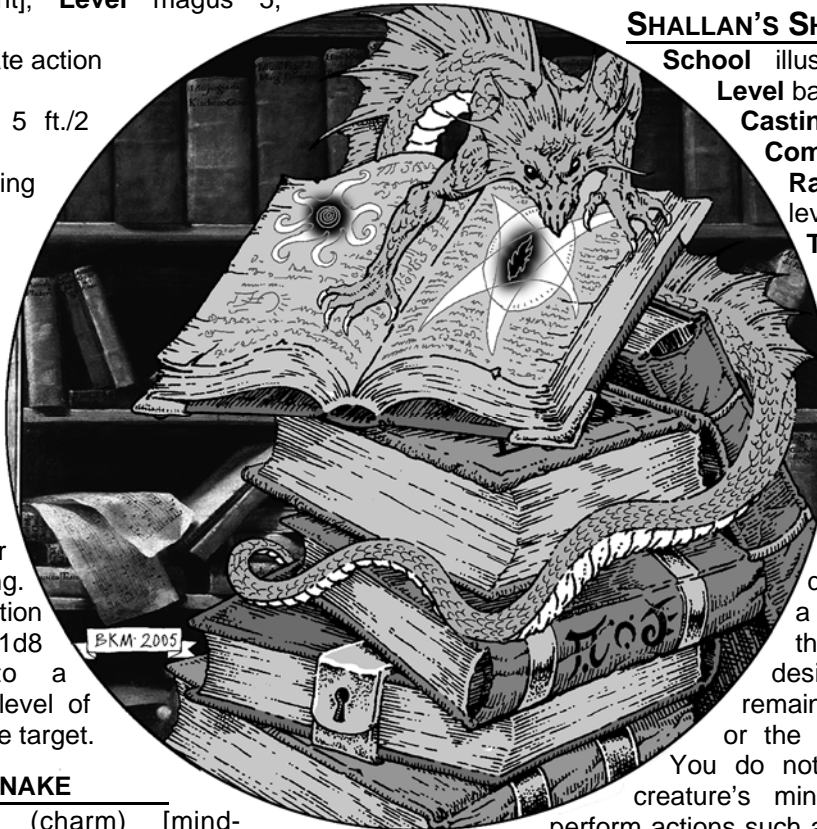
Duration concentration

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

You gain control of a creature's shadow, forcing the creature connected to the shadow to act as you direct. If the creature fails a Will save, you can direct the creature to act as you desire. The creature must remain within close range of you or the spell automatically ends.

You do not possess control of the creature's mind and cannot make it perform actions such as casting a spell or using a spell-like or supernatural ability. However, you can make the creature perform physical activities such as wielding a weapon or moving. The targeted creature's statistics are used for all attack and damage rolls and movement speed. The targeted creature receives a Will save each round to free its shadow from this hold on the creature. This spell does not work on a creature without a shadow, such as a vampire.

Concentrating on this spell requires a standard action each round and has a semantic component. If you cannot perform the required somatic component each round or if the targeted creature goes beyond the spell's range, the spell automatically ends.



SHALLAN'S SHADOWY CLOUD

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 min./level (D)

Saving Throw Will disbelief, see text; **Spell Resistance** yes

This spell generates a bank of fog, similar to *fog cloud*, except that it draws energy from the Plane of Shadows and reduces the level of light inside the cloud by 2 steps. A creature inside the cloud may attempt to disbelieve with a Will save. Any creature that fails the Will save takes 1d6 points of cold damage per caster level to a maximum of 15d6. On a successful save, the creature sustains only one-fifth (20%) damage. You can direction the cloud each round as a move action. It possesses a speed of 50 ft. The cloud moves at half speed against moving air (such as from a *gust of wind* spell).

TAMIS' BURST OF LIFE

School necromancy; **Level** cleric/oracle 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (moon pearl worth 1,000 gp)

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

Target one undead creature

Duration 1 hour/level (D)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

The moon pearl explodes with a tiny burst of life. On a failed save, the targeted undead creature loses its immunity to mind-affecting effects, bleed damage, death effects, disease, paralysis, poison, sleep effects and stunning. Additionally, the affected undead creature can be affected normally by all effects that require Fortitude saves. The creature is still undead and is considered an undead creature for all other abilities, spells, or effects.

