

ULTIMATE SPELL DECKS

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## SUMMONER SPELLCARDS

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ULTIMATE SPELL DECKS

## ACID PIT

**School** conjuration (creation) [acid]; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, M (drop of acid), F (Fine shovel worth 10 gp); **Range** medium (100 ft. + 10 ft./level); **Effect** 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels; **Duration** 1 round + 1 round/level; **Saving Throw** Reflex negates; see text; **SR** no

This spell functions as create pit, except that it places a 5-foot-deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed. Refer to Table 9-2: Items Affected by Magical Attacks (Core Rulebook 216). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

Uses Per Day: \_\_\_\_\_

[illegible]

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1. *Journal of the American Medical Association*, 2000; 284: 2689-2695.

[illegible]

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The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

[illegible]

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

[illegible]

You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as dispel magic against magical fires as long as those fires are size Large or less.

round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

[illegible]



[illegible]

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

If an arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

[illegible]

**School** transmutation (polymorph); **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** permanent; **Saving Throw** Fortitude negates, Will partial; see text; **SR** yes

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

[illegible]

A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against Spell Resistance and increasing the save DC by 4).

[illegible]

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Uses Per Day: \_\_\_\_\_ Uses:

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Uses: □□□□□□□□

## BEAR'S ENDURANCE, MASS

**School** transmutation; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bear); **Range** close (25 ft. + 5 ft./2 levels); **Targets** creature one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 min./level; **Saving Throw** Will negates (harmless); **SR** yes

Mass bear's endurance works like bear's endurance, except that it affects multiple creatures.

Uses Per Day: \_\_\_\_\_ Uses: □□□□□□□□

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of binding increases by 1. For each assistant who casts dominate animal, dominate person, or dominate monster, your caster level for this casting of binding increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible.

[illegible]

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the

grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

[illegible]



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[illegible][illegible]

**School** transmutation; **Level** summoner 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull); **Range** touch; **Targets** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Uses Per Day: \_\_\_\_\_ Uses:

## BULL'S STRENGTH, MASS

**School** transmutation; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull); **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 min./level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell functions like bull's strength, except that it affects multiple creatures.

Uses Per Day: \_\_\_\_\_

[illegible]

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

[illegible]

**School** transmutation; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, M (pinch of cat fur); **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 min./level; **Saving Throw** Will negates (harmless); **SR** yes

This spell functions like cat's grace, except that it affects multiple creatures.

Uses Per Day: \_\_\_\_\_

[illegible]

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

This spell functions like charm person, except that the effect is not restricted by creature type or size.

[illegible]

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

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**School** divination; **Level** summoner 4; **Casting Time** 10 minutes; **Components** V; **Range** personal; **Targets** you; **Duration** concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the

table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

**Avoid Int/Cha Decrease:** You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores



## CONTACT OTHER PLANE (CONT'D)

**School** divination; **Level** summoner 4; **Casting Time** 10 minutes; **Components** V; **Range** personal; **Targets** you; **Duration** concentration

each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

**True Answer:** You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

**Don't Know:** The entity tells you that it doesn't know.

**Lie:** The entity intentionally lies to you.

**Random Answer:** The entity tries to lie but doesn't know the answer, so it makes one up.

**Contact Other Plane**

Plane Contacted Avoid Int/Cha Decrease True Answer Don't Know Lie Random Answer

Elemental Plane DC 7/1 week 01-34 35-62 63-83 84-100

Positive/Negative Energy Plane DC 8/1 week 01-39 40-65 66-86 87-100

Astral Plane DC 9/1 week 01-44 45-67 68-88 89-100

Outer Plane, demigod DC 10/2 weeks 01-49 50-70 71-91 92-100

Outer Plane, lesser deity DC 12/3 weeks 01-60 61-75 76-95 96-100

Outer Plane, intermediate deity DC 14/4 weeks 01-73 74-81 82-98  
99-100

Outer Plane, greater deity DC 16/5 weeks 01-88 89-90 91-99 100

[illegible][illegible]

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet).

You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest.

Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it.

In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it.

Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal.

