

ROLEPLAYING GAME COMPATIBLE

Advanced Arcana Volume I



Designers Alex Riggs, Joshua Zaback, Justin Holloway

Layout Joshua Zaback

Flavor Documents by Alex Riggs

Editor Rosa Gibbons Artists Click on an artist's name to visit their website. Alvin Hew, Young Mage BenG , Apprentice Geraldine Harris, Die Verwandlung Julian Nobile, Arcane Electric Shield Kanishtaa Naijuuk, Energetic Siphoning suicide-blue, Kalika - Ritual Sytnik Anastasia, Meditation



Necromancers of the Northwest, LLC 9111 242nd St SW Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book is property of its respective artist, and Necromancers of the Northwest, LLC claims no rights or privileges to any art presented herein other than having recieved the artist's permission to include it.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

My Dearest Student,

I am glad to hear that you were accepted into the Aubergrave Academy of Magecraft. I wasn't surprised that you were able to gain entrance—I've always known you were a bright and promising young pupil, but still, I am excited to hear that you will be joining the elite ranks of mages who've attended Aubergrave. I'm sure you recall that it was the academy I attended when I was young, and, if what Dean Revis tells me about your entrance tests is true, I'm sure that your father would have been very proud of you.

To celebrate the occasion, I wanted to provide you with a book of spells that was given to me when I joined the academy, and which has proven invaluable both as a student, and in later parts of my life as well. Many of the spells in this tome are ones that I still use regularly to this day. Know that these aren't the kinds of spells that you will be taught in the academy: they're notably more subtle and complex, but I assure you that they are well worth the time required to learn them, and should help you greatly in your time at the academy. *Magic missile* and *summon monster* can only take you so far, after all.

In addition to a smattering of other, miscellaneous spells, this tome focuses primarily on three types of adaptations on the usual spell. Firstly, there are a number of spells which are designed to be able to be cast exceptionally swiftly. When I was your age, they were called "quick" spells, but I'm not certain if they are still called that today. You'll find that most of these spells are more powerful when you take the full time to cast them, but, in a pinch, can be done faster for a lesser effect. These are invaluable in real-world situations and mage's duels, something you may find yourself having to deal with in the academy.

The second sort of spell included in this tome is a group of spells which, as an added effect, refresh your mind and give you a temporary boost of energy, allowing you to once again cast spells that you had previously used up for the day. I'm sure a clever boy like you can already understand the potency of such magic, so I need not explain any further why these will be of value to you. Though they do not provide limitless fonts of magical energy, the extra boost these spells provide can be the difference between life and death in longer, more drawn-out situations.

Finally, this book contains a number of exceptionally large and advanced spells, called "segmented spells," which are so powerful that they take up the mental space and energy of several spells. Here you will find access to the kind of magic that most mages can only dream of: create living, independent clones, summon up a demon lord, or permanently sever a mage's access to magic altogether. These are very powerful spells, and exceptionally difficult to cast, so don't be discouraged if you can't master them just yet: this is no book of simple training exercises, and some of the spells in this book will be beyond your ability for several years to come.

Your mother and I send our love, as always.

Sincerely,

-Alastro

Table of Contents:

Introduction
A Letter of Introductioniii
Foreword2
Sidebar: Segmented Spells5
Sidebar: Adding Uncommon
Spells to your Game6
Chapter 1: Spell Lists7
Chapter 2: Spells12
Appendix 1: On the Assembly of this Tome35
of this folite
Appendix 2: New Cleric Domains44
Appendix 3: New Sorcerer
Bloodlines47
Appendix 4: Focused Schools50
Appendix 5: New Familiars52

Sidebar: Terminology

For legal reasons, this book will refer to the person running the game as the "Dungeon Maestro," or "DM" for short. This term reflects the fact that a Dungeon Maestro runs the game in a fashion similar to a maestro directing an orchestra: weaving together diverse and unrelated pieces to form a cohesive story. It acknowledges the complexity of the job without adding an unnecessary sense of the grandiose. Similar titles would set the person running the game above the players, minimizing their importance in the game's story and conclusion. This change is in name only, and in no way indicates a change in the responsibilities of the DM.

6 CAR COMBINED

CON COMPOSE

A Foreword by the Compiler of this Tome

The fact that you hold this book in your hands means that you, like myself, are a true student of the arcane arts. We hold great reverence and awe for the magical powers which, with great work and study, can allow even the simplest of shepherd's sons to rewrite the very nature of reality, if only on a small scale. Further, we have a deep and inexorable hunger, an insatiable desire—not for the power that such magic can bring, but instead for knowledge: knowledge of the cosmos, how it works, and what our places are in it. You, my gentle and inquisitive reader, are always asking questions, always seeking answers beyond the next horizon. If you are anything like I am, the most common question you find yourself pursuing is one of "Why?"

It was such a question which led to the creation and compilation of this tome, as well as a number of the spells it holds. The book you hold in your hand is the effort of decades of exhaustive research, both of the metamagical variety, experimenting with subtle alterations in the methodology of casting certain spells, and of a more direct method, attempting to build on the works of mages who came before me. In the creation of this tome I have spent countless hours working in my laboratory attempting to perfect slight mutations on existing spellcraft, I have pursued dozens of vague rumors—often to remote corners of this plane, as well as others—in search of other sages who might be able to aid me in my quest for knowledge, and I have delved deep into archives, digging through tomes like an archaeologist might dig through the ground in search of the relics of lost civilizations. I do not tell you this to inflate my own image in your eyes, but rather because I want you, my dear reader, to understand and appreciate that this tome you hold did not come about overnight. The effort involved in creating it was extensive, and I consider it among my finest accomplishments as a mage of the Ivory Order. You should value and treasure it, for its contents were hard-won.⁴

As I said, this tome is the result of my attempts to answer a question which had been plaguing me. It is not often that I find a problem profound enough to prompt such extensive action, so know that, in this humble scribe's opinion, the question at the core of this book is one that, if properly explored, could rock the very foundation of magic as we know it. It is for this reason that I have published this work, for I believe that a matter this profound should not rest with a privileged few, but instead should be made available to all who wish to pursue the great art of the arcane. Indeed, it is my profound hope that this tome will promote great debate and further study on the issue, bringing about a golden age of enlightenment that will advance the world of magic in decades what might normally take centuries.

This problem, then, this question, which I believe is fundamental to the very core of magic as we know it, is insidiously simple on the surface. It is nothing more or less than a matter of, "What is the true cost of a spell?" According to the ancient sage Drawzi of Astocthes, the cost of a spell is measured in mental energy, with spells being classified in nine tiers based on the amount of energy the spell consumes when cast. Though modern sages agree that this method of envisioning magic is not perfect, it is still widely accepted to this day as the closest working model

¹ For a sample of the trials I overcame in the creation of this book, and to get a better sense of the varied sources from which these spells are derived, see Appendix 1: On the Assembly of this Tome.

of the cost of a spell on its caster.² It is indeed true that spells require a certain expenditure of mental energy and willpower in order to cast, but is that the only cost of magic? In recent years there has been growing evidence for the conservation of magic theory³, and while I am by no means willing to claim that the ideas espoused therein are true, I find the very fact that the theory has yet to be properly disproven to be indicative of how very little we truly understand about the cosmic force which we so regularly take for granted.

For my own part, my desire to examine this matter and question the currently accepted model of the cost of a spell came from two entirely separate directions. The first is a long-standing issue I have had with the Astochthan model of spell nodes⁴. Ever since I was an academy student, I had been disappointed with the system's inability to cope with the fact that while any combination of two spells from the lowest tier is clearly far less potent a force, magically, than a single spell of the ninth tier, a mage is supposedly unable to use the mental energy which would be applied to such a spell to instead power two of these weaker spells. Clearly, if the matter were simply one of expended energy, this would not be the case. The answer must be that another force, one about which we know very little, is instead the cause for such restrictions.

The other quandary which led me to my question was entirely unrelated to the previous, and far more practical and mundane in essence. Having watched more than my share of mage's duels, and been in the unfortunate position to have to use my magic for offensive purposes on one or two occasions, I was keenly aware of the fact that one of the mage's greatest weaknesses in practical, "real-world" applications of magic, and combat in particular, is that spells require a great deal more time investment than swinging a sword or firing a bow. A skilled swordsman can, with training, make several attacks in the time it takes a skilled mage to cast a single spell. With the use of certain metamagic, a spellcaster can sacrifice a great deal of energy to enhance a spell's celerity, but even then he is lucky if he can cast spells at half the rate the swordsman can swing his blade, and he will quickly find himself without any energy left to cast his spells, leaving him completely defenseless.

In a way, then, time is as much a cost of magic as anything else. Unlike the previous issue with the Astochthan model, this is a boundary that we have already bent: the aforementioned metamagic alterations, for one, as well as a small but significant number of spells which have been designed with speed in mind, such as the classic *feather fall*. If this rule can be bent, so too, perhaps, can Drawzi's principles be bent, worked around, and, perhaps, in time, abandoned. That, dear reader, was my goal in creating this tome: to challenge the currently held perceptions of what a spell should require of its caster in exchange for the magic it provides.