TAMIS' MOON ARROWS

School evocation [good, light]; **Level** cleric/oracle 6, inquisitor 5

Casting Time 1 standard action

Components V, S, F (a longbow worth 300 gp)

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

Effect 3 arrows of moonlight

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Upon casting this spell, you fire off three moon arrows. Each arrow requires a ranged touch attack to hit. These arrows may be fired at a single target or at different targets. Any undead creature or creature with the shapeshifter subtype struck by a moon arrow takes 1d6 points of damage per caster level, to a maximum of 15d6. A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 10d6). All other creatures struck by these moon arrows take 1d8 points of damage per 2 caster levels to a maximum of 10d8.

TAMIS' MOON GLOW SHIELD

School abjuration [cold, light]; **Level** cleric/oracle 5

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level (D)

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

You are surrounded by the gentle glow of moonlight, bathing the 30 ft. area around you in white light. A creature within 30 ft. attempting to attack you becomes dazzled for the round. If a creature attacks you with a natural melee weapon or unarmed strike, he takes 1d6 points of cold damage per caster level to a maximum of 10d6. A successful Reflex save means the creature takes half damage. The save does not negate the dazzled effect.

TAMIS' MOON RADIANCE

School evocation [good, light]; **Level** cleric/oracle 4

Casting Time 1 standard action

Components V, S, DF

Area 15 ft. radius burst

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

The light of the moon surrounds you, blinding all nearby undead. Any undead creature within the area of effect that fails the Fortitude save is blinded for a number of rounds equal to your caster level.

TRASK'S WALL OF BLOOD

School conjuration (creation) [evil]; **Level** antipaladin 4, cleric/oracle 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (bloody rag)