The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Uses Per Day: \_\_\_\_\_

[illegible]

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

[illegible]

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[illegible][illegible]

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

[illegible]

## DETECT MAGIC

**School** divination; **Level** summoner 0; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Effect** cone-shaped emanation; **Duration** concentration, up to 1 min./level (D); **Saving Throw** none; **SR** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

**Aura Strength:** An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two..

**Lingering Aura:** A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a

## DETECT MAGIC (CONT'D)

**School** divination; **Level** summoner 0; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Effect** cone-shaped emanation; **Duration** concentration, up to 1 min./level (D); **Saving Throw** none; **SR** no

faint aura). How long the aura lingers at this dim level depends on its original power:

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Detect Magic - [Table 1]

Spell or Object Aura Power

Faint Moderate Strong Overwhelming

Functioning spell (spell level) 3rd or lower 4th-6th 7th-9th 10th+  
(deity-level)

Magic item (caster level) 5th or lower 6th-11th 12th-20th 21st+  
(artifact)

Detect Magic - [Table 2]

Original Strength Duration of Lingering Aura

Faint 1d6 rounds

Moderate 1d6 minutes

Strong 1d6x10 minutes





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[illegible]

This spell causes an eidolon to lose one evolution plus one additional evolution for every five caster levels. Evolutions with the highest total cost are lost first. If there is a tie, randomly determine which is lost. If this spell causes an eidolon to fail to meet the prerequisites for other evolutions or abilities, those evolutions or abilities are lost as long as this spell persists.

[illegible]

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired--whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

[illegible]

**School** abjuration; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** ray; **Duration** 1 min./level; **Saving Throw** none; **SR** yes (object)

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Uses Per Day:                      Uses:

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

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# DISPEL MAGIC

**School** abjuration; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **SR** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

**Targeted Dispel:** One object, creature, or spell is the target of the dispel magic spell. You make one dispel check ( $1d20 + \text{your caster level}$ ) and compare that to the spell with highest caster level ( $DC = 11 + \text{the spell's caster level}$ ). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel

## DISPEL MAGIC (CONT'D)

**School** abjuration; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **SR** no

check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the

item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

**Counterspell:** When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

[illegible]

## DISPEL MAGIC, GREATER

**School** abjuration; **Level** summoner 5; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** 20-ft.-radius burst; **Targets** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **SR** no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell: **Targeted Dispel:** This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

**Area Dispel:** When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

**Counterspell:** This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

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**School** illusion (glamer); **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, M (a small loop of leather); **Range** touch; **Targets** creature touched; **Duration** 1 round/level (D); **Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Uses Per Day: \_\_\_\_\_

[illegible]

This spell functions like dominate person, except that the spell is not restricted by creature type.

[illegible]

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

[illegible]



## EAGLE'S SPLENDOR, MASS

**School** transmutation; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (feathers or droppings from an eagle); **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 min./level; **Saving Throw** Will negates (harmless); **SR** yes

This spell functions like eagle's splendor, except that it affects multiple creatures.

Uses Per Day: \_\_\_\_\_

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This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it-the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell.

[illegible]

**School** transmutation; **Level** summoner 3; **Casting Time** 1 round; **Components** V, S, M (powdered iron); **Range** close (25 ft. + 5 ft./2 levels); **Targets** One humanoid creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 min./level (D); **Saving Throw** Fortitude negates; **SR** yes

This spell functions like enlarge person, except that it affects multiple creatures.

Uses Per Day:

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1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元。2020年1月1日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元。2020年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元。

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## EVOLUTION SURGE, LESER

**School** transmutation; **Level** summoner 2; **Casting Time** 1 standard action; **Components** V, S, M (a chameleon scale); **Range** touch; **Targets** your eidolon; **Duration** 1 minute/level; **Saving Throw** Will negates (harmless); **SR** no

This spell causes your eidolon to take on new characteristics.

You can grant the eidolon any evolution whose total cost does not exceed 2 evolution points. You may only grant one evolution with this spell, even if that evolution can be taken multiple times.

You can grant an evolution that allows you to spend additional evolution points to upgrade that evolution. This spell cannot be used to grant an upgrade to an evolution that the eidolon already possesses. The eidolon must meet any prerequisites of the selected evolution. This spell does not allow an eidolon to exceed its maximum number of natural attacks.

Uses Per Day: \_\_\_\_\_

[illegible]

**School** transmutation; **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

[illegible]



The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

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1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为120,000,000.00元。

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The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

[illegible]

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier.

Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

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You take no damage from falls (as if from feather fall). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

[illegible]

[illegible]

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

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The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Uses Per Day: \_\_\_\_\_ Uses:

**School** enchantment (compulsion) [mind-affecting]; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Uses Per Day: \_\_\_\_\_

Uses: □□□□□□□□

This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

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This spell functions like hold person, except that it affects any living creature that fails its Will save.

Uses Per Day: \_\_\_\_\_ Uses:

This spell functions as create pit, except that the pit has the ability to squeeze and crush any creature trapped within it and has a maximum depth of 100 feet. Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

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**School** conjuration (creation)[fire]; **Level** summoner 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** cloud spreads in 20-ft. radius, 20 ft. high; **Duration** 1 round/level (D); **Saving Throw** Reflex half; see text; **SR** no

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

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You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the Pathfinder RPG Bestiary). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

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# INVISIBILITY

**School** illusion (glamer); **Level** summoner 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (an eyelash encased in gum arabic); **Range** personal or touch; **Targets** you or a creature or object weighing no more than 100 lbs./level; **Duration** 1 min./level (D); **Saving Throw** Will negates (harmless) or Will negates (harmless, object); **SR** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon

monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Invisibility can be made permanent (on objects only) with a permanency spell.

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# INVISIBILITY, GREATER

**School** illusion (glamer); **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal or touch; **Targets** you or creature touched; **Duration** 1 round/level (D); **Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

Uses Per Day: \_\_\_\_\_

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**School** illusion (glamer); **Level** , summoner 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Targets** any number of creatures, no two of which can be more than 180 ft. apart; **Duration** 1 round/level (D); **Saving Throw** Will negates (harmless); **SR** yes (harmless)

Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

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Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action.

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

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## LIGHT

**School** evocation[light]; **Level** summoner 0; **Casting Time** 1 standard action; **Components** V, M/DF (a firefly); **Range** touch; **Targets** object touched; **Duration** 10 min./level; **Saving Throw** none; **SR** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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This spell functions like *locate object*, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

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An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Uses Per Day: \_\_\_\_\_ Uses:

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## MAGE'S FAITHFUL HOUND

**School** conjuration (creation); **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, M (a tiny silver whistle, a piece of bone, and a thread); **Range** close (25 ft. + 5 ft./2 levels); **Effect** phantom watchdog; **Duration** 1 hour/caster level or until discharged, then 1 round/caster level; see text; **Saving Throw** none; **SR** no

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature (see invisibility).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Uses Per Day:

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# MAGIC CIRCLE AGAINST CHAOS

**School** abjuration[lawful]; **Level** summoner 3, **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; **Effect** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

Uses Per Day: \_\_\_\_\_ Uses: ☐☐☐☐☐☐☐☐☐☐

# MAGIC CIRCLE AGAINST EVIL

**School** abjuration[good]; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; **Effect** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them.

If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures

## MAGIC CIRCLE AGAINST EVIL (CONT'D)

**School** abjuration[good]; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; **Effect** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task.

## MAGIC CIRCLE AGAINST EVIL (CONT'D)

**School** abjuration[good]; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; **Effect** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from evil and vice versa.

[illegible]



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## MAGIC CIRCLE AGAINST LAW

**School** abjuration[chaotic]; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; **Effect** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

[illegible]

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.

Magic fang can be made permanent with a permanency spell.

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**School** transmutation; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one living creature; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a permanency spell.

[illegible]

# MAGIC JAR

**School** necromancy; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S, F (a gem or crystal worth at least 100 gp); **Range** medium (100 ft. + 10 ft./level); **Targets** one creature; **Duration** 1 hour/level or until you return to your body; **Saving Throw** Will negates; see text; **SR** yes

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body.

The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. 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 automatic abilities. 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 or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

[illegible]

# MAGIC MOUTH

**School** illusion (glamer); **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S, M (a small bit of honeycomb and jade dust worth 10 gp); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature or object; **Duration** permanent until discharged; **Saving Throw** Will negates (object); **SR** yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case.

Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does.

Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

## MAGIC MOUTH (CONT'D)

**School** illusion (glamer); **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S, M (a small bit of honeycomb and jade dust worth 10 gp); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature or object; **Duration** permanent until discharged; **Saving Throw** Will negates (object); **SR** yes (object)

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a permanency spell.