This tome focuses on challenging these assumptions and breaking these boundaries primarily in three separate ways, which I will outline here:

^a That is, as far as standard spells. Spells with costly material components, or which require other, less tangible sacrifices from the caster, are a separate matter entirely.

³ A theory, primarily popularized by the scholar Rorecc Drubell, which states that every spell cast creates an equal but opposite effect elsewhere in the multiverse to compensate. See his works *On the Nature of Unity* and *The Well of Magicka* for more information.

⁴ Referred to in some circles as spell "slots."

The first type of spell is the type of which I am most proud to be able to include in this book, and which I feel is the most revolutionary of those included here. I have tentatively termed them, collectively, "fountain" spells, in that they allow you to further draw from your own metaphorical well of spellcasting ability when you cast them. That is, these spells, when cast, perform their effect and then restore access to one or more spells you had previously used up for the day. The exact nature of the recovered spells varies, depending on the spell you are casting. Note that as of this publishing, I have not been able to find a way to create limitless magic in this way, as the spell returned is always of a lesser tier than the spell expended, but I am optimistic that, with further research, sages may one day be able to overcome this obstacle. A subset of the fountain spells are spells I have referred to as "cascading" spells, as that is what they were referred to by the only mage I could find who had invented such a spell⁵. These spells technically do not restore any lost magical energy, but instead are, to use a bit of metaphoric flare, "tightly packed," and contain, within a single spell, the effects of multiple, less powerful, spells.

The second revolutionary type of spell contained in this tome is the "segmented" spell, so named because it is a spell with such wide-reaching effect and exceptional magical potency that, in most cases, such spells are beyond the scope of even the most powerful tier of spells. In order for these spells to be able to be cast, they are broken down into segments, which, when cast in succession, act as a single spell of exceptional power.

Finally, this tome contains a number of spells which are designed to be able to be cast swiftly, for mages who find themselves in situations where such things are necessary. Though this is hardly the kind of innovation found in the other kinds of spells, note that these spells are modal in design. That is to say, if you cast such a spell quickly, it will have its effect as normal, and will take only a moment to cast. If, on the other hand, you take the proper time to fully cast the spell, it can provide much greater benefits, making these spells highly versatile and useful to a mage who must operate in the field.

I have, of course, included a number of other spells as well, mostly spells which I discovered in pursuit of this book's creation, and felt would be of value to anyone who enjoys the study of magic. Note that I have included a number of spells in this book which are not only offensive in nature, but are downright evil: magic of the blackest sort. I have done so not because I condone their use, but because I believe that by studying the way in which they work, we can better deconstruct the problem of the nature of "a spell." Such spells should be viewed as an academic exercise only, and not put to practical use.

It is my belief that, from this point on, it is best to allow the spells which I have included to speak for themselves. There is a time for theory, debate, rhetoric, and philosophy, and there is a time for direct, hands-on experience. I have told you, gentle reader, what to look for as you examine the rest of this tome, and I encourage you, as you do so, to think, in the back of your mind, about the nature of a spell, and what its true cost really is.

~ Kabaz M. Anvitz, Maguis of the Ivory Order

⁵ A mage named Xelar, whose works I uncovered with great difficulty; see Appendix 1: On the Assembly of this Tome, for more details.



Young Mage, by Alvin Hew

Sidebar: Segmented Spells

Advanced Arcana introduces a new kind of spell, the **segmented spell**. Segmented spells are spells that are so big, and have effects that are so over-the-top, they cannot be contained in a single spell slot. Instead, each segmented spell is split into a number of parts, called segments. Each segmented spell has a "segmented" number, which lists the number of segments which must be combined in order to cast the spell. This number is listed next to the spell's casting time.

In order to cast a segmented spell, the caster (or casters) must "cast" the requisite number of segments of that spell. Casting a segment is identical to casting a normal spell, except that the individual segment does not have any effect: it is only when multiple segments are cast in succession that the magic takes hold. The casting time, material components, and spell level listed for a segmented spell are for a *single* segment, meaning that new material components will need to be provided for each segment of the spell, and every segmented spell will require at least two spell slots in order to have any effect. Note that the spell's effect only happens once, regardless of the number of segments (the target makes only a single saving throw, only the listed damage is applied, etc.).

Once you begin casting a segmented spell, you have a limited amount of time to cast all of the segments before the energies of the spell dissipate, rendering any expended segments impotent. The amount of time in question depends on how long it takes to cast the spell: if you allow twice the casting time of a single segment to pass without casting a new segment, the spell energy dissipates. For example, if you are casting *dread summons*, which has a casting time of 6 rounds, and you allow 12 rounds to pass without continuing the spell's casting, the spell fails and any segments already invested in the casting are wasted, including spell slots and material components.

It is possible for multiple casters to cooperatively cast a single segmented spell, each caster pooling one or more segments into the spell. This works as normal for casting segmented spells, except that when the spell's effect occurs there are some special rules. Firstly, whichever caster casts the final segment of the segmented spell is in control of the spell, and makes any decisions, such as the target, modal decisions about the spell's function, or anything of the sort. Secondly, spell effects which are based on the caster's level or relevant ability score use the least favorable from among the casters who contributed to the spell. For example, two spellcasters, Raxen Dale and Shabaz Jock, are casting dread summons. Raxen has a caster level of 15, and Shabaz has a caster level of 16, so when the spell is cast, is uses Raxen's lesser value of 15. The spell does not allow a saving throw, but if it did, the saving throw would be based on Shabaz's 18 Intelligence, rather than Raxen's 20 Charisma. Because both casters have Spell Focus (Conjuration), they can apply that feat to the spell, but because only Shabaz has Greater Spell Focus (Conjuration) he cannot apply its benefits to this spell.

Due to the nature of segmented spells, the magic only works if the segments are done sequentially, meaning that a given segment must be

Sidebar: Adding Uncommon Spells to your Game:

Many DMs are hesitant to allow a wide variety of new spells to the game. There are numerous reasons for this, from game balance concerns (selecting the best spells from each of a large variety of books, or selecting a wide variety of a certain kind of spell, such as ice spells, to take advantage of feats or class features which reward you for using that kind of spell, for example), to flavor concerns (for instance, players having extensive access to rare and unusual spells, while most of the NPC population was likely designed without, as DMs rarely have the time to scour sourcebooks as much as players do). Other DMs are happy to use new spells, but wish that there was some in-game, mechanical way of making it clear that these spells are uncommon and not-so-wellknown.

Included here are a number of entirely optional rules which we recommend to help address one or more of these problems, if you feel that they are of concern. Feel free to use the ones you like and ignore the rest, or modify any or all of them to suit your needs. It's your game, after all! completed before the next one can be started, even if there are multiple casters involved. In the case of spells whose casting time is a single round or less, this is as simple as having the casters ready actions to cast their segment as soon as the previous caster is finished, but in the case of spells whose segments' casting time is over a round, characters cannot try to "cheat the clock" by beginning a second segment before the first is completed.

Metamagic feats and similar effects can be applied to segmented spells, but they must be applied to each segment of the spell separately in order to have any effect. Metamagic which is applied to only some of the segments of a given segmented spell is wasted. The exception to this rule is metamagic effects such as Quicken Spell, Silent Spell, or Still Spell, which can still modify the casting of that individual segment, but have no impact on the effect of the completed spell.

The segments of a given segmented spell are identical to each other, and are prepared the same as any other spell (or, in the case of spontaneous casters, are always available for casting). Segmented spells do not take up any more room in a spell book than any other spell of the same level, because the extra magical power comes from the repetition of the spell segment.

• Spells from Advanced Arcana are rarer and more difficult to find. Purchasing a scroll or a copy of such spells to copy into your spellbook costs 1.5 times as much as a normal spell. Use this increased price when determining if a town's gp limit is high enough for the spell to be available. For 25,000 gp, a wizard can buy a copy of Advanced Arcana in-game. This grants access to all the spells in this book, and the wizard need not decipher or transcribe them: the book is designed for wizards to be able to cast directly from it.

• In order to learn a spell from Advanced Arcana as part of leveling up, a spellcaster must succeed on a Spellcraft check (DC 10 + twice the spell's level), representing the difficult arcane study required to create the spell. If he fails, he must instead choose a spell from one of the sources of "common" spells.

• A cleric's access to spells from Advanced Arcana is restricted by his deity (that is to say, DMs decide which spells the cleric does and doesn't get).

• The Spellcraft DC to identify a spell from Advanced Arcana as it is being cast, or while it is in effect, is increased by 5.

