

WOMEN ARE THE NEW MEN AND MEN ARE THE NEW WOMEN

ULTIMATE SPELL DECKS



ULTIMATE MAGIC SPELL CARDS

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WOMEN ARE THE NEW MEN AND MEN ARE THE NEW WOMEN

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M (a vial of acid worth 10 gp); **Range** 60 ft.; **Effect** 60-ft. line; **Duration** instantaneous; **Saving Throw** Reflex partial (see text); **SR** yes;

A spray of acid erupts from your outstretched hand, dealing 1d6 points of acid damage per caster level (maximum 15d6) to each creature within its area (Reflex half). This acid continues to burn for 1 round, dealing 1d6 points of acid damage per two caster levels (maximum 7d6) to any creature that failed its saving throw against the spell (a second Reflex save on the creature's turn negates this additional damage).

[illegible]

School transmutation; **Level** alchemist 2, bard 2, inquisitor 2, ranger 2; **Casting Time** 1 standard action; **Components** V, S, M (a glass lens); **Range** touch; **Targets** creature touched; **Duration** 1 minute/level; **Saving Throw** Will negates (harmless); **SR** yes;

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

[illegible]

AGE RESISTANCE, LESSER

School transmutation; **Level** alchemist 3, druid 4, sorcerer/wizard 4, witch 4; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 24 hours;

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the -1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

Uses Per Day: _____

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AGE RESISTANCE, GREATER

School transmutation; **Level** alchemist 5, druid 7, sorcerer/wizard 7, witch 7; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 24 hours

This spell functions as lesser age resistance, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

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School transmutation; **Level** bard 2; **Casting Time** 1 standard action; **Components** V; **Range** personal; **Targets** you; **Duration** 1 round/level (D) or until discharged(D);

This spell allows you to act more swiftly while maintaining a bardic performance. You must already be maintaining a bardic performance before you can cast *allegro*. You gain the benefits of the spell haste for as long as you maintain that bardic performance. If you cease maintaining the bardic performance or it is interrupted, this spell's duration ends. As an immediate action while you are maintaining a bardic performance, you can dismiss *allegro* to reroll a Reflex save or Dexterity-based skill check—you must choose to reroll before the result of the original roll is known. You must take the result of the reroll, even if it's worse than the original roll. *Allegro* dispels and is dispelled by *slow*.

Uses Per Day: _____

[illegible]

This spell functions as animate dead, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

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ANTHROPOMORPHIC ANIMAL

School transmutation (polymorph); **Level** druid 3, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S, M (a humanoid thumb bone); **Range** touch; **Targets** animal touched; **Duration** 1 hour/level; **Saving Throw** Fortitude negates; **SR** yes;

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack).

Anthropomorphic animal can be made permanent with a permanency spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

[illegible]

School divination; **Level** alchemist 1, bard 1, ranger 1, sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1 minute/level or until activated; **Saving Throw** Will negates; **SR** yes;

A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Uses Per Day:

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School evocation [good, lawful]; **Level** cleric 3, paladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** 20 ft.; **Effect** 20-ft. radius centered on you; **Duration** 1 minute/level; **Saving Throw** Will negates; **SR** yes;

You gain a powerful aura, similar to an archon's aura of menace.

Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a -2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the cannot be affected again by this particular casting of archon's aura.

[illegible]

School evocation [lawful]; **Level** cleric 2, paladin 2; **Casting Time** 1 standard action; **Components** V, S, DF (a holy symbol); **Range** close (25 ft. + 5 ft./2 levels); **Effect** arrow-shaped projectile of lawful energy; **Duration** instantaneous (1 round); see text; **Saving Throw** Will partial (see text); **SR** yes;

You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack.

A chaotic creature struck by an arrow of law takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

Uses Per Day: _____

[illegible]

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

[illegible][illegible]

ASTRAL PROJECTION, LESSER

School necromancy; **Level** cleric 5, sorcerer/wizard 5; **Casting Time** 30 minutes; **Components** V, S, M (1,000 gp jacinth); **Range** touch; **Targets** you plus one additional willing creature touched per two caster levels; **Duration** see text; **Saving Throw** none; **SR** yes;

This spell functions as astral projection, except you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

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You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin.

The target gains the ability to use detect evil at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of 1/2 your caster level; and can smite evil once as a paladin of 1/2 your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no if cast on a paladin.

Uses Per Day: _____

[illegible]

BLADE OF BRIGHT VICTORY

School transmutation [good]; **Level** paladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** your paladin bonded weapon; **Duration** 1 minute/level; **Saving Throw** Will negates (harmless); **SR** no;

You strengthen the bond between your divine bond weapon and its celestial spirit. The weapon gains the ghost touch property. You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a sacred bonus to your CMD against disarm and sunder attacks directed at your bonded weapon; this bonus is equal to half your caster level.

Uses Per Day:

[illegible]

BLADE OF DARK TRIUMPH

School transmutation [evil]; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** your fiendish boon weapon; **Duration** 1 minute/level; **Saving Throw** Will negates (harmless); **SR** no;

You strengthen the bond between your fiendish boon weapon and its unholy spirit. The weapon gains the ghost touch property.

You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a profane bonus to your CMD against disarm and sunder attacks directed at your boon weapon; this bonus is equal to half your caster level.

Uses Per Day: _____

Uses:

School transmutation; Level cleric 3, inquisitor 3, paladin 3, ranger 3; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** 1 creature/level; **Duration** 1 minute/level; **Saving Throw** none (harmless); **SR** yes (harmless);

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

[illegible]

School evocation [evil, fire]; **Level** cleric 4; **Casting Time** 1 round; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one creature; **Duration** instantaneous; **Saving Throw** none; **SR** yes;

Your unarmed strikes release blasts of energy in the form of bolts of fire or glowing red crows, which fly instantaneously to strike your target. You can make unarmed strike or flurry of blows attacks against the target as if it were in your threatened area; each successful attack deals damage as if you had hit it with your unarmed strike, except half the damage is fire and half is negative energy (this negative energy does not heal undead). For example, if you are a 14th-level monk, you can use a flurry of blows to attack five times, creating one energy crow for each successful attack against the target, and dealing 2d6 points of damage (plus appropriate unarmed strike modifiers) with each crow.

Uses Per Day: _____

[illegible]

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BOILING BLOOD

School transmutation; **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one creature per three levels, no two of which may be more than 30 ft. apart; **Duration** concentration + 1 round/level (D)(D); **Saving Throw** Fortitude negates (see text); **SR** yes;

The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood.

If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

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School conjuration [acid]; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** 10-ft.-radius burst; **Duration** instantaneous; **Saving Throw** Reflex half; **SR** yes;

You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 3d6 points of damage plus 1d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no damage on the next round.

[illegible]

School illusion(glamer); **Level** witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one skull; **Duration** permanent until discharged; **Saving Throw** Will negates; **SR** yes;

This spell functions as magic mouth, except rather than creating an illusory mouth on any surface, it affects a skull.

In addition, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message.

All creatures that can hear the cackles must save or become shaken for 1d4 rounds.

Uses Per Day: _____

[illegible]

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School evocation; **Level** bard 1; **Casting Time** 1 standard action; **Components** V, S; **Range** 15 ft.; **Effect** cone-shaped burst; **Duration** instantaneous; **Saving Throw** Reflex negates; **SR** no;

During your bardic performance, you can strike a chord whose notes transform into a shower of razor sharp, crystalline shards. The shards deal 2d6 points of piercing damage to all creatures caught in the area of effect.