Uses Per Day: \_\_\_\_\_

[illegible]



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This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

\*Includes adamantite, alchemical silver, and mithral. You can't use a major creation to create a cold iron item.

[illegible]

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This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Uses:

You can whisper messages and receive whispered replies.

Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Uses Per Day:

Uses:

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

[illegible]

## MISDIRECTION

**School** illusion (glamer); **Level** summoner 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature or object, up to a 10-ft. cube in size; **Duration** 1 hour/level; **Saving Throw** none or Will negates; see text; **SR** no

By means of this spell, you misdirect the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairsentience/clairvoyance, and the like).

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The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

[illegible][illegible]



You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

[illegible]

**School** transmutation; **Level** summoner 4; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 hour/level

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Uses Per Day:

[illegible]

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

[illegible]

This spell functions like owl's wisdom, except that it affects multiple creatures.

[illegible][illegible]

You conjure a Large, quasi-real, horselike creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound.

It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount is AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

**8th Level:** The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability).

**12th Level:** The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

**14th Level:** The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

[illegible]

# PLANAR ADAPTATION

**School** transmutation; **Level** summoner 5; **Casting Time** 1 standard action; **Components** V; **Range** personal; **Targets** you; **Duration** 1 hour/level (D) (D)

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no when cast upon your native plane.

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

## PLANAR ADAPTATION < MASS

**School** transmutation; **Level** summoner 6; **Casting Time** 1 standard action; **Components** V, S; **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 hour/level (D) (D); **Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell functions like planar adaptation, except as noted above.

Uses Per Day: \_\_\_\_\_ Uses:

This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

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## PLANAR BINDING, GREATER

**School** conjuration(calling)[see text for lesser planar binding]; **Level** summoner 6; **Casting Time** 10 minutes; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); see text; **Targets** up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.; **Duration** instantaneous; **Saving Throw** Will negates; **SR** no and yes; see text

This spell functions like lesser planar binding, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

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## PLANAR BINDING, LESSER

**School** conjuration(calling)[see text]; **Level** summoner 4; **Casting Time** 10 minutes; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); see text; **Targets** one elemental or outsider with 6 HD or less; **Duration** instantaneous; **Saving Throw** Will negates; **SR** no and yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by

dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see magic circle against evil) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps

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offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

[illegible]

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

[illegible]

## PROTECTION FROM ARROWS

**School** abjuration; **Level** summoner 2; **Casting Time** 1 standard action; **Components** V, S, F (a piece of tortoiseshell or turtle shell); **Range** touch; **Targets** creature touched; **Duration** 1 hour/level or until discharged; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

The warded creature gains resistance to ranged weapons.

The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Uses Per Day: \_\_\_\_\_

[illegible]

## PROTECTION FROM CHAOS

**School** abjuration[lawful]; **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Targets** creature touched; **Duration** 1 min./level (D); **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

Uses Per Day: \_\_\_\_\_

[illegible]

## PROTECTION FROM ENERGY

**School** abjuration; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** creature touched; **Duration** 10 min./level or until discharged; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses Per Day:                  Uses: □□□□□□□□

## PROTECTION FROM EVIL

**School** abjuration[good]; **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Targets** creature touched; **Duration** 1 min./level (D); **Saving Throw** Will negates (harmless); **SR** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target.

This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to



fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

[illegible]

## PROTECTION FROM GOOD

**School** abjuration[evil]; **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Targets** creature touched; **Duration** 1 min./level (D); **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Uses Per Day: \_\_\_\_\_ Uses: □□□□□□□□

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## PROTECTION FROM SPELLS

**School** abjuration; **Level** summoner 6; **Casting Time** 1 standard action; **Components** V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.); **Range** touch; **Targets** up to one creature touched per four levels; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Uses Per Day: \_\_\_\_\_

[illegible]

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[illegible]

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This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

All equipment worn or carried by a creature is similarly reduced by the spell.

Multiple magical effects that reduce size do not stack. Reduce person  
counters and dispels enlarge person.

[illegible]



## REDUCE PERSON, MASS

**School** transmutation; **Level** summoner 3; **Casting Time** 1 round; **Components** V, S, M (a pinch of powdered iron); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one humanoid creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 min./level (D); **Saving Throw** Fortitude negates; **SR** yes

This spell functions like *reduce person*, except that it affects multiple creatures.