Chapter 1: Spell Lists

These lists summarize the spells described in Chapter 2. An M or F appearing at the end of a spell's name in the spell list denotes a costly material component or focus, respectively. A Q at the end of a spell's name indicates a "quick" spell, one that can be cast at two different speeds with somewhat different effects. Finally, an Sg at the end of a spell's name indicates a segmented spell. See **Sidebar: Segmented Spells** at the beginning of this book for more information about segmented spells.

Alchemist Spells

2nd-level Alchemist Spells

Swift Swim: Gain a swim speed equal to twice your land speed.

4th-level Alchemist Spells

Ardesalf's Insightful Cunning: Subject gains +6 Int for 1 min./level, and recovers a used spell.

Bard Spells

o-Level Bard Spells (Cantrips)

Magic Instrument: Enchant an instrument to perform better.

Minor Glamer: Make cosmetic changes to your appearance.

1st-level Bard Spells

Ardesalf's Graceful Step: Hover above the ground instead of walking.

Defensive Trance: One ally gains bonuses to defenses, penalty to attacks.

Detect Construct: Reveals constructs within 60 ft.

Empower Ally: Concentrate to give ally combat bonuses.

Incite Person: Cause person to think ill of someone else.

2nd-level Bard Spells

Deafening Horn: Knock over, deafen, and possibly harm foes with sonic blast.

Skill of the Elephant: Target gains a bonus on Constitution checks.

Skill of the Parrot: Target gains a bonus on Intelligence-based skills. Skill of the Peacock: Target gains a bonus on Charisma-based skills.

Skill of the Serpent: Target gains a bonus on Dexterity-based skills.

Skill of the Tiger: Target gains a bonus on Strength-based skills.

Skill of the Tortoise: Target gains a bonus on Wisdom-based skills.

Swift Swim: Gain a swim speed equal to twice your land speed.

3rd-level Bard Spells

Incite Monster: Cause monster to think ill of someone else.

4th-level Bard Spells

Locate Treasure: Create magical treasure map. Subvert Spell: Counter a spell, and regain a used spell.

Underwater Movement: Allows normal movement underwater.

Cleric Spells

1st-level Cleric Spells(Orisons)

Ardesalf's Graceful Step: Hover above the ground instead of walking.

Defensive Trance: One ally gains bonuses to defenses, penalty to attacks.

Divine Conviction: Target is warded against hostile arcane spells.

Empower Ally: Concentrate to give ally combat bonuses.

2nd-level Cleric Spells

Skill of the Elephant: Target gains a bonus on Constitution checks.

Skill of the Parrot: Target gains a bonus on Intelligence-based skills.

Skill of the Peacock: Target gains a bonus on Charisma-based skills.

Skill of the Serpent: Target gains a bonus on Dexterity-based skills.

Skill of the Tiger: Target gains a bonus on Strength-based skills.

Skill of the Tortoise: Target gains a bonus on

Wisdom-based skills.

Swift Swim: Gain a swim speed equal to twice your land speed.

4th-Level Cleric Spells

Subvert Spell: Counter a spell, and regain a used spell.

Xelar's Inferno^{Sg}: Call down a rain of fire from the heavens, burning everything in large area.

5th-level Cleric Spells

Quick Resistance^Q: Grant resistance to energy and armor bonus to AC.

Revitalize^{Sg}: Return a recently slain character to life.

Underwater Movement: Allows normal movement underwater.

6th-level Cleric Spells

Create Sanctum^M: Create zone where your magic is more powerful.

Create Skeletal Minion^{M,Q}: Create a skeletal minion, either for 1 min./level or permanently.

Dread Summons^{F, Sg}: Summon a random demon which may serve you faithfully.

7th-level Cleric Spells

Ardesalf's Safer Contact: Ask questions of spirits, refill empty spell-slot.

True Disjunction^{Sg}: Permanently prevent target from casting spells or using spell-like abilities.

8th-level Cleric Spells

Holy Presence^{M, Sg}: Designates area as especially holy.

Rejuvenate: Target is healed, refreshed, and regains some used spell slots.

Unholy Presence^{M, Sg}: Designates area as especially unholy.

9th-level Cleric Spells

Fate Spin: Affect the outcome of dice rolls, or grant bonuses or penalties to creatures.

Druid Spells

1st-level Druid Spells

Defensive Trance: One ally gains bonuses to defenses, penalty to attacks.

Divine Conviction: Target is warded against hostile arcane spells.

Empower Ally: Concentrate to give ally combat bonuses.

2nd-level Druid Spells

Skill of the Elephant: Target gains a bonus on Constitution checks.

Skill of the Parrot: Target gains a bonus on Intelligence-based skills.

Skill of the Peacock: Target gains a bonus on Charisma-based skills.

Skill of the Serpent: Target gains a bonus on Dexterity-based skills.

Skill of the Tiger: Target gains a bonus on Strength-based skills.

Skill of the Tortoise: Target gains a bonus on Wisdom-based skills.

Swift Swim: Gain a swim speed equal to twice your land speed.

5th-level Druid Spells

Quick Resistance^Q: Grant resistance to energy and armor bonus to AC.

Subvert Spell: Counter a spell, and regain a used spell.

Underwater Movement: Allows normal movement underwater.

6th-level Druid Spells

Create Sanctum^M: Create zone where your magic is more powerful.

Elemental Servitor: Sacrifice spell slots to summon one or more elementals for 24 hours.

7th-level Druid Spells

Ardesalf's Safer Contact: Ask questions of spirits, refill empty spell-slot.

8th-level Druid Spells

Holy Presence^{M, Sg}: Designates area as especially holy.

Unholy Presence^{M, Sg}: Designates area as especially unholy.

Inquisitor Spells

1st-level Inquistor Spells

Divine Conviction: Target is warded against hostile arcane spells.

Incite Person: Cause person to think ill of someone else.

4th-level Inquistor Spells

Subvert Spell: Counter a spell, and regain a used spell.

6th-level Inquisitor Spells

True Disjunction^{Sg}: Permanently prevent target from casting spells or using spell-like abilities.

Paladin Spells

1st-level Paladin Spells Divine Conviction: Target is warded against hostile arcane spells.

Empower Ally: Concentrate to give ally combat bonuses.

Ranger Spells

1st-level Ranger Spells Empower Ally: Concentrate to give ally combat bonuses.

2nd-level Ranger Spells

Swift Swim: Gain a swim speed equal to twice your land speed.

4th-level Ranger Spells

Underwater Movement: Allows normal movement underwater.

Sorcerer/Wizard Spells

o-level Sorcerer/Wizard Spells (Cantrips) Illusion

Minor Glamer: Make cosmetic changes to your appearance.

1st-level Sorcerer/Wizard Spells

Divination

Detect Construct: Reveals constructs within 60 ft.

Enchantment

Defensive Trance: One ally gains bonuses to defenses, penalty to attacks.

Incite Person: Cause person to think ill of someone else.

Evocation

Eyelight: Your eyes glow like a torch.

Necromancy

Vicious Ray: You fire powerful rays which also harm you.

Transmutation

Ardesalf's Graceful Step: Hover above the ground instead of walking.

Empower Ally: Concentrate to give ally combat bonuses.

and-level Sorcerer/Wizard Spells

Transmutation

Skill of the Elephant: Target gains a bonus on Constitution checks.

- Skill of the Parrot: Target gains a bonus on Intelligence-based skills.
- Skill of the Peacock: Target gains a bonus on Charisma-based skills.
- Skill of the Serpent: Target gains a bonus on Dexterity-based skills.
- Skill of the Tiger: Target gains a bonus on Strength-based skills.
- Skill of the Tortoise: Target gains a bonus on Wisdom-based skills.

Swift Swim: Gain a swim speed equal to twice your land speed.

3rd-level Sorcerer/Wizard Spells

Abjuration

Quick Shield^Q: Force shield grants +6 bonus to AC, and protects against missile attacks.

Divination

Quick Aim^Q: Gain +10 or +20 on next attack, depending on how you cast the spell.

Evocation

Lightning Lash: Create a lightning whip which damages and stuns foes.

Malanis' Lesser Missile Barrage: Release a cone of magic missiles at enemies.

Xelar's Inferno^{Sg}: Call down a rain of fire from the heavens, burning everything in large area.

Necromancy

Mind Siphon^F: Touch damages target's mind, you regain a used spell.

Transmutation

Vermin Shape I: Transform into Small or Medium vermin.

4th-level Sorcerer/Wizard Spells

Abjuration

Subvert Spell: Counter a spell, and regain a used spell.

Conjuration

Quick Gate^Q: Create two *gate* -like portals, which protect you from attacks.

Divination

Locate Treasure: Create magical treasure map.

Quick Detection^Q: Detect invisible creatures, or see magical auras.

Enchantment

Incite Monster: Cause monster to think ill of someone else.

Transmutation

Ardesalf's Insightful Cunning: Subject gains +6 Int for 1 min./level, and recovers a used spell.

Vermin Shape II: Transform into Tiny or Large vermin.

5th-level Sorcerer/Wizard Spells Abjuration

Quick Resistance^Q: Grant resistance to energy and armor bonus to AC.