Uses Per Day: _____

[illegible]

School abjuration; **Level** cleric 7, sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S, F (a crystal lens worth 100 gp); **Range** medium (100 ft. + 10 ft./level); **Effect** 20-ft.-radius emanation centered on a willing creature; **Duration** 1 round/level (D)(D); **Saving Throw** Will negates (harmless); **SR** yes (harmless);

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

Uses Per Day: _____

[illegible]

School evocation[cold]; **Level** cleric 6, sorcerer/wizard 6; **Casting Time** swift action; **Components** V, S; **Range** 60 ft.; **Effect** cone-shaped burst; **Duration** instantaneous; **Saving Throw** Reflex half; **SR** yes;

You create a shredding flurry of ice slivers, which blast from your hand in a cone. The cone deals 1d6 points of cold damage per caster level (maximum 15d6).

Uses Per Day: _____

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CONJURE BLACK PUDDING

School conjuration(summoning)[acid]; **Level** sorcerer/wizard 6, summoner 5; **Casting Time** 1 round; **Components** V, S, M (a flask of acid worth 10 gp); **Range** close (25 ft. + 5 ft./2 level); **Effect** one summoned black pudding; **Duration** 1 round/level (D)(D); **Saving Throw** none; SR no

You summon a black pudding (Bestiary 35) that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents.

The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

Uses Per Day: _____

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School transmutation; **Level** sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one construct; **Duration** concentration; **Saving Throw** none (see text); **SR** yes;

You wrest the control of a construct from its master. For as long as you concentrate, you can control the construct as if you were its master. You must make a Spellcraft check each round to maintain control. The DC of the Spellcraft check is (10 + the construct's HD). If the construct's creator or master is present and trying to control the construct, you both must make opposed concentration checks each round to control the construct.

Uses Per Day:

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You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

[illegible]

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 3 rounds; **Saving Throw** none; **SR** yes;

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

Uses Per Day:

[illegible]

School conjuration (creation) [acid]; **Level** magus 1, sorcerer/wizard 1, summoner 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature or object touched; **Duration** instantaneous; **Saving Throw** none; **SR** yes;

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

[illegible][illegible]

School transmutation; **Level** alchemist 3, inquisitor 3, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision (Bestiary 2 294) and cannot be flanked.

Uses Per Day: _____

[illegible]

CREATE DEMIPLANE

School conjuration(creation); **Level** cleric 8, sorcerer/wizard 8, summoner 6, witch 8; **Casting Time** 4 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to 10 10-ft. cubes/level (S); **Duration** 1 day/level or instantaneous (see text); **Saving Throw** none; **SR** no;

This spell functions as create lesser demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with create lesser demiplane (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

Alignment: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants;

CREATE DEMIPLANE (CONT'D)

School conjuration(creation); **Level** cleric 8, sorcerer/wizard 8, summoner 6, witch 8; **Casting Time** 4 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to 10 10-ft. cubes/level (S); **Duration** 1 day/level or instantaneous (see text); **Saving Throw** none; **SR** no;

if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

Elemental: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, GameMastery Guide 186).

Gravity: By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, GameMastery Guide 184).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, GameMastery Guide 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

CREATE DEMIPLANE (CONT'D)

School conjuration(creation); **Level** cleric 8, sorcerer/wizard 8, summoner 6, witch 8; **Casting Time** 4 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to 10 10-ft. cubes/level (S); **Duration** 1 day/level or instantaneous (see text); **Saving Throw** none; **SR** no;

Structure: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the permanency spell, at a cost of 20,000 gp. If you have cast create demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Uses Per Day: _____

[illegible]

CREATE DEMIPLANE, LESSER

School conjuration(creation); **Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7; **Casting Time** 2 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to three 10-ft. cubes/level (S); **Duration** 1 day/level; **Saving Throw** none; **SR** no;

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The “walls” and “ceiling” of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane’s environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane’s light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane’s light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on.

For example, you could use move earth to create a hill or wall of stone to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence,

CREATE DEMIPLANE, LESSER (CONT'D)

School conjuration(creation); **Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7; **Casting Time** 2 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to three 10-ft. cubes/level (S); **Duration** 1 day/level; **Saving Throw** none; **SR** no;

and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as astral projection, etherealness, or plane shift. You are considered “very familiar” with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using limited wish, mage's disjunction, miracle, or wish and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired),

the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by the spell again to create a linked area between the two.

You can make this spell permanent with the permanency spell, at a cost of 17,500 gp. If you have cast create lesser demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Uses Per Day:

Uses:

CREATE DEMIPLANE, GREATER

School conjuration(creation); **Level** cleric 9, sorcerer/wizard 9, witch 9; **Casting Time** 6 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to 20 10-ft. cubes/level (S); **Duration** 1 day/level or instantaneous (see text); **Saving Throw** none; **SR** no;

This spell functions as create demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with lesser create demiplane or create demiplane (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level.

Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in create demiplane) with each casting of the spell, in which case it has an instantaneous duration.

Energy: Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits, GameMastery Guide 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.

Magic: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, GameMastery Guide 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as “effects with the fire descriptor or that manipulate fire” or “death spells and spells from the Death or Repose domains.” A plane cannot be enhanced and impeded for the same kinds of spells.

CREATE DEMIPLANE, GREATER (CONT'D)

School conjuration(creation); **Level** cleric 9, sorcerer/wizard 9, witch 9; **Casting Time** 6 hours; **Components** V, S, F (a forked metal rod worth at least 500 gp); **Range** 0 ft.; **Effect** extradimensional demiplane, up to 20 10-ft. cubes/level (S); **Duration** 1 day/level or instantaneous (see text); **Saving Throw** none; **SR** no;

Morphic: You may use move earth at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

Portal: Your demiplane gains a permanent gate to one location on another plane, which can only be used for planar travel. This location must be very familiar to you.

This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

Time: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, GameMastery Guide 185).

You can make this spell permanent with the permanency spell, at a cost of 22,500 gp. If you have cast create greater demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Uses Per Day: _____ Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Table 7629449 3834 49238 2M 9392392 49238 2M 295164 49238 2M 94377 49238 2M 334337 2M639

1. *What is the main purpose of the study?*

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School enchantment[compulsion, curse, emotion, mind-affecting]; **Level** bard 3, sorcerer/wizard 5, witch 5; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** permanent; **Saving Throw** Will negates; **SR** yes;

You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.

Uses Per Day: _____

[illegible]

CURSE OF MAGIC NEGATION

School abjuration[curse]; **Level** cleric 5, inquisitor 4, sorcerer/wizard 4, witch 4; **Casting Time** 1 round; **Components** V, S, M (powdered lead and platinum worth 250 gp); **Range** medium (100 ft. + 10 ft./level); **Targets** one creature; **Duration** 10 minute/level; **Saving Throw** Will negates; **SR** no;

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page UM 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

Uses Per Day: _____

Uses:

School necromancy[curse, evil; see text]; **Level** cleric 9, sorcerer/wizard 9, witch 9; **Casting Time** 10 minutes; **Components** V, S, M (powdered onyx 10,000 gp), DF; **Range** touch; **Effect** 1-mile radius emanating from the touched point; **Duration** permanent; **Saving Throw** none (see text); **SR** no;

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

Famine: All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of diminish plants.

Living Death: Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

Plague: Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

Uses Per Day: _____

[illegible]

School conjuration(creation)[force]; **Level** sorcerer/wizard 2, summoner 2; **Casting Time** 1 standard action; **Components** V, S,; **Range** touch; **Targets** creature touched; **Duration** 1 hour/level or until discharged (D)(D); **Saving Throw** Will negates (harmless); **SR** yes;

Invisible bands of force encircle vital areas of the target. The bands resist crushing forces and impacts without interfering with movement. The target gains DR 2/piercing or slashing and takes half damage from constriction, falling, and being buried, as well as from similar crushing effects such as crushing hand. Grapple checks for attacks other than constricting (such as pinning or swallowing whole) are not affected. Once the spell has blocked 12 points of damage per caster level (to a maximum of 120 points at 10th level), it is discharged. The bands have no effect on incorporeal attacks unless they deal damage from constriction or crushing, or unless the attacks would be subject to damage reduction.