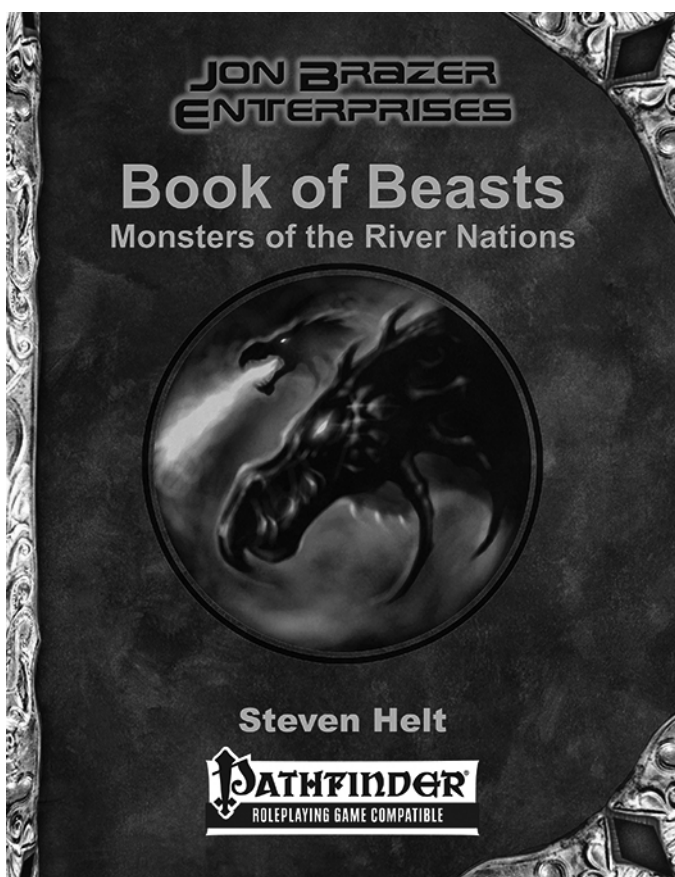
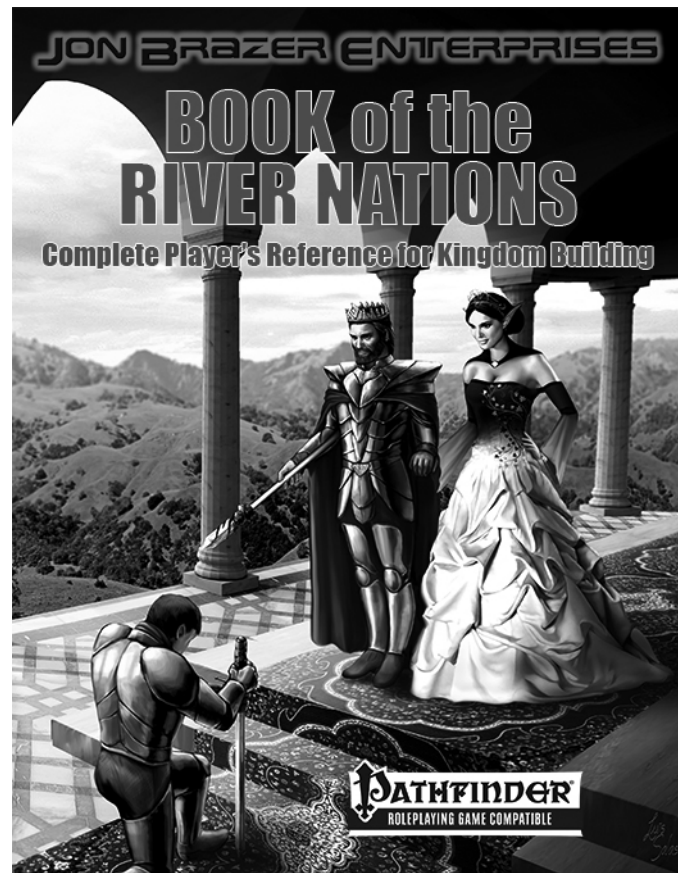
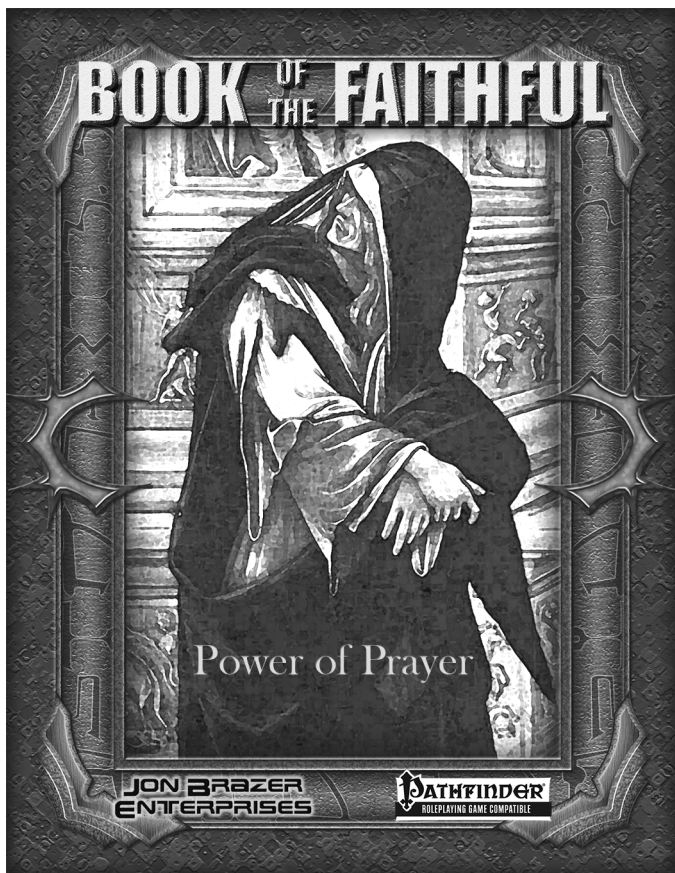
Range medium (100 ft. + 10 ft./level)

Effect translucent sheet of blood up to 20 ft. long/level, 20 ft. high

Duration 1 round/level (D)

Saving Throw Fortitude partial or Reflex negates, see text; **Spell Resistance** no

Blood seeps out of the ground, rising to form a thin wall (about 1 inch thick). A *wall of blood* is a flat, vertical barrier that appears where you designate. All creatures and objects on one side of the wall are granted concealment (20% miss chance) when viewed from the opposite side of the wall. The caster determines which side of the wall grants concealment when the spell is cast. A creature passing through the wall must succeed on a Fortitude save or becomes nauseated for 1d4 rounds. When this spell ends (whether it is dismissed or the duration has expired), the blood comes crashing down to the ground. When this happens any creature within 5 feet of the wall must succeed on a Reflex save or be covered in blood, nauseating the creature for 1 round.



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