Conjuration

Kabaz's Dreary Vapors^Q: Creatures become fatigued or fall asleep, based on HD.

Enchantment

Kabaz's Revitalizing Rest: 15 HD of creatures fall asleep; awake feeling revitalized.

Illusion

Quick Concealment^Q: Become invisible for long or short amount of time.

Quickshade^Q: Creatures have 80% miss chance to hit you, you may have 80% miss chance also.

Transmutation

Underwater Movement: Allows normal movement underwater.

Vermin Shape III: Transform into Diminutive or Huge vermin.

6th-level Sorcerer/Wizard Spells Conjuration

Dread Summons^{F, Sg}: Summon a random demon, which may serve you faithfully. Elemental Servitor: Sacrifice spell slots to summon one or more elementals for 24 hours.

Evocation

Create Sanctum^M: Create zone where your magic is more powerful.

Lightning Shield: Magic harms those who hit you and protects you from electicity.

Malanis' Missile Barrage: Release a burst

of magic missiles that is hard to control.

Necromancy

Life Siphon^F: Touch damages target, and you regain used spells.

7th-level Sorcerer/Wizard Spells

Abjuration

True Disjunction^{Sg}: Permanently prevent target from casting spells or using spell-like abilities.

Divination

Ardesalf's Safer Contact: Ask questions of spirits, refill empty spell-slot.

Illusion

Shadow Transmutation: Mimics transmutation of up to 6th level, but only 60% real.

Necromancy

Create Skeletal Minion^{M,Q}: Create a skeletal minion, either for 1 min./level or permanently **Spirit Twin:** Creates illusory double of target, which either serves or attacks you.

Transmutation

Ardesalf's Spell Shuffle: Sacrifice a number of spells to regain a number of used spells.

8th-level Sorcerer/Wizard Spells

Conjuration

Cascading Summons: Summon an elemental which creates more elementals when slain.

Enchantment

Mind Extraction: Render target permanently insane, and prepare one spell they had.

Evocation

Xelar's Prismatic Cascade^F: Produce a torrent of powerful effects over seven turns.

Illusion

Shadowfriends: Create illusory duplicates of yourself which fight for you.

9th-level Sorcerer/Wizard Spells Abjuration

Cascading Invulnerability: Multiple layers of magic protect you from spells.

Divination

Fate Spin: Affect the outcome of dice rolls, or grant bonuses or penalties to creatures.

Evocation

Malanis' Missile Shield: Magic missiles provide force armor, can be hurled at foes.

Necromancy

Create Replicant^{F, M, Sg}: Creates clone of target that has an independent mind and soul.

Soul Siphon^F: Instantly kills one target and uses their soul to regain lost spells.

Transmutation

Greater Transformation^M: You gain a variety of combat bonuses.

Summoner Spells

ist-level Summoner Spells

Defensive Trance: One ally gains bonuses to defenses, penalty to attacks.

Empower Ally: Concentrate to give ally combat bonuses.

4th-level Summoner Spells

Ardesalf's Insightful Cunning: Subject gains +6 Int for 1 min./level, and recovers a used spell.

6th-level Summoner Spells

Dread Summons^{F, Sg}: Summon a random demon which may serve you faithfully.

Witch Spells

1st-level Witch SpellsEyelight: Your eyes glow like a torch.Vicious Ray: You fire powerful rays which also harm you.

3rd-level Witch Spells
Mind Siphon^F: Touch damages target's mind, you regain a used spell.

5th-level Witch Spells

Kabaz's Dreary Vapors^Q: Creatures become fatigued or fall asleep, based on HD.

Kabaz's Revitalizing Rest: 15 HD of creatures fall asleep; awake feeling revitalized.

6th-level Witch Spells

Create Sanctum^M: Create zone where your magic is more powerful.

Dread Summons^{F, Sg}: Summon a random demon, which may serve you faithfully.

Life Siphon^F: Touch damages target, and you regain used spells.

7th-level Witch Spells

Ardesalf's Safer Contact: Ask questions of spirits, refill empty spell-slot.

9th-level Witch Spells

Soul Siphon^F: Instantly kills one target and uses their soul to regain lost spells.

Chapter 2: Spell Descriptions

ARDESALF'S GRACEFUL STEP

School transmutation; Level bard 1, cleric 1, sorcerer/wizard 1 Casting Time 1 standard action Components V Range personal Target you Duration 10 min./level

For the duration of the spell, you hover three inches off of the ground. You move at your normal speed, and do not need to make fly checks in order to move. You cannot move more than three inches away from the ground, and if the ground below you suddenly vanishes (due to a pit trap opening beneath you, or floating over the edge of a cliff), then you immediately fall until you are three inches above the ground again. You take fall damage as normal for this fall (but see below). This spell does not allow you to float over water, but does allow you to move normally even when bound (as long as you aren't tethered to something immobile).

For the duration of this spell, if you would take fall damage, treat that damage as though you fell 10 feet less than you did.

ARDESALF'S INSIGHTFUL CUNNING

School transmutation; Level alchemist 4, sorcerer/wizard 4, summoner 4 Casting Time 1 standard action Components V, S, M (a lock of hair from a powerful mage) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The target becomes smarter. The spell grants a +6 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier, though this spell does not grant extra skill ranks. Wizards (and other spellcasters who rely on Intelligence) affected by this spell improve the save DCs for spells they cast while under this spell's influence, but do not gain additional bonus spells for the increased Intelligence.

Instead, they may immediately prepare any one spell of 2nd level or lower that they have used during the last 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in the target's mind as though prepared in the normal fashion. If the recalled spell requires material components, the spellcaster must still provide them in order to cast the spell. The recovered spell remains prepared as long as the spellcaster continues to benefit from this spell, and if it is not cast by the time this spell ends, the recovered spell is wasted.

ARDESALF'S SAFER CONTACT

School divination; Level cleric 7, druid 7, sorcerer/wizard 7, witch 7 Casting Time 10 minutes Components V, M (incense, brewed as a tea and consumed) Range personal Target you Duration concentration

You open your mind to the influence of various helpful spirits and similar entities, calling upon them for their knowledge and advice. The spell specifically invokes helpful spirits, in order to draw them to you, but that doesn't prevent more malicious or mischievous spirits from arriving as well. For each question you ask, there is an 80% chance that you receive a true answer, a 15% chance that you are unable to find a spirit with the answer to your question, and a 5% chance that the answer you receive is a lie.

The spirits speak directly into your mind, and you are always able to understand them, but they tend to answer with either "yes," "no," "maybe," "never," or "irrelevant," or some other one-word answer. In extreme cases they have been known to answer with a cryptic phrase or riddle instead, but these cases are exceptionally rare.

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

Opening your mind to spirits in this fashion allows them to do more than answer questions, and sometimes additional side-effects occur. For each question that is answered with a lie, you take 1 point of ability score damage to the ability score tied to your spellcasting (Intelligence for wizards, Charisma for sorcerers, etc.).

If none of the questions were answered with lies, and at least one question was answered with a true answer, the spirits may implant a spell in your mind as Ardesalf's safer contact ends. As long as you have cast at least one spell of 5th level or lower within 24 hours before casting Ardesalf's safer contact, you immediately prepare a spell in place of the expended spell. This new spell is of the same level as the expended spell, and is chosen by the spirit in question, not by you: you need not even know the spell, and in rare cases the spell may not even be on your class's list. The chosen spell is stored in your mind as though prepared in the normal fashion. The spell is still prepared even if you are a spontaneous spellcaster, meaning that the recovered spell slot can only be expended on the chosen spell (though other spell slots are unaffected). If the implanted spell requires material components, you still must provide them in order to cast the spell. The implanted spell remains prepared until the next time you rest and recover spells, and if it hasn't been cast by the end of that time, it is wasted.

ARDESALF'S SPELL SHUFFLE

School transmutation; Level sorcerer/wizard 7 Casting Time 1 full round Components V, S Range personal Target you Duration instantaneous

By expending a number of additional spells you can instantly recover a number of expended spells. When you cast this spell, you may sacrifice any number of prepared spells (or spell slots if you are a spontaneous caster), and instantly recover any number of expended spells (or spell slots if you are a spontaneous caster) whose total levels do not exceed half the total levels of the sacrificed spells. For example, you could recover a single 8th-level spell (a total of eight spell levels) by sacrificing sixteen total levels in spells (four 4th-level spells, or two 8th-level spells, or two 4th-level spells, three 2nd-level spells, and two 1st-level spells, or any other combination whose total spell levels equals sixteen or more).

The chosen spells are stored in your mind as though prepared in the normal fashion. If you are a spontaneous caster, you instead regain use of that many spell slots of the chosen levels. If the recalled spell requires material components, you still must provide them in order to cast the spell. The recovered spells remain prepared (or, in the case of spontaneous casters, the spell slot remains available) until the next time you rest and recover spells, and if they



Meditation, by Sytnik Anastasiya

haven't been cast by the end of that time, they are wasted.