Uses Per Day: _____ Uses: □□□□□□□□

[illegible]

School transmutation; **Level** bard 4; **Casting Time** 1 standard action; **Components** V; **Range** personal; **Targets** you; **Duration** 1 round/level;

You become a lethal combat dancer, swirling and spinning with grace and precision. You gain a morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class. This bonus is equal to +1 per 3 caster levels (maximum +5 at 15th level). The bonus to AC is lost under any circumstances that would cause you to lose your Dexterity bonus to AC. You must remain moving for the spell to stay in effect. If in any round you do not either move at least 10 feet or make a melee attack, the spell's duration ends.

Uses Per Day: _____

[illegible]

DANCE OF A THOUSAND CUTS

School transmutation; **Level** bard 6; **Casting Time** 1 standard action; **Components** V; **Range** personal; **Targets** you; **Duration** 1 round/level;

This spell functions as dance of a hundred cuts, except you also gain the benefits of haste.

Uses Per Day: _____

Uses:

DARKVISION, GREATER

School transmutation; **Level** alchemist 4, antipaladin 4, ranger 4, sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (either a pinch of dried carrot or an agate); **Range** touch; **Targets** creature touched; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

This spell functions as darkvision, except the target's darkvision has a range of 120 feet.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

DAZE, MASS

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, inquisitor 4, sorcerer/wizard 4, summoner 4, witch 4; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one or more humanoid creatures, no two of which may be more than 30 ft. apart; **Duration** 1 round; **Saving Throw** Will negates; **SR** yes;

This small functions as done, except as noted above.

[illegible][illegible]

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School evocation[electricity]; **Level** alchemist 2, magus 2, sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S, M (a hollow metal sphere); **Range** personal; **Targets** you; **Duration** 1 minute/level or until discharged;

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

Uses Per Day: _____

[illegible]

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School illusion(glamour); **Level** bard 2, inquisitor 2, sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 10 minute/level (D)(D);

This spell functions as disguise self, except you can disguise either yourself or another creature.

Uses Per Day: _____

[illegible]

DISTRACTING CACOPHONY

School evocation[sonic]; **Level** bard 2, sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** 20-ft. spread; **Duration** 1 round/level (D) (D); **Saving Throw** none; **SR** yes

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

Uses Per Day: _____

[illegible]

School evocation[sonic]; **Level** bard 2, inquisitor 2; **Casting Time** 2 standard actions; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** 1d4 living creatures; **Duration** 1 round/level; **Saving Throw** Fortitude negates; **SR** yes;

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this spell.

Uses Per Day: _____

[illegible]

School transmutation; **Level** inquisitor 5; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 minute/level; see text;

Select one creature within 60 feet that you have damaged.

If that creature has a burrow, climb, fly, or swim speed, you gain that form of movement for the duration of the spell at the same speed and maneuverability as the selected creature.

If this gives you the burrow or swim speed, you can breathe while burrowing or swimming. If the creature moves 1,000 feet or more from you, the spell ends. If the creature has more than one of these types of movement, you select one from the types available to the creature.

Uses Per Day: _____

[illegible]

School evocation[evil]; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** arrow-shaped projectile of evil energy; **Duration** instantaneous (1d4 rounds); **Saving Throw** Will partial (see text); **SR** yes;

You unleash a crackling missile of darkness from your unholy symbol at any one target in range as a ranged touch attack.

A good creature struck by dread bolt takes 1d8 points of damage per two caster levels (maximum 5d8). A good outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is sickened for 1 round. A successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures.

Uses Per Day:

[illegible]

School conjuration(summoning)[good]; **Level** druid 6, summoner 6; **Casting Time** 1 round; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Effect** summoned eagles; **Duration** 1 hour/level; **Saving Throw** none; **SR** no;

You summon a flight of giant eagles (one per three caster levels, maximum of six; Bestiary 118) to ferry you and your allies across the skies. The eagles avoid combat if possible but defend themselves if attacked; if the eagles attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the eagles remain in combat for 5 rounds before the spell ends).

[illegible]

School evocation[sonic]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round/level; see text; **Saving Throw** Fortitude partial (see text); **SR** yes;

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Uses Per Day: _____

Uses: □□□□□□□□

School transmutation[sonic]; **Level** alchemist 4, bard 4, druid 4, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V; **Range** personal; **Targets** you; **Duration** 10 minutes/level;

You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too highpitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of silence.

Uses Per Day: _____

[illegible]

School necromancy[curse, disease, evil]; **Level** inquisitor 3, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** instantaneous; **Saving Throw** Fortitude negates; SR yes

Uses Per Day: _____

[illegible]

School enchantment(compulsion)[emotion, mind-affecting];
Level bard 4, sorcerer/wizard 6; **Casting Time** 1 standard action;
Components V, S; **Range** medium (100 ft. + 10 ft./level); **Targets**
 one creature/level, no two of which can be more than 30 ft. apart;
Duration 1 round/level; **Saving Throw** Will negates; **SR** yes;

You fill creatures with feelings of seething envy. Affected targets turn upon the nearest creature (whether an ally or enemy) and attempt to disarm it of a valuable weapon, steal something it is holding, or grapple it and strip it of something it prizes (your choice). Affected targets can attempt a new Will save each round as a free action to end this effect.

Uses Per Day:

[illegible]

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✓ _____

School transmutation[acid]; **Level** alchemist 3, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D); **Saving Throw** Fortitude partial (see text); **SR** yes;

Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or be sickened for 1 round. If the attack against you is a critical hit, the attacker must save or be nauseated instead of sickened. This damage can harm a swarm.

Uses Per Day: _____

[illegible]

EXCRUCIATING DEFORMATION

School transmutation(polymorph)[evil, pain]; **Level** sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1 round/level; **Saving Throw** Fortitude partial (see text); **SR** yes;

Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

Uses Per Day:

[illegible]

EXQUISITE ACCOMPANIMENT

School illusion(shadow)[shadow]; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Effect** phantom instrument; **Duration** 1 round/level (D)(D); **Saving Throw** none; **SR** no;

You create a phantom instrument, a glowing construct of magic in the form of a portable musical instrument of your choice. The instrument floats beside you, moving as you move (even if you teleport). It cannot be damaged, but can be dispelled. The instrument plays as you direct, and as long as it plays, you do not have to expend rounds of bardic performance from your daily allotment to maintain an effect.

Activating a bardic performance or switching to a new still costs a round of your overall bardic performances per day.

[illegible]

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FLESHWORM INFESTATION

School conjuration(summoning)[evil]; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1 round/level (D)(D); **Saving Throw** Fortitude partial (see text); **SR** yes;

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Uses Per Day: _____ Uses:

FORBID ACTION

School enchantment(compulsion)[language-dependent, mind-affecting]; **Level** cleric 1, inquisitor 1; **Casting Time** 1 standard action; **Components** V; **Range** close (25 ft. +5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** Will negates; **SR** yes;

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Target cannot cast spells or use spell-like abilities.

Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Target cannot ready or prepare any item, weapon, component, or equipment.