Uses Per Day: \_\_\_\_\_

[illegible]

[illegible]

This spell functions as lesser rejuvenate eidolon, except that it cures 3d10 points of damage +1 point per caster level (maximum +10).

[illegible]

# REJUVENATE EIDOLON, GREATER

**School** conjuration (healing); **Level** summoner 5; **Casting Time** 1 standard action; **Components** V, S, M (a drop of your blood); **Range** touch; **Targets** eidolon touched; **Duration** instantaneous; **Saving Throw** none; **SR** no

This spell functions as lesser rejuvenate eidolon, except that it cures 5d10 points of damage +1 point per caster level (maximum +20).

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

## REJUVENATE EIDOLON, LESSER

**School** conjuration (healing); **Level** summoner 1; **Casting Time** 1 standard action; **Components** V, S, M (a drop of your blood); **Range** touch; **Targets** eidolon touched; **Duration** instantaneous; **Saving Throw** none; **SR** no

By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 1d10 points of damage +1 point per caster level (maximum +5).

[illegible]

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons.

[illegible]

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You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

[illegible]

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Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as “Where is the hidden lair of the wererats?”) or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature’s thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

[illegible]

**School** evocation; **Level** summoner 4; **Casting Time** 10 minutes; **Components** V, S, M/DF (fine copper wire); **Range** see text; **Targets** one creature; **Duration** 1 round; see text; **Saving Throw** none; **SR** no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

[illegible]

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[illegible]

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Uses Per Day: \_\_\_\_\_

[illegible]

[illegible]

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

[illegible]

Uses Per Day: \_\_\_\_\_

Uses: □□□□□□□□

# SPELL TURNING

**School** abjuration; **Level** summoner 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (a small silver mirror); **Range** personal; **Targets** you; **Duration** until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

| d%     | Effect   |
|--------|--|
| 01-70  | Spell drains away without effect.                                |
| 71-80  | Spell affects both of you equally at full effect.                |
| 81-97  | Both turning effects are rendered nonfunctional for 1d4 minutes. |
| 98-100 | Both of you go through a rift into another plane.                |

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

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The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

[illegible]

This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Uses:

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

[illegible]

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[illegible][illegible]

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an “\*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “\*” always have an alignment that matches yours, regardless of their usual alignment.

[illegible]

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

[illegible]

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

[illegible]

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

[illegible]

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You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

[illegible]

Sympathy counters and dispels antipathy.

Uses Per Day: \_\_\_\_\_

[illegible]



it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

“False destination” is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Uses Per Day: \_\_\_\_\_

[illegible]

negates (object): **SR** no and yes (object)

in your original location. Interplanar travel is not possible

in your original location. Interplanar travel is not possible.

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

[illegible]



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[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

[illegible]

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Uses Per Day: Uses:

This spell breaks the life link between you and your eidolon. This spell allows your eidolon to venture more than 100 feet away from you without penalty. It can travel any distance while this spell is in effect without penalty, but if the spell expires while the eidolon is farther than 100 feet away, it immediately loses hit points as normal for distance and is possibly sent back to its home plane. While this spell is in effect, you cannot sacrifice hit points to prevent damage to your eidolon. Damage that would be transferred due to the life bond ability is not transferred. If you attempt to use the transposition ability while this spell is in effect, you must roll on the teleport mishap table, using the “studied carefully” row.

[illegible]

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

[illegible]

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An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.) Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

[illegible]

## WALL OF ICE

**School** evocation [cold]; **Level** summoner 3; **Casting Time** 1 standard action; **Components** V, S, M (a piece of quartz or rock crystal); **Range** medium (100 ft. + 10 ft./level); **Effect** anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level; **Duration** 1 min./level; **Saving Throw** Reflex negates; see text; **SR** yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails.

Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

**Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness.



Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

**Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

[illegible]

## WALL OF IRON

**School** conjuration (creation); **Level** , summoner 5; **Casting Time** 1 standard action; **Components** V, S, M (a small iron sheet plus gold dust worth 50 gp); **Range** medium (100 ft. + 10 ft./level); **Effect** iron wall whose area is up to one 5-ft. square/level; see text; **Duration** instantaneous; **Saving Throw** see text; **SR** no

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is  $25 + 2$  per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left

unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

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This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Uses Per Day: \_\_\_\_\_

[illegible]

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An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

[illegible]

# 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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