CASCADING INVULNERABILITY

School abjuration; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, F (a suit of miniature silver armor) Range personal Target you Duration 10 min./level or until expended

You sheathe yourself in a shimmering field of crackling and pulsating magical energies, blocking harmful magic from reaching you. *Cascading invulnerability* has three layers of magical defenses, and even as magical effects strip away the outermost defenses, they must still defeat all three layers before the spell is completely expended.

While the first layer of defense is in effect, the area or effect of any spell, spell-like ability, or spell-like effects from items does not include you, and such spells fail to affect you in any way, even if you are the target. This does not prevent you from casting spells, however, even on yourself. This protection remains until *cascading invulnerability* has protected you from the effects of 1d6+4 spell levels.

The second layer of defense is identical to the first, except that it only blocks spells or effects of 6th level or lower, and this layer of defense is shattered after protecting you from 1d4+4 spell levels.

The third layer of defense is identical to the first two, except that it only blocks spells or effects of 3rd level or lower, and this layer of defense is shattered after protecting you from 5 spell levels.

When cascading invulnerability would protect you from a spell of higher level than the amount of remaining protection your current layer of defense would stop, that spell is partially blocked. Subtract the remaining number of spell levels of protection from the level of the incoming spell. If the spell could be blocked by the next layer of protection, subtract the difference from the spell levels the next layer has available. If not, 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 take that fraction of the damage. For non-damaging spells, you have that % chance of being affected.

Dispel magic and similar spells, if successful, immediately destroy the outermost layer of protection (meaning that three castings of dispel magic would expend this spell). Mage's disjunction, if successful, destroys all remaining layers of protection.

CASCADING SUMMONS

School conjuration (summoning); Level sorcerer/wizard 8 Casting Time 1 round Components V, S, F/DF (a set of nesting dolls, each attuned to one of the elements) Range close (25 ft. + 5 ft./2 levels) Effect one summoned elemental Duration 1 min./level Saving Throw none; Spell Resistance no

This spell functions like summon monster I, except that it always summons a single greater elemental (you can choose whether the elemental in question is an air, earth, fire, or water elemental).

If the summoned elemental is slain before the end of the spell's duration, it splits, forming two separate huge elementals of the same type. These elementals are at full health, and continue to serve you as the original did. If either of these elementals are slain, it splits into two large elementals of the same type, also at full health. These elementals do not split further. At the end of the spell's duration, any and all elementals created by this spell vanish.

CREATE REPLICANT

School necromancy; Level sorcerer/wizard 9 Casting Time 10 minutes; Segmented 3 castings Components V, S, M (laboratory supplies worth 2,000 gp), F (special laboratory equipment costing 5,000 gp) Range o ft. Effect one replicant Duration instantaneous Saving Throw none; Spell Resistance no

This spell makes a replicant, a fully-functioning copy of a creature. The replicant looks identical to the creature it is a copy of, down to the last detail, and cannot be discerned from the original by the naked eye.

To create the replicant, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the replicant must be grown in a laboratory for 2d4 months.

When the replicant is completed, it automatically awakens. It has a personality similar to the original's, and has the same sorts of predispositions, but does not possess any of the original's memories, nor does it inherently know that it is a replicant. It does not possess any inherent loyalty to you, and you have no special means of compelling it to obey you. This spell duplicates the original's body and, to a lesser extent, its mind, but not its equipment, which is not affected in any way.

The replicant has ability scores identical to the original's at the time the sample was taken, not including any bonuses from magic items (and also not including inherent bonuses from manuals and tomes). The replicant does not initially know any languages, but learns one language per week, beginning with Common, until it knows one language per point of Intelligence bonus it possesses. If the original had levels in one or more classes, the replicant begins play with one level in the favored class of the original, and gains 1 level per week until it has a number of levels equal to ½ the number of levels the original possessed at the time the sample was taken, rounded down. These levels must be taken from classes the original had levels in, and the replicant can't gain more levels in any given class in this way than the original possessed at the time the sample was taken.

During this period of rapid development, the replicant can only take skills, feats, and class features (such as a sorcerer's bloodline or a rogue's rogue talents) which the original had taken at the time the sample was taken. If the replicant is a spontaneous caster, it can only select spells known which the original had selected, but if the replicant prepares spells, it may choose different spells to learn. Once this period of rapid development is complete, the replicant gains experience and levels up normally.

CREATE SANCTUM

School evocation; Level cleric 6, druid 6, sorcerer/wizard 6, witch 6 Casting Time 24 hours Components V, S, M (special, see text), DF/F (a

stone or wooden wand at least 20 years old)

Range touch

Area 40-ft. radius emanating from the touched point

Duration 1 year and 1 day

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

This spell creates an area where magical energies flow more freely, making spells you cast there more potent. All spells cast within the area of the sanctum are treated as though their caster's level were two levels higher than it actually is for the purposes of level-based effects (such as duration, damage dice, etc.). Additionally, any spell cast within the sanctum gains a +2 enhancement bonus to the DC to resist its effects. Finally, when you cast create sanctum, you may choose a single metamagic feat from the following list: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Silent Spell, Still Spell, Widen Spell). If you do, all spells cast within the area of the sanctum are automatically affected as though by that metamagic feat. If the metamagic feat doesn't apply to a given spell, that spell is simply unaffected (though it continues to gain the other benefits of the sanctum).

When you cast *create sanctum*, you choose whether the above benefits apply to all creatures, to creatures who share your alignment, to creatures affiliated with a specific organization you designate at the time of casting, or only to you. Once made, this choice cannot be changed.

In order to cast the spell, you must expend 5,000 gp worth of magical herbs, oils, and incense. Additionally, if you chose to include a metamagic feat in the sanctum's effects, you must inlay powerful, mystic runes made of precious metals (such as gold, platinum, and mithral) over the affected area, which costs an additional 1,500 gp for each additional spell level the metamagic feat costs (for example, a sanctum which automatically Empowered all spells cast within would cost 8,000 gp: 5,000 gp for the herbs, oils, and incense and 3,000 gp for the runes necessary to Empower the spells).

Create sanctum can also be cast in emergencies, though it is far more crude when done in this fashion. Cast in this way, create sanctum has a casting time of 1 full round, lasts for 1 round per caster level (to a maximum of 20 rounds at 20th level), does not require a focus, and uses a small portion of blood from a spellcaster as its only material component. Such "quick and dirty" versions of the spell automatically apply to all creatures within the area (rather than allowing you to choose who it affects), and are not capable of automatically applying metamagic feats to spells cast within the area.

An area can only receive the benefit of one create sanctum at a time. Create sanctum counters but does not dispel antimagic field.

CREATE SKELETAL MINION

School necromancy [evil]; Level cleric 6, sorcerer/wizard 7 Casting Time 1 full round Components V, S, M (a pinch of grave dirt from the burial site of a priest or priestess) Range touch Target corpse touched Duration 1 round/level Saving Throw none; Spell Resistance no

By channeling dark energies, you animate a powerful skeleton to do your bidding. When you cast this spell you cause the creature touched to rise as an advanced skeleton which serves you loyally, obeying your spoken commands. You can order this skeletal minion to follow you or to guard an area, attacking any creature (or a specific type of creature, specified by you). By default, your skeletal minion has a number of hit dice equal to your caster level, but you can choose at the time of the casting to create a skeletal minion with fewer hit dice.

Skeletal minions created in this way do not count against the number of HD of undead you can control, either with *animate dead* and similar spells, or with Command Undead or similar effects, but you can only control a total number of HD of skeletal minions equal to twice your caster level. If the creature had class levels or special abilities in life, these do not survive the transformation to skeletal minion, nor do any memories the creature may have possessed.

This spell can alternatively be cast as a 24-hour ritual, in which case the skeletal minion continues to serve you until slain. If cast in this fashion, additional material components, in the form of paints used to draw magical runes on the corpse's bones, are required, costing 50 gp per HD the skeletal minion possesses.

When casting the longer version of this spell, you may sacrifice a captured soul (such as those captured by *soul bind* or *trap the soul*) to increase the power of your skeletal minion. The soul is expended in the process (meaning that the creature it belonged to cannot be returned to life without first benefitting from a *wish* or *miracle* spell to return their soul from oblivion), but the container or gem is not. Sacrificing a soul with 15 or fewer hit dice allows you to apply the giant creature template to the skeletal minion. Sacrificing a soul with between 16 and 20 hit dice allows you to apply the fiendish creature template to your skeletal minion. Sacrificing a soul with 21 or more hit dice allows you to apply the half-fiend template to your skeletal minion.

DEAFENING HORN

School evocation [sonic]; Level bard 2 Casting Time 1 standard action Components S, F (a brass trumpet or similar instrument worth at least 25 gp, blown during casting) Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial; Spell Resistance yes

This spell produces a powerful sonic blast which deafens targets and knocks them off their feet. Make a combat maneuver check, using your caster level as your base attack bonus and your Charisma modifier instead of Strength or Dexterity, against each target in the area. If you succeed, the target is knocked prone. Additionally, any creature caught in the blast must succeed on a Fortitude save or be deafened for 2d4 minutes.