Move: The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

FORBID ACTION (CONT'D)

School enchantment(compulsion)[language-dependent, mind-affecting]; **Level** cleric 1, inquisitor 1; **Casting Time** 1 standard action; **Components** V; **Range** close (25 ft. +5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** Will negates; **SR** yes;

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

[illegible]

School enchantment(compulsion)[language-dependent, mind-affecting]; **Level** cleric 5, inquisitor 5; **Casting Time** 1 standard action; **Components** V; **Range** close (25 ft. +5 ft./2 levels); **Targets** one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 round/level; **Saving Throw** Will negates; **SR** yes;

This spell functions as forbid action, except up to one creature per level may be affected. Each creature must receive the same forbidden action.

Uses Per Day: _____

Uses:

School evocation[force]; **Level** magus 3; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 feet + 5 feet/2 levels); **Targets** one creature or object within range and you; **Duration** instantaneous; **Saving Throw** none; **SR** yes;

You create a hook of force that strikes the target and drags you to a space adjacent to it. Make a ranged touch attack against the target; if the touch attack succeeds, the target takes 1 point of force damage per caster level. Whether or not the touch attack hits, the force hook drags you in a straight line to a square adjacent to the target. This movement provokes attacks of opportunity as normal. The pulling hook keeps you from falling as part of this movement; therefore you can use it to cross a pit or chasm, or reach a higher or lower elevation. If the line of effect from you to the target passes through an area that is too small to fit your body (such as a portcullis or arrow slit), the hook pulls you to that location and you take damage as if you had fallen the distance from your starting point to that location. If you are restrained, such as being chained to a wall, the hook pulls you to the maximum extent of your restraints but does not break the restraints.

If your travel to the destination is not blocked, you land on your feet, unharmed by the sudden motion. However, the spell does not guarantee you a safe landing space when you arrive. For example, if your target is flying or on a ledge with no room for you to stand, once the hook pulls you adjacent to the target, you begin to fall.

If you use this spell with your spell combat class ability, you can make your melee attack from your starting position or your ending position.

Uses Per Day: _____

[illegible]

School evocation[force]; **Level** magus 3, sorcerer/wizard 3;
Casting Time 1 standard action; **Components** V, S; **Range** touch;
Targets creature touched; **Duration** instantaneous; **Saving Throw**
Fortitude partial; **SR** yes;

This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

Uses Per Day: _____

[illegible]

School transmutation[sonic]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1; **Casting Time** 1 standard action; **Components** S; **Range** medium (100 ft. + 10 ft./level); **Targets** one creature; **Duration** 1 round/level; **Saving Throw** Will negates; **SR** yes;

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

Uses Per Day: _____

[illegible]

School evocation[cold]; **Level** druid 2, magus 2, sorcerer/wizard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** instantaneous; **Saving Throw** none; **SR** yes;

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round.

If the attack is a critical hit, the target is staggered for 1 minute instead.

[illegible]

School transmutation[cold]; **Level** druid 1, magus 1, witch 1;
Casting Time 1 standard action; **Components** V, S; **Range** touch;
Targets creature touched; **Duration** instantaneous; **Saving Throw**
none; **SR** yes;

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Uses Per Day: _____

[illegible]

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School necromancy[disease]; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1d3 days; **Saving Throw** Fortitude negates; **SR** yes;

You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1d3 points of Charisma damage. Any physical attack against the target automatically adds 1d6 points of bleed damage.

Uses Per Day: _____

[illegible]

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[illegible]

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School necromancy[mind-affecting, pain]; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** 30-ft.-radius emanation; **Duration** concentration + 2 rounds; **Saving Throw** Will negates; **SR** yes;

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead.

The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked.

Creatures within 30 feet of the choir experience wracking pain that causes them to take a -2 penalty on attack rolls, skill checks, and ability checks.

Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

[illegible]

HAUNTING MISTS

School illusion(figment)[fear, shadow]; **Level** bard 2, sorcerer/wizard 2, witch 2; **Casting Time** 1 standard action; **Components** V, S; **Range** 20 ft.; **Effect** cloud spreads in 20-ft. radius, 20 ft. high; **Duration** 1 minute/level (D)(D); **Saving Throw** Will partial (see text); **SR** no;

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

School abjuration; **Level** inquisitor 1, witch 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

You give the target a +4 resistance bonus on saving throws against witch hexes.

Uses Per Day: _____

[illegible]

School transmutation[cold, good, water]; **Level** cleric 5; **Casting Time** 1 standard action; **Components** V, S, M (a flask of holy water or 5 pounds of powdered silver worth 25 gp); **Range** medium (100 ft. + 10 ft./level); **Effect** wall of ice or flying ice javelins (see text); **Duration** 1 minute/level, instantaneous, or until expended (see text); **Saving Throw** Reflex negates or none (see text); **SR** yes;

This spell creates a large mass of frozen holy water that can be used for one of two effects.

Holy Ice Wall: This functions like wall of ice (hemisphere or plane). Any creature that takes damage from holy water takes 1 point of damage every time it touches or attacks the ice wall with melee attacks; extended contact with the wall (such as standing or walking on it) deals 1d6 points of damage. Even when the ice has been broken through, a sheet of frigid holy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is cold damage, half is damage from holy water (creatures unharmed by holy water do not take the damage).

Holy Ice Javelins: The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other.

Uses Per Day: _____

[illegible]

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School transmutation[cold]; **Level** sorcerer/wizard 7, witch 7; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

Your form transmutes into living ice, granting you several abilities. You gain the cold subtype and damage reduction 5/ magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and you are considered armed when making unarmed attacks. You may burrow through nonmagical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

Uses Per Day: Uses:

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School conjuration(creation)[cold]; **Level** sorcerer/wizard 1, summoner 1, witch 1; **Casting Time** 1 standard action; **Components** V, S; **Range** 0 ft.; **Effect** one icicle; **Duration** 1 minute/level; **Saving Throw** none; **SR** no;

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage.

If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn.

Uses Per Day: _____

[illegible]

School evocation[cold]; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (10 ft. + 10 ft./level); **Targets** one creature; **Duration** 1 minute/level; see text; **Saving Throw** Reflex partial, Fortitude negates (see text); **SR** yes;

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of cold damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice with a successful Strength check (DC 15 + your caster level).

[illegible]

School evocation[cold]; **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (10 ft. + 10 ft./level); **Targets** one creature/level, no two of which can be more than 30 ft. apart.; **Duration** 1 minute/level; see text; **Saving Throw** Reflex partial, Fortitude negates (see text); **SR** yes;

This spell functions as icy prison, except as noted above.

Uses Per Day: _____ Uses: □□□□□□□□

[illegible]

School transmutation; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 minute/level; **Saving Throw** Will negates (see text); **SR** yes;

You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like *detect evil* or *detect good* detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignment-affecting magic affects it according to its actual alignment.

Uses Per Day: _____

[illegible]

INTERPLANETARY TELEPORT

School conjuration (teleportation); **Level** cleric 9, sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V; **Range** personal and touch; **Targets** you and touched objects or other touched willing creatures; **Duration** instantaneous; **Saving Throw** none and Will negates (object); **SR** no and yes (object);

This spell functions as teleport, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to (“the third planet from the sun” is an acceptable destination, but “a habitable world near that bright star” is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening.

If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

[illegible]

School necromancy[evil, pain]; **Level** inquisitor 1, sorcerer/wizard 1, witch 1; **Casting Time** 1 round; **Components** V, S; **Range** touch; **Targets** living creature touched; **Duration** 1 minute/level; **Saving Throw** Fortitude negates; **SR** yes;

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

Uses Per Day: _____

Uses: □□□□□□□□

INTERROGATION, GREATER

School necromancy[evil, pain]; **Level** inquisitor 4; **Casting Time** 1 round; **Components** V, S; **Range** touch; **Targets** living creature touched; **Duration** 1 minute/level; **Saving Throw** Fortitude negates; **SR** yes;

This spell functions as interrogation, except you may ask one question per caster level and the spell deals damage equal to 1d8 points plus your Wisdom bonus if the target doesn't answer a question.

[illegible]

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School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to 0 or fewer hit points, you can steal some of that creature's ki. This replenishes 1 point of ki as long as you have at least 1 ki point in your ki pool. This does not allow you to exceed your ki pool's maximum. This ability does not stack with similar abilities (such as the steal ki ability of the hungry ghost monk in the Advanced Player's Guide).

This spell has no effect if you do not have a ki pool.

Uses Per Day: _____ Uses:

School evocation[sonic]; **Level** bard 5, sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft + 5 ft./2 levels); **Targets** one living creature; **Duration** instantaneous; **Saving Throw** Fortitude partial (see text); **SR** yes;

With a guttural bark, you unleash a sudden blast of sonic energy that strikes your opponent. The target takes 1d6 points of sonic damage per level (maximum 20d6) and is stunned for 1 round; a successful Fortitude save reduces the damage by half and negates the stun.

Uses Per Day: _____

Uses:

School divination; **Level** cleric 1, inquisitor 1, paladin 1, ranger 1; **Casting Time** 1 minute; **Components** S, V, DF; **Range** personal; **Targets** you; **Duration** instantaneous; **Saving Throw** none; **SR** no;

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

Uses Per Day: _____ Uses:

School evocation[force]; **Level** inquisitor 4, sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. +10 ft./level); **Targets** one creature; **Duration** 1 minute/level; **Saving Throw** Reflex negates; **SR** yes;

You create shackles of force that attach to the target's limbs. You designate an object or location within 30 feet of the target for the shackles to anchor themselves to; this must be the ground, a wall, or a sturdy structure for the anchoring to occur. The target is entangled, and cannot move more than 30 feet from the anchor point of the spell. The shackle itself cannot be attacked (though it can be dispelled), but if the object or area it is attached to is broken, the target is free to move away (though it is still entangled).

[illegible]

School divination; **Level** inquisitor 1; **Casting Time** 1 standard action; **Components** V, DF; **Range** touch; **Targets** one ally; **Duration** 1 round/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

You create a conduit of divine knowledge and outrage between you and an ally. That ally gains the benefit of one of your active judgments (as do you). If you cannot use a judgment (for example, if you are not in combat, are frightened or unconscious, and so on) or change judgments, the ally loses the benefit of the judgment. If you have multiple judgments active, the ally gains only one, chosen when you cast this spell.

Uses Per Day: _____

[illegible]

[illegible][illegible]

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LOATHSOME VEIL

School illusion(pattern)[mind-affecting]; **Level** sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S, M (a tangle of multicolored threads); **Range** close (25 ft. + 5 ft./2 levels); **Effect** transparent pattern 40 ft. long, 20 ft. high; **Duration** concentration + 1 round/level (D)(D); **Saving Throw** Will negates; **SR** yes;

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.

A successful saving throw ignores all effects of the veil.

Sightless creatures are not affected by loathsome veil.

Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

LOATHSOME VEIL (CONT'D)

School illusion(pattern)[mind-affecting]; **Level** sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S, M (a tangle of multicolored threads); **Range** close (25 ft. + 5 ft./2 levels); **Effect** transparent pattern 40 ft. long, 20 ft. high; **Duration** concentration + 1 round/level (D)(D); **Saving Throw** Will negates; **SR** yes;

Loathsome veil can be made permanent with the permanency spell by a caster of 10th level or higher for the cost of 7,500 gp.

Uses Per Day: Uses:

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike deeper darkness, areas of normal light or dimmer become normal darkness rather than supernaturally dark).

[illegible]

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a -2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

[illegible]

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School transformation; **Level** sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one construct; **Duration** 1 round/level (D)(D);

This functions as confusion, except it only affects constructs, and instead of babbling incoherently, the construct takes no actions on its turn (but may still make attacks of opportunity).

[illegible]

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MARIONETTE POSSESSION

School necromancy; **Level** alchemist 3, sorcerer/wizard 3, summoner 3, witch 3; **Casting Time** 1 standard action; **Components** V, S, F (a piece of paper with the target's name); **Range** medium (100 ft. + 10 ft./level); **Targets** one willing creature; **Duration** 10 minutes/level or until you return to your body; **Saving Throw** Will negates (see text); **SR** yes;

You project your soul out of your body and into the body of a willing creature. This possession is blocked by protection from evil or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

Uses Per Day: Uses:

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MONSTROUS PHYSIQUE I

School transmutation (polymorph); **Level** alchemist 3, magus 3, sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

When you cast this spell, you can assume the form of any Small or Medium creature of the monstrous humanoid type.

If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes.

Small monstrous humanoid: If the form you take is that of a Small monstrous humanoid, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium monstrous humanoid: If the form you take is that of a Medium monstrous humanoid, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Uses Per Day: Uses:

School transmutation (polymorph); **Level** alchemist 4, magus 4, sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

This spell functions as monstrous physique I, except it also allows you to assume the form of a Tiny or Large creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, freeze, grab, leap attack, mimicry, pounce, sound mimicry, speak with sharks, and trip. If the creature has the undersized weapons special quality, you gain that quality.

Tiny monstrous humanoid: If the form you take is that of a Tiny monstrous humanoid, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large monstrous humanoid: If the form you take is that of a Large monstrous humanoid, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Uses Per Day: _____

[illegible]

MONSTROUS PHYSIQUE III

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

This spell functions as monstrous physique II, except it also allows you to assume the form of a Diminutive or Huge creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, blood frenzy, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, sound mimicry, speak with sharks, trample, trip, and web. If the creature has the undersized weapons special quality, you gain that quality.

Diminutive monstrous humanoid: If the form you take is that of a Diminutive monstrous humanoid, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge monstrous humanoid: If the form you take is that of a Huge monstrous humanoid, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

Uses Per Day: Uses:

MONSTROUS PHYSIQUE IV

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

This spell functions as monstrous physique III except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, rend, roar, sound mimicry, speak with sharks, spikes, trample, trip, and web. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has immunity to poison, you gain a +8 bonus on saves against poison.

Uses Per Day:

[illegible]

School enchantment (compulsion) [mind-affecting]; **Level** anti-paladin 1, cleric 1; **Casting Time** 1 standard action; **Components** V; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one living creature; **Duration** 1 round; **Saving Throw** Will negates; **SR** yes;

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Uses Per Day: _____

[illegible]

You fill your target with boredom. The target loses all interest in its current task and must make a Will save against the spell's effect in order to perform its next action. If the target fails, it takes no action that round. The boredom lasts until the duration expires or the target breaks the spell's effect with a successful Will save.

[illegible]

School transmutation; **Level** oracle 4; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 minute/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

The target gains all the benefits of your oracle's curse, with none of the penalties. In some cases, this has no effect (for example, a fighter with your haunted curse can't cast spells and doesn't gain any benefit from having additional spells known).

Uses Per Day: Uses:

As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

[illegible][illegible]

School enchantment(compulsion)[emotion, mind-affecting]; **Level** bard 3, sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round/level; **Saving Throw** Will negates (see text); **SR** yes;

You cause a single opponent to become profoundly stricken with intense grief. He can take no actions, takes a -2 penalty to Armor Class, and loses his Dexterity bonus (if any). He can attempt a new save each round to break the spell's effect.

Uses Per Day: _____

[illegible]

OVERWHELMING PRESENCE

School enchantment(compulsion)[emotion, mind-affecting]; **Level** bard 6, cleric 9, inquisitor 6, sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (a swan feather); **Range** medium (100 ft. + 10 ft./level); **Targets** one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 round/level; **Saving Throw** Will negates, see text; **SR** yes;

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell.

Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Uses Per Day:

[illegible]

School necromancy[poison]; **Level** antipaladin 2, druid 2, sorcerer/wizard 2, witch 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** creature touched; **Duration** 10 minute/level; **Saving Throw** none; **SR** yes;

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, blackadder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

[illegible]

School necromancy[pain]; **Level** inquisitor 1; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. +5 ft./2 levels); **Targets** one creature; **Duration** instantaneous and 1 minute; **Saving Throw** Fortitude negates; **SR** yes;

Your eyes flash and the target takes 1d6 points of nonlethal damage. For the next minute, you gain a +4 circumstance bonus on Intimidate checks against the target.

Uses Per Day: _____

[illegible]

School evocation[pain, sonic]; **Level** bard 2; **Casting Time** 1 standard action; **Components** V; **Range** medium (100 ft. + 10ft./level); **Targets** one creature; **Duration** 1 round/level; **Saving Throw** Fortitude negates; **SR** yes;

You emit an ear-splitting shriek which can be heard only by the target of this spell; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This spell has no effect on deaf creatures and cannot penetrate an area of silence.

[illegible]

School necromancy[disease, evil]; **Level** cleric 4, druid 4, sorcerer/wizard 5, witch 5; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 1 hour/level; **Saving Throw** Fortitude negates (harmless); **SR** yes;

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

Uses Per Day: _____

[illegible]

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School divination; Level bard 1; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 10 minute/level;

You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

Uses Per Day: _____

Uses:

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POLYPURPOSE PANACEA

School transmutation; **Level** alchemist 1, sorcerer/wizard 1;
Casting Time 1 standard action; **Components** S; **Range** personal;
Targets you; **Duration** see below;

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use polypurpose panacea, choose one of the following effects.

Analgesic: You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

Clarity: You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

Hallucination: You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a -2 penalty on Perception checks for the duration.

Intoxication: You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

Lucid Dream: If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

Resistance: You gain a +1 resistance bonus on saves for 1 minute.

Sleep: You enter a pleasant and restful sleep for at least 1 hour unless awakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

Sobriety: You become completely sober for 1 hour, negating any

[illegible]

Wakefulness: You remain awake for 2 hours without feeling

Uses Per Day: _____ Uses:

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PREDICTION OF FAILURE

School divination[curse, fear, mind-affecting]; **Level** sorcerer/wizard 8, witch 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** permanent or 1 round/level (see text); **Saving Throw** Will partial; **SR** yes;

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level. If the target is a spellcaster, failing this saving throw means it also gains a random minor spellblight (see page UM 95).

Uses Per Day:

[illegible]

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PROTECTIVE PENUMBRA

School evocation[darkness]; **Level** cleric 2, sorcerer/wizard 2, witch 2; **Casting Time** 1 standard action; **Components** V, S.; **Range** touch; **Targets** creature touched; **Duration** 10 minutes/level; **Saving Throw** Will negates (harmless); **SR** yes;

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

Uses Per Day:

[illegible]

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RAISE ANIMAL COMPANION

School conjuration(healing); **Level** druid 5, paladin 4, ranger 4; **Casting Time** 1 minute; **Components** V, S, M (a diamond worth 1,000 gp); **Range** touch; **Targets** dead animal companion or bonded mount; **Duration** instantaneous; **Saving Throw** none, see text; **SR** yes (harmless);

This spell functions as raise dead, but it only affects an animal companion, familiar, or paladin's bonded mount.

Uses Per Day: Uses:

School transmutation; **Level** cleric 5, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** construct touched; **Duration** 1 round/level; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless);

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed.

Uses Per Day: _____

[illegible]

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard

1, summoner 1, witch 1; **Casting Time** 1 standard action;

Components V, S, M (a drop of sweat); **Range** close (25 ft. + 5 ft./2 levels); **Effect** ray; **Duration** 1 min./level; **Saving Throw** Fortitude partial; see text; **SR** yes;

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

Uses Per Day: _____ Uses:

School enchantment(compulsion)[emotion, mind-affecting];
Level bard 2, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard
 action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels);
Targets one creature; **Duration** 1 day/level; **Saving Throw** Will
 negates; **SR** yes;

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire.

Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters unadulterated loathing.

[illegible]

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REPROBATION

School transmutation[curse, see text]; **Level** cleric 5, druid 5, inquisitor 4, paladin 4; **Casting Time** 1 minute; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature of your faith; **Duration** permanent; **Saving Throw** none; **SR** yes;

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, cure light wounds cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast prayer, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges.

This mark can be removed like any other curse effect. In addition, a member of your faith can use atonement to break the curse if he makes a caster level check against your caster level; remove curse also requires a caster of your faith and a caster level check to end the reprobation.

[illegible]

School transmutation[sonic]; **Level** bard 5, sorcerer/wizard 7; **Casting Time** 1 standard action; **Components** V; **Range** medium (100 ft. + 10 ft./level); **Targets** one creature; **Duration** 3 rounds; **Saving Throw** Fortitude partial; **SR** yes;

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails.

On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect.

On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect.

On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect.

The resonating word has no power after the third round, even if the spell's duration is increased.

[illegible]

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** corpse touched; **Duration** instantaneous; **Saving Throw** none; **SR** no;

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

Uses Per Day: _____

[illegible]

School conjuration(healing); **Level** summoner 3; **Casting Time** 1 minute; **Components** V, S, M (diamond dust worth 100 gp or 1,000 gp, see text); **Range** touch; **Targets** eidolon touched; **Duration** instantaneous; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

This spell functions as restoration, except it only affects an eidolon.

[illegible]

RESTORE EIDOLON, LESSER

School conjuration(healing); **Level** summoner 2; **Casting Time** 3 rounds; **Components** V, S; **Range** touch; **Targets** eidolon touched; **Duration** instantaneous; **Saving Throw** Will negates (harmless); **SR** yes (harmless);

This spell functions as lesser restoration, except it only affects an eidolon.

Uses Per Day:

[illegible]

School evocation[electricity]; **Level** sorcerer/wizard 9; **Casting Time** 1 swift action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 round/level (D)(D);

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of electrical damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies).

Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to electricity while this spell lasts.

[illegible]

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

[illegible]

School evocation[good]; **Level** cleric 1, inquisitor 1, paladin 1, witch 1; **Casting Time** 1 standard action; **Components** V, S, DF, M (a pinch of silver dust); **Range** touch; **Effect** corpse touched; **Duration** 24 hours; **Saving Throw** none; **SR** no;

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

Uses Per Day: _____ Uses: □□□□□□□□

School necromancy; **Level** cleric 3, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** touched creature or object; **Duration** 10 minutes/level or instantaneous (see text); **Saving Throw** none; **SR** yes;

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category.

A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

Uses Per Day: _____

[illegible]

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You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by using Combat Expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.

[illegible]

School illusion(shadow)[shadow]; **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S, M; **Range** close (25 ft. +5 ft./2 levels); **Effect** phantom singer; **Duration** 1 round/level (D)(D); **Saving Throw** none; **SR** no;

You conjure up a quasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport.

The singer cannot be damaged, but can be dispelled. When a shadowbard comes into being, it immediately begins a bardic performance of your choice—it has access to all of the bardic performances that you do. It continues that bardic performance until you direct it as a move action to switch to a different performance. Rounds spent by a shadowbard creating a bardic performance do not decrease the number of rounds you can use your own bardic performance, nor can a shadowbard's bardic performance be used to trigger spells that require you to begin or cease a bardic performance.