When you cast this spell you may choose to expend one of your bardic music uses to make a Perform (wind instruments) check (DC 15). If you succeed, each target also takes 2d4 points of sonic damage, and the DC to resist being deafened increases by 2.

DEFENSIVE TRANCE

School enchantment (compulsion) [mindaffecting]; Level bard 1, cleric 1, druid 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S, F (a gold coin on a chain or miniature pendulum) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration concentration plus 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

When you cast this spell, the target enters a defensive trance, greatly increasing his or her protective abilities, while compromising his or her offensive ones. The subject gains the following benefits: +4 dodge bonus to AC, +2 resistance bonus to all saving throws, and a +2 competence bonus to CMD (note that the dodge bonus will also apply to your CMD, meaning that the total bonus to CMD is +6). While in a defensive trance, the target's offensive abilities are somewhat compromised, and he or she takes a -4 penalty to all attack and damage rolls for the spell's duration. If the target is a spellcaster, he or she must succeed on a Concentration check (DC 10 + twice the level of the spell to be cast) in order to cast any spells. Defensive trance counters but does not dispel rage.

DETECT CONSTRUCT

School divination; Level bard 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range 60 ft. Area cone-shaped emanation Duration concentration, up to 10 min./level Saving Throw none; Spell Resistance no

This spell functions like *detect undead*, except that it detects creatures of the construct type instead of the undead type.

DIVINE CONVICTION

School abjuration; Level cleric 1, druid 1, inquisitor 1, paladin 1 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

When you cast this spell, you allow the subject to draw energy from the spellcasting efforts of the faithless. Whenever the subject is damaged by, or is forced to make a saving throw against, a non-divine spell, he or she gains an enhancement bonus to attack and damage equal to ½ the level of the spell for the duration of *divine conviction*.

Additionally, the subject receives a +1 bonus on all saving throws vs. non-divine spells. This protection comes as a trade-off, however, as he or she suffers a -1 penalty on saving throws vs. divine spells.

DREAD SUMMONS

School conjuration (summoning) [chaotic, evil]; Level cleric 6, sorcerer/wizard 6, summoner 6, witch 6

Casting Time 6 rounds; Segmented 6 castings Components V, S, DF/F (a balor's tooth, worth at least 1,000 gp) Range close (25 ft. + 5 ft./2 levels) Effect one summoned demon Duration 10 min./level Saving Throw none; Spell Resistance no

This spell summons one or more demons to serve the caster. Except for the differences printed here, this spell functions identically to the spell summon monster I. To determine the type of demon summoned, roll a d% and consult the table below, adding the lowest caster level among the spell's



Kalika - Ritual, by *suicide-blue

casters to the result rolled (for example, if the lowest caster level amongst the casters was 11, and you rolled 53, you would treat your result as a 64).

When the creature is summoned, the caster must succeed on a caster level check (1d20 + caster level) with the DC equal to the summoned creature's CR (in the case of multiple summoned creatures, the DC is equal to 1.5 times the CR of one of the creatures). If you succeed, the creature remains under your control, as per *summon monster I*. If you fail the check, the creature is uncontrolled, and can act as it pleases, including attacking you. Summoned demons whose CR is greater than or equal to your caster level do not automatically return at the end of the spell, and are free to do as they please when the spell's duration ends.

Table: Dread Summons

d%	Result
01 - 25	Shadow demon or 2d6 dretches
26 - 50	Succubus or 2d6 quasits
51 - 70	Vrock or 1d2 nabassu
71 - 85	Hezrou or 2 succubi
86 - 90	Glabrezu or 1d3 vrocks
91 - 95	Nalfeshnee or 1d2 hezrou
96 - 100	Marilith or 2 glabrezu
101 - 110	Balor or 1d2 mariliths
m - n6	1d2 balors or 1d2+1 mariliths
117+	Balor lord or unique demon

ELEMENTAL SERVITOR

School conjuration (summoning); Level druid 6, sorcerer/wizard 6 Casting Time 1 minute Components V, S, M/DF (a page torn from a wizard's spellbook) Range close (25 ft. + 5 ft./2 levels) Effect one or more summoned creatures Duration 24 hours Saving Throw none; Spell Resistance no By sacrificing some of your spellcasting ability,

you conjure a powerful elemental companion to help you in combat. When you cast this spell, you must choose 6th-, 7th-, 8th-, or 9th-level spells. You must sacrifice four or more prepared spells of the chosen level (or four unexpended spell slots of the same level, if you are a spontaneous caster), or the spell has no effect. You may choose to sacrifice spells of a higher level than the chosen one, but this confers no additional benefit (for example, if you selected 6thlevel spells, you could sacrifice three 6th-level spells and a 7th-level spell, but you would only gain the benefits of sacrificing four 6th-level spells). The power of the elemental summoned depends on the level of spells sacrificed. If you choose to sacrifice 6th-level spells, you summon a huge elemental. If you choose to sacrifice 7th-level spells, you summon a greater elemental. If you choose 8th-level spells, you summon an elder elemental. Finally, if you choose to sacrifice 9th-level spells, you summon four elder elementals.

The summoned elementals are of the type of your choice (air, earth, fire, or water) and serve you for the spell's duration, as though summoned by *summon monster I.* If the elemental is slain, its body reforms after 1d10 minutes, returning it to full health. Your elemental servant can reform in this way a total number of times equal to the number of spell slots you sacrificed when elemental servitor was cast.

EMPOWER ALLY

School transmutation; Level bard 1, cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one ally Duration concentration, up to 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You pour your will into aiding your ally, bolstering his or her strength and will to fight. The subject gains a +2 enhancement bonus to Strength and Constitution for the duration of the spell.

EYELIGHT

School evocation [light]; Level sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (oil from the essence of fireflies, spread on your eyelids) Range personal Target you Duration 1 min./level

This spell causes your eyes to glow like a torch, shedding normal light in a 30-ft. cone, and increasing the light level for an additional 30 ft. 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's only affect is to give your eyes an eerie glow. At the end of the spell's duration your eyes flash brilliantly, and you are blinded for 1 round. At the end of that round, you may instantly prepare any one 1st-level spell you have used during the last 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in your mind as though prepared in the normal fashion. If you are a spontaneous caster, you instead regain use of a single 1st-level spell slot which has been used in the past 24 hours. If the recalled spell requires material components, you still must provide them in order to cast the spell. The recovered spell remains prepared (or, in the case of spontaneous casters, the spell slot remains available) for one hour, and if it hasn't been cast by the end of that time, the spell is wasted.

FATE SPIN

School divination; Level cleric 9, sorcerer/wizard 9 Casting Time 1 full round action Components V, S, M/DF (a thread of aranea silk)

Range personal

Target you

Duration 1 min./level or until expended

Fate spin allows you to manipulate chance to achieve the outcomes you want. When you cast this spell you gain three fate charges. As long as you have at least one fate charge remaining, you may cast other instances of fate spin as a move action (provided you can cast the spell again), increasing your remaining charges to three. Fate spin can never increase the number of fate charges you have to more than three. You may spend fate charges to generate the following effects, at the rate indicated.

As a standard action, by expending one charge, you may grant any creature within close range (25 feet + 5 feet per 2 levels) your choice of either a +2 fate bonus or a -2 fate penalty to attack rolls, AC and saving throws. This bonus lasts until the end of the spell's duration, and for an additional 1 round per caster level after that. These bonuses and penalties are cumulative, meaning that multiple instances will stack. The target can resist this effect with a successful Will save, and spell resistance applies to this part of the spell.

As a standard action, by expending two charges, you may affect 1 creature per 4 caster levels (to a maximum of 5 creatures at 20th level) within close range (25 feet + 5 feet per 2 caster levels) with the first ability. Each target can resist the effect with a successful Will save, and spell resistance applies to this part of the spell. As an immediate action, by expending three charges, you may choose the die result of a single attack roll, skill check, or caster level check (but not saving throw) made by any creature within close range (25 feet + 5 feet per 2 caster levels). Rules for automatic success and failure do not apply to rolls affected in this way.

GREATER TRANSFORMATION

School transmutation; Level sorcerer/wizard 9 Casting Time 1 immediate action Components V, S, M (a wand of either *bull's strength* or *bear's endurance* with at least 10 charges, snapped when the spell is cast) Range personal Target you Duration 1 round/level

When you cast this spell you trade your magic for physical prowess and combat intuition, leaving some of yourself behind to embrace your inner warrior. You gain a +8 enhancement bonus to your choice of Strength, Dexterity, or Constitution, a +6 enhancement bonus to one of your other two physical ability scores, and a +4 enhancement bonus to the third. Your base attack bonus is increased to your character level (which may give you multiple attacks), any natural armor bonus you possess is increased by + 8, and you gain a +10 competence bonus to your Fortitude save for the spell's duration. Finally, you become proficient with all simple and martial weapons, and gain the benefits of the Weapon Focus and Weapon Specialization feats with the weapon of your choice.