Uses Per Day: _____

[illegible]

School illusion(shadow)[shadow]; **Level** bard 4, sorcerer/wizard 4, witch 4; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** you; **Duration** instantaneous; **Saving Throw** none; **SR** no;

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

[illegible]

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[illegible]

Fig. 2. *Graph of the function* $\Phi(\lambda)$ *for* $\lambda \in [0, 1]$ *for* $\alpha = 0.5$ *and* $\beta = 0.5$.

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Page 10 of 10

School evocation[chaos]; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** dart-shaped projectile of chaotic energy; **Duration** instantaneous (1d6 rounds); **Saving Throw** Will partial (see text); **SR** yes;

You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack.

A lawful creature struck by the shard takes 1d8 points of damage per two caster levels (maximum 5d8). A lawful outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is slowed (as slow) for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not slowed.

Uses Per Day: _____

[illegible]

School divination, **Level** bard 2, sorcerer/wizard 2, witch 2;
Casting Time 1 standard action; **Components** V, S; **Range** touch;
Targets you and one creature touched; **Duration** instantaneous;
Saving Throw Will negates; **SR** yes;

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

Uses Per Day: _____ Uses:

School illusion(shadow); **Level** sorcerer/wizard 4; **Casting Time** 1 hour; **Components** V, S, M (an ice sculpture of the target plus powdered rubies worth 50 gp per HD of the simulacrum); **Range** 0 ft.; **Effect** one duplicate creature; **Duration** 1 hour/level; **Saving Throw** none; **SR** no;

This spell functions as *simulacrum*, except you can't create a simulacrum of a creature whose HD or levels exceed your caster level, and it has no magical abilities. The creature is not under your control, though it recognizes you are its creator.

Uses Per Day: _____

[illegible]

SKINSEND

School necromancy; **Level** alchemist 2, sorcerer/wizard 2, witch 2; **Casting Time** 1 minute; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 hour/level (D)(D);

You cause your own skin to peel off your body and animate as a magical creature you control. You may project your consciousness to your animated skin or return it to your actual body as a standard action. When your consciousness is in your body, you are helpless (except for transferring your will to your skin, or dismissing the spell).

Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the time you cast the spell, and cannot be healed above this maximum; construct type, traits, and immunities; Str 3, Con -; DR 10/piercing or slashing; and compression (as the universal monster ability, Bestiary 2 295). Your skin can take any actions you could normally take in your own body (such as to fight or cast spells).

When your skin leaves your body, your body's hit points drop to 0. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a regenerate spell, ring of regeneration, the regeneration monster ability, or any other effect that can regrow missing limbs) or heal can regrow your skin and allow you heal above 0 hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with gentle repose and is suitable for any purpose that requires some of your flesh (such as a resurrection spell) or any magic or ritual that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at 0 hit points until your full body is restored to you (requiring powerful magic, as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain with your consciousness in it, the spell ends and you are instantly killed.

This spell leaves long scars on your skin where it split apart, although these fade normally with the use of healing magic.

Uses Per Day: _____ Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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total defense action, and so on).

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SNAPDRAGON FIREWORKS

School transmutation[fire, light]; **Level** bard 2, sorcerer/wizard 1; **Casting Time** 1 standard action; **Components** S, V, M (a bundle of sulfur wrapped in cloth); **Range** long (400 ft. + 40 ft./level); **Effect** dragon-shaped fireworks; **Duration** 1 round/level; **Saving Throw** Reflex negates; **SR** yes;

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons.

Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition).

Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

Uses Per Day: _____

[illegible]

SONIC THRUST

School evocation[sonic]; **Level** bard 4, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Targets** see text; **Duration** instantaneous; **Saving Throw** Will negates (object) or none (see text); **SR** yes (object) (see text);

You produce a sweeping rush of sound that can hurl creatures or objects away from you, like the violent thrust version of telekinesis. You can hurl one object or creature per caster level (maximum 15) that is within range; it flies in a straight line away from you. Any objects of creatures thrown must be within 10 feet of each other. You can hurl a total weight of up to 25 pounds per caster level (maximum 375 pounds at 15th level).

You can use this spell to hurl an object or creature toward a particular target. You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a bard or sorcerer). Hurlled weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

SONIC THRUST (CONT'D)

School evocation[sonic]; **Level** bard 4, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Targets** see text; **Duration** instantaneous; **Saving Throw** Will negates (object) or none (see text); **SR** yes (object) (see text);

If a hurled creature is thrown against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Uses Per Day: Uses:

School abjuration; **Level** cleric 4, sorcerer/wizard 5; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one construct; **Duration** instantaneous; **Saving Throw** none; **SR** no;

You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels (maximum 5d4%). If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

Uses Per Day: _____

[illegible]

School evocation[good]; **Level** cleric 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** spear-shaped projectile of chaotic energy; **Duration** instantaneous (1 round); **Saving Throw** Will partial (see text); **SR** yes;

You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack.

An evil creature struck by the spear takes 1d8 points of damage per two caster levels (maximum 5d8). An evil outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is blinded for 1 round. A successful Will save reduces the damage to half and negates the blinded effect. This spell deals only half damage to creatures that are neither evil nor good, and they are not blinded. The spear has no effect on good creatures.

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[illegible]

School conjuration(summoning); **Level** druid 9; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D)(D); **Saving Throw** none; **SR** no;

This spell functions as summon nature's ally VIII, except you summon a purple worm with the giant creature simple template (Bestiary 295).

[illegible][illegible]

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SUMMON MINOR MONSTER

School conjuration(summoning); **Level** antipaladin 1, bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1; **Casting Time** 1 round; **Components** V, S, F/DF (a tiny bag and a small candle); **Range** close (25 ft. + 5 ft./2 levels); **Effect** 1d3 summoned creatures; **Duration** 1 round/level (D)(D); **Saving Throw** none; **SR** no;

This spell functions as *summon monster I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with *summon monster I*, you may apply one alignment-appropriate template to these animals.

Uses Per Day:

[illegible]

SURMOUNT AFFLICTION

School abjuration; **Level** cleric 2, inquisitor 2; **Casting Time** 1 standard action; **Components** V, S; **Range** you; **Targets** personal; **Duration** 1 round/level;

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.

[illegible]

School conjuration(healing); **Level** cleric 3, paladin 4, witch 4; **Casting Time** 10 minutes; **Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** Will half (harmless) (see text); **SR** yes (harmless) (see text);

This spell functions as symbol of death, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 10,000 gp.

Uses Per Day: Uses:

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

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1. *Journal of the American Medical Association*, 1997; 277: 1033-1038.

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SYMBOL OF VULNERABILITY

School abjuration; **Level** cleric 9, sorcerer/wizard 9, witch 9; **Casting Time** 10 minutes; **Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp); **Range** 0 ft.; see text; **Effect** one symbol; **Duration** see text; **Saving Throw** none; **SR** no;

This spell functions as symbol of death, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a -4 penalty to spell resistance and a -4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level.

The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a permanency spell by a caster of 18h level or higher for the cost of 25,000 gp.

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TEMPORARY RESURRECTION

School necromancy; **Level** sorcerer/wizard 7, witch 7; **Casting Time** 10 minutes; **Components** V, S, M (diamond dust worth 500 gp); **Range** touch; **Targets** dead creature touched; **Duration** 24 hours;

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with raise dead). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a cleric can cast raise dead or a similar spell on the target even while this spell is active. Once a creature has been revived with temporary resurrection, this spell cannot be used on it again until it is permanently raised from the dead.

Uses Per Day:

[illegible]

School enchantment(compulsion)[emotion, mind-affecting]; **Level** bard 3, cleric 4, inquisitor 3, sorcerer/wizard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** 1 living creature; **Duration** 1 round/level; **Saving Throw** Will partial (see text); **SR** yes;

You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is instead frozen with sorrow, can take no actions, and takes a -2 penalty to Armor Class.

Uses Per Day: _____

[illegible]

School conjuration(creation)[disease]; **Level** alchemist 4, druid 4, sorcerer/wizard 4, witch 4; **Casting Time** 1 standard action; **Components** V, S, M (a drop of acid and a black glass sphere); **Range** touch; **Targets** living creature touched; **Duration** instantaneous; **Saving Throw** Fortitude negates; **SR** yes;

You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime (Core Rulebook 416), dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scraping, freezing, burning, cutting, sunlight, or remove disease) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

Uses Per Day: _____

[illegible]

School necromancy[poison]; **Level** antipaladin 2, sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** living creature touched; **Duration** instantaneous; see text; **Saving Throw** Fortitude negates (see text); **SR** yes;

You can cast this spell only if you are currently poisoned. You draw upon the poison in your body and duplicate its effects in the target, which is affected by the same poison you are, except it uses this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target.

Uses Per Day: _____

[illegible]

School transmutation[acid, pain]; **Level** sorcerer/wizard 9; **Casting Time** 1 standard action; **Components** V, S, M (a wax doll and a vial of acid worth 10 gp); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one living creature; **Duration** concentration (maximum 1 round/5 levels); **Saving Throw** Fortitude half; **SR** yes;

You transmute blood in the target's body to acid, dealing 1d6 points of acid damage/2 levels (maximum 12d6) each round.

The creature is staggered and sickened by the debilitating pain. A successful Fortitude save each round halves the damage and negates the staggered condition for 1 round. If this damage reduces the creature to 0 or fewer hit points, it dissolves, leaving only the barest trace of remains. A dissolved creature's equipment is unaffected.

Anyone who strikes the target with a non-reach melee weapon, natural weapon, or unarmed attack takes 3d6 points of acid damage as the acidic blood sprays on the attacker. If the attack is from a piercing or slashing manufactured weapon, the weapon also takes this damage.

This spell has no effect on creatures immune to critical hits or bleed effects.

[illegible]

UNADULTERATED LOATHING

School enchantment(compulsion)[emotion, mind-affecting]; **Level** antipaladin 2, bard 2, sorcerer/wizard 3, witch 3; **Casting Time** 1 standard action; **Components** V, S, M; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 day/level; **Saving Throw** Will negates; **SR** yes;

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

[illegible]

UNBREAKABLE CONSTRUCT

School abjuration; **Level** sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M (powdered adamantine worth 100 gp); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one construct; **Duration** 1 round/level; **Saving Throw** Will negates (harmless); **SR** no:

This spell increases the target's DR/adamantine by 5 or its hardness by 5. If the target does not have DR/adamantine or hardness, this spell has no effect.

Uses Per Day: _____

[illegible]

School transmutation (polymorph); **Level** alchemist 3, magus 3, sorcerer/wizard 3; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

When you cast this spell, you can assume the form of any Small or Medium corporeal creature of the undead type, which must be vaguely humanoid-shaped (like a ghoul, skeleton, or zombie). You gain a bite attack (1d6 for Medium forms, 1d4 for Small forms), two claw or slam attacks (1d6 for Medium forms, 1d4 for Small forms), and darkvision 60 feet. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, low-light vision, and scent.

In this form, you detect as an undead creature (such as with detect undead, but not with magic that reveals your true form, such as true seeing) and are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, but not for other effects that specifically target or react differently to undead (such as searing light).

Small undead: If the form you take is that of a Small undead, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium undead: If the form you take is that of a Medium undead, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Uses Per Day:

[illegible]

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

This spell functions as undead anatomy I, except it also allows you to assume the form of a Tiny or Large corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, blood drain, DR 5/bludgeoning, scent, freeze, grab, mimicry, pounce, shadowless, sound mimicry, and trip.

In this form, you gain a +4 bonus on saves against mindaffecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large undead: If the form you take is that of a Large undead, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Uses Per Day: _____ Uses: □□□□□□□□

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D)(D);

This spell functions as undead anatomy II, except it also allows you to assume the form of a Diminutive or Huge corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, disease, DR 5/-, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Diminutive undead: If the form you take is that of a Diminutive undead, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge undead: If the form you take is that of a Huge undead, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

Uses Per Day:

[illegible]

UNDEAD ANATOMY IV

School transmutation (polymorph); **Level** sorcerer/wizard 8;
Casting Time 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal;
Targets you; **Duration** 1 minute/level (D) (see text)(D);

This spell functions as undead anatomy III, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, lifesense 60 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, DR 10/magic and silver, DR 15/bludgeoning and magic, fast healing 5, fiery death, fire aura, grab, incorporeal, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web.

If the creature's form is incorporeal, the spell's duration is in rounds per level instead of minutes per level, and your bite and claw (or slam) attacks are incorporeal touch attacks. If the creature has immunity or resistance to any energy types, you gain resistance 30 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability.

In this form, you gain a +8 bonus on saves against mindaffecting effects, disease, poison, sleep, and stunning.

If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

UNDEAD ANATOMY IV (CONT'D)

School transmutation (polymorph); **Level** sorcerer/wizard 8; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 minute/level (D) (see text)(D);

Large undead: If the form you take is that of a Large undead, you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

[illegible]

School transmutation[cold, evil, water]; **Level** cleric 5; **Casting Time** 1 standard action; **Components** V, S, M (a flask of unholy water or 5 pounds of powdered silver worth 25 gp); **Range** medium (100 ft. + 10 ft./level); **Effect** wall of ice or flying ice javelins (see text); **Duration** 1 minute/level, instantaneous, or until expended (see text); **Saving Throw** Reflex negates or none (see text); **SR** yes;

This spell functions as holy ice, except it is made of frozen unholy water rather than holy water.

Uses Per Day: _____

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The target takes a -4 penalty on initiative checks and Reflex saves.

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VESTMENT OF THE CHAMPION

School abjuration; **Level** antipaladin 2, paladin 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** armor or shield touched; **Duration** 1 minute/level; **Saving Throw** none; **SR** no:

This functions as magic vestment, except it only affects armor or a shield you are wearing or carrying. If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

[illegible]

VIRTUOSO PERFORMANCE

School transmutation; **Level** bard 4; **Casting Time** 1 standard action; **Components** V; **Range** personal; **Targets** you; **Duration** 1 round/level;

While this spell is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained.

When this spell ends, one of the performances ends immediately (your choice).

Virtuoso performance does not stack with any other method of maintaining simultaneous bardic performances.

Uses Per Day: _____

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School evocation[acid]; **Level** alchemist 4, sorcerer/wizard 4, summoner 4; **Casting Time** 1 standard action; **Components** V, S, M (a piece of lemon rind); **Range** personal; **Targets** you; **Duration** 1 round/level (D)(D);

This functions as fire shield, except it wreathes you in yellow or green acidic mist instead of hot or cold flames. The spell deals acid damage to attackers and protects you against acid damage. This spell does not shed light.

Uses Per Day: _____

[illegible]

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You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

[illegible]

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Level cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2:

Components V, S, DF;

Range close (25 ft. + 5 ft./two levels):

Effect 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere:

Duration 1 hour/level (D)(D);

Saving Throw none; **SR** no;

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Uses Per Day:

[illegible]

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You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.

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Level paladin 1;

Casting Time 1 immediate action;

Components V, DF;

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

Targets one ally;

Duration instantaneous;

Saving Throw Will negate (harmless); **SR** yes (harmless);

You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target.

Uses Per Day: _____

[illegible]

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CREDITS

Spellcard data obtained from Perram's Spellbook © 2011 Jefferson Jay Thacker (<http://www.thegm.org/>) Spell data created by Mike Chopswil, (<http://d20pfsrd.com/magic/spells-db>)

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