While transformed, you lose any spellcasting ability you previously had, including the ability to use spell completion or spell trigger items, as though the spells had vanished from your spell list. When cast, this spell also inflicts 2d4 points of ability score damage to the ability score which determines your bonus spells per day (Intelligence for wizards, Charisma for sorcerers, etc.). Each time this spell is cast, there is a 5% chance that the effects are permanent, and can only be reversed by a *wish* or *miracle* spell.

If you cast greater transformation as a standard action, rather than an immediate action, the duration increases from 1 round per caster level to 1 minute per caster level. Additionally, the chance that the effect is permanent is reduced from 5% to 1%.

HOLY PRESENCE

School evocation [good]; Level cleric 8, druid 8 Casting Time 4 hours; Segmented 6 castings Components V, S, M (herbs, oils, and incense worth at least 1,500 gp), DF

Range touch

Area one site, building, or structure up to a 100-ft. radius

Duration instantaneous

Saving Throw see text; Spell Resistance see text

Holy presence makes a particular site, building or structure a holy site. This has five major effects.

First, the site is warded by a *holy aura* effect. Second, the DC to resist positive channeled energy within this area gains a +6 sacred bonus and the DC to resist negative energy is reduced by 6. Additionally, anyone attempting to channel negative energy must succeed on a DC 20 Charisma check or else they are unable to channel the energy, and their use of that ability is wasted. Spell resistance does not apply to this affect. This provision does not apply to the druid version of the spell.

Third, any dead body which spends at least 24 consecutive hours in a site affected by *holy presence* cannot thereafter be turned into an undead creature. This effect on the corpse is permanent, but can be reversed with a *wish* or *miracle* spell.

Fourth, any water sources within the spell's area, and any water which stays in the spell's area for at least 24 consecutive hours, is affected as though by the *bless water* spell. Additionally, any weapons which stay in the spell's area for at least 24 consecutive hours are affected as though by the *bless weapon* spell. In both cases, if taken outside the spell's area, the effect lasts for one week before fading.

Finally, you can choose up to six of the following spell effects to be affixed to the affected site. These spell effects remain as long as the *holy presence* remains in effect, and functions throughout the entire site, regardless of the normal duration and area of effect. For each spell effect, you may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment.

Spell effects that you can choose for this effect include: aid, bane, bless, calm emotions, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, detect poison, dimensional anchor, discern lies, dispel evil, dispel magic, endure elements, freedom of movement, invisibility purge, neutralize poison, protection from energy, remove fear, resist energy, silence, tongues, water breathing, and zone of truth. Saving throws and spell resistance might apply to these spells' effects.

An area can only receive one holy presence effect at one time. If an area is affected by both holy presence and hallow, the hallow is suppressed within the area of the holy presence. Holy presence counters, but does not dispel, unholy presence.

INCITE MONSTER

School enchantment (charm) [mind-affecting]; Level bard 3, sorcerer/wizard 4 Target one living creature Duration 1 day/level

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

INCITE PERSON

School enchantment (charm) [mind-affecting]; Level bard 1, inquisitor 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one humanoid creature Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes

This charm makes a humanoid creature regard you, or another creature of your choice that the target has at least passing knowledge of, as a hated and untrustworthy enemy (treat the target's attitude as hostile). If the target currently has positive feelings towards that creature (attitude of friendly or better) it gets a +5 bonus on its saving throw.

The spell does not automatically cause the target to attack you (or the creature of your choice), but it does perceive your words and actions (or those of the creature of your choice) in the least favorable way. Depending on the target's nature, and the nature of the other creature, the target may simply avoid the other creature, it may verbally assault the creature, it may attempt to harm the creature without directly confronting it (such as by stealing from it or spreading malicious rumors about it), or it may attack it in a murderous rage. Exceptional acts of kindness towards the target by the creature end the spell immediately.

KABAZ'S DREARY VAPORS

School conjuration (creation); Level bard 5, sorcerer/wizard 5, witch 5 Casting Time 1 immediate action Components V, S, F (an arrow of sleep or a pixie's sleep arrow) Range medium (100 ft. + 10 ft./level) Area 20-ft. radius burst Duration 1 round Saving Throw Will partial, see text; Spell Resistance no

Kabaz's dreary vapors creates a bank of thin, wispy, sky-blue vapor. This vapor does not significantly impede vision; however, any creature caught within the vapor who is breathing is affected in one of several ways based on its hit dice.

Any breathing creature with 3 or fewer HD immediately falls asleep (no saving throw). Creatures with 4 to 6 HD must succeed on a Will save or fall asleep. Even if they succeed on the save, they immediately become fatigued. Creatures with more than 6 HD must succeed on a Will save or become fatigued. Creatures who remain in the cloud for multiple rounds (see below) must make a new saving throw each round. If a creature is already exhausted when *Kabaz's dreary vapors* would make him or her fatigued, that creature immediately falls asleep.

If you cast *Kabaz's dreary vapors* as a standard action, rather than an immediate action, the cloud lasts for 1 minute per caster level. The cloud moves at a rate of 10 feet per round. By default, the cloud moves directly away from you, but you can spend a move action to direct the cloud's movement for that round.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings (though you can prevent this by directing the cloud's movement, as above). It cannot penetrate liquids, nor can it be cast underwater.

KABAZ'S REVITALIZING REST

School enchantment (compulsion) [mindaffecting]; Level bard 5, sorcerer/wizard 5, witch 5 Casting Time 1 round

Components V, S, M (down feathers from a couatl, a sip of sheep's milk, or a pinch of sleeping powder) **Range** close (25 ft. + 5 ft./2 levels)

Targets one or more living creatures within a 20-ft. radius burst

Duration 5 min./level (see text)

Saving Throw Will negates; Spell Resistance yes

This spell causes a magical slumber to come upon up to 15 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with the same number of HD, those closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but noise does not.

Awakening a creature is a standard action (an application of the aid another action). *Kabaz's revitalizing rest* does not target unconscious creatures, constructs, or undead. Willing subjects do not count against the HD limit of the spell, meaning that this spell can affect any number of willing targets in addition to 15 HD of unwilling targets.

Creatures who are allowed to rest peacefully for the entirety of the spell's duration awaken refreshed, having recovered 1d8 hit points per 2 caster levels (to a maximum of 5d8 at 10th level). Spellcasters who rest in this fashion are, upon awakening, able to immediately prepare any one spell of 2nd level or lower they have used during the last 24 hours. The spell to be recovered must have been actually cast during that period. The chosen spell is stored in the spellcaster's mind as though prepared in the normal fashion. If he or she is a spontaneous caster, he or she instead regains use of a single 1st or 2nd-level spell slot which has been used in the past 24 hours. If the recalled spell requires material components, the spellcaster still must provide them in order to cast the spell. The recovered spell remains prepared (or, in the case of spontaneous casters, the spell slot remains available) for one hour after the spellcaster awakens, and if it hasn't been cast by the end of that time, it is wasted.

LIFE SIPHON

School necromancy; Level sorcerer/wizard 6, witch 6

Casting Time 1 standard action **Components** V, S, F (an engraved platinum rod worth at least 3,000 gp)

Range touch

Target living creature touched

Duration instantaneous (see text)

Saving Throw Fortitude negates; Spell Resistance yes

With a touch, you drain your target's life essence, damaging his or her spirit and using the energy to further power your magic. Your successful melee touch attack deals 1d6 points of damage per 2 caster levels (maximum 15d6).

For every 10 points of damage inflicted in this way, you instantly prepare any one 1st-level spell that you have used during the last 24 hours. The spells must have been actually cast during that period. The chosen spells are stored in your mind as though prepared in the normal fashion. If you are a spontaneous caster, you instead regain use of that many 1st-level spell slots which had been used in the past 24 hours. If the recalled spells require material components, you still must provide them in order to cast that spell. The recovered spells remain prepared (or, in the case of spontaneous casters, the spell slots remain available) for one hour, and if they haven't been cast by the end of that time, they are wasted.

LIGHTNING LASH

School evocation [electricity]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a whip, destroyed in the creation of the *lightning lash*) Range o ft. Effect one lightning whip Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes

This spell creates a magical whip made of lightning which forms in your hand. You can attack with the whip like a weapon. Treat such attacks as touch attacks with 10-foot reach. Each successful hit deals 2d4 points of electricity damage per five caster levels you possess (to a maximum of 8d4 at 20th level), and the target must succeed on a Fortitude save or be stunned for 1 round. The whip deals double damage on a critical hit and only threatens on a natural 20. Treat the *lightning lash* as a whip for the purposes of determining whether or not you are proficient with it.

If you cast a second *lightning lash* while the first is still in effect, the second *lightning lash* automatically appears in your offhand. *Lightning lashes* count as one-handed weapons for the purposes of two-weapon fighting. The *lightning lash* is dependent on you for its form, so if you lose contact with it (such as by putting it down or handing it off to another individual), it immediately winks out of existence.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *lightning lash* strikes it. If the spell is successfully resisted, the *lightning lash* is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

LIGHTNING SHIELD

School evocation [electricity]; Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a chunk of pure copper ore) Range personal Target you Duration 1 round/level (D)

This spell wreathes you in crackling electrical energy and causes damage to each creature that attacks you in melee. This energy also protects you from lightning-based energy attacks, granting a limited resistance to electrical energy.

Any creature striking you with a natural or handheld weapon deals normal damage, but at the same time the attacker takes 3d6 points of electricity damage + 1 point per caster level (maximum +20). Creatures wielding manufactured weapons made from non-conductive materials (such as a wooden club or spear) are not affected, but creatures wielding reach weapons are affected, as long as those weapons are made of materials which conduct electricity. Spell resistance applies against this aspect of the spell.

Additionally, as long as the spell remains in effect, you gain electricity resistance equal to ½ your caster level (to a maximum of +10 at 20th level).

Finally, as a standard action any time before the spell's duration ends, you can discharge the protective energy in a destructive blast. This takes the form of a 120-foot line, and everything in the area of effect takes 1d6 points of electricity damage per caster level (to a maximum 15d6 at 15th level, Reflex save for half). Once the energy has been discharged in this way, the spell immediately ends.

LOCATE TREASURE

School divination; Level bard 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, F (one coin, at least 300 years old) Range touch Target map touched Duration instantaneous Saving Throw none; Spell Resistance no

At your touch, a pre-existing map shimmers, as a number of red "X"s magically appear in various places across its surface, marking the locations of treasure. In order to cast this spell, you need a map of an area. The map must be reasonably accurate, and drawn by someone with at least 5 ranks in Knowledge (geography). If the map is inaccurate, the spell automatically fails.

The map can be set to any scale, but the larger the scale, the less precisely it will show the location of any revealed treasure. For example, a map of a dungeon might show the room a treasure is in, or even which part of the room, if the treasure is hidden behind a part of the wall, or something similar, while a map of a continent will be unlikely to be any more precise than which county or mountain range the treasure is located in.

This spell does not reveal any information about any guardians or other obstacles towards recovering the treasure, nor does it reveal the exact nature of the treasure. It does, however, reveal the relative value of the treasures: the more a treasure horde is worth, the larger the "X" mark on the map. Depending on the scale of the map, treasure hordes of a certain value or less may not show up on the map: a peasant's stash of 40 cp might show up on the map of a sleepy fishing village, but would never show up on the map of a whole country.

MAGIC INSTRUMENT

School transmutation; Level bard o Casting Time 1 standard action Components V, S



Apprentice, by BenG

Range touch Target musical instrument touched Duration 1 min./level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

Magic instrument gives an instrument a +1 enhancement bonus, which is added to any Perform checks made using that instrument. This bonus stacks with any bonus from a masterwork instrument.

MALANIS' LESSER MISSILE BARRAGE

School evocation [force]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S Range 30 ft. Area one or more creatures within a 30-ft. cone Duration instantaneous Saving Throw none; Spell Resistance yes

A number of balls of condensed magical energy fly forth from your outstretched hand, slamming into their targets with lethal force. This spell creates one such missile per caster level (to a maximum of 10 missiles at 10th level) which can be divided among any number of targets in whatever configuration the caster likes, as long as they are all within the spell's area. Each missile strikes its target unerringly, so long as the target has less than total cover or concealment, dealing 1d4+1 points of force damage. Specific parts of a target cannot be singled out, and the spell does not damage objects.

Malanis' lesser missile barrage counts as magic missile for the purposes of spells or effects which enhance or protect against magic missile.

MALANIS' MISSILE BARRAGE

School evocation [force]; Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S Range 60 ft. Area one or more creatures within a 60-ft. burst Duration instantaneous Saving Throw none; Spell Resistance yes

A number of balls of condensed magical energy fly forth from your outstretched hands, slamming into their targets with lethal force. This spell creates two such missiles per caster level (to a maximum of 30 missiles at 15th level) which can be divided among any number of targets in whatever configuration the caster likes, as long as they are all within the spell's area. Each missile strikes its target unerringly, so long as the target has less than total cover or concealment, dealing 1d4+1 points of force damage. Specific parts of a target cannot be singled out, and the spell does not damage held or attended objects (though unattended objects can be targeted and damaged normally).

Controlling that many missiles at once is incredibly taxing mentally, however, and you must make a concentration check (1d20 + caster level + relevant ability score modifier) to prevent missiles from going astray. Of the missiles created by the spell, you can control a number equal to your concentration check – 20 (for example, a concentration check of 35 would allow you to control 15 missiles). Any missiles not successfully controlled fly about randomly and find their own targets: for each such missile, the DM decides on a new target (either randomly or by fiat). Such targets can include your allies, or even you.

Malanis' missile barrage counts as magic missile for the purposes of spells or effects which enhance or protect against magic missile.

MALANIS' MISSILE SHIELD

School evocation [force]; Level sorcerer/wizard 9 Casting Time 1 round Components V, S Range personal Target you Duration 1 min./level or until expended

You create a number of balls of magical energy, which begin circling you, protecting you from harm. This spell creates two such missiles per caster level (to a maximum of 40 missiles at 20th level). You gain a deflection bonus to AC equal to 1/5th the number of missiles you create, rounded down (so if you created 34 missiles, you would gain a +6 deflection bonus to AC). This bonus does not stack with other deflection bonuses, including deflection bonuses from other instances of this spell.

As part of the action of casting the spell, and in subsequent rounds as a standard action, you may release up to 5 of the spell's missiles, hurling them at opponents with lethal force. You may divide these missiles amongst any number of targets you can see, in whatever configuration you like. Each missile strikes its target unerringly, so long as the target has less than total cover or concealment, dealing 1d4+1 points of force damage. Specific parts of a target cannot be singled out, and the spell does not damage held or attended objects (though unattended objects can be targeted and damaged normally). Spell resistance applies to this effect.

Missiles released in this way reduce the deflection bonus provided by the spell accordingly (for example, if you created 34 missiles, and used 4 of them, reducing the number of remaining missiles to 30, your deflection bonus would still be +6, but if you used 5 of them, reducing the number of remaining missiles to 29, it would drop to +5. If, in the following round, you released 3 more, reducing the number of remaining missiles to 26, the bonus would stay at +5, but if you released 5 instead, reducing the number of remaining missiles to 24, the bonus would further decrease to +4.)

Malanis' missile shield counts as magic missile for the purposes of spells or effects which enhance or protect against magic missile.

MIND EXTRACTION

School enchantment [mind-affecting]; Level wizard 8 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous (see text) Saving Throw Will negates; Spell Resistance yes

The affected creature gains the confused condition permanently. This effect cannot be removed by *remove curse*, but can be removed by greater restoration, heal, limited wish, miracle, wish, or similarly powerful spells.

Additionally, if the target is a spellcaster, you may choose a single spell he or she had prepared of 7th level or lower. The target immediately loses that spell as though he or she had cast it, and you instantly prepare it in a spell slot that you have used during the last 24 hours, and which can hold a spell of that level. The chosen spell is stored in your mind as though prepared in the normal fashion. If the memorized spell requires material components, you still must provide them in order to cast the spell. The recovered spell remains prepared for a number of rounds equal to your Intelligence modifier, and if it hasn't been cast by the end of that time, the spell is wasted.

MIND SIPHON

School necromancy [mind-affecting]; Level sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, F (an engraved silver rod worth at least 1,000 gp) Range touch Target living creature touched Duration instantaneous (see text) Saving Throw Will negates; Spell Resistance yes

With a touch, you drain some of the target's mind, weakening his or her mental faculties and using them to further power your magic. Your successful melee touch attack deals 1d4 points of Intelligence damage (or whichever ability score is used to determine your bonus spells; for example, a sorcerer would instead deal Charisma damage) to the target.

If the target takes at least one point of ability score damage from this spell, you instantly prepare any one 1st-level spell you have used during the last 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in your mind as though prepared in the normal fashion. If you are a spontaneous caster, you instead regain use of a single 1st-level spell slot which has been used in the past 24 hours. If the recalled spell requires material components, you still must provide them in order to cast the spell. The recovered spell remains prepared (or, in the case of spontaneous casters, the spell slot remains available) for a number of rounds equal to the ability score damage the spell dealt, and if it hasn't been cast by the end of that time, the spell is wasted.

MINOR GLAMER

School illusion (glamer); Level bard o, sorcerer/wizard o Casting Time 1 standard action Components V, S Range personal Target you Duration 1 hour (D)

You change the color of your eyes and/or hair to the color of your choice. The new colors need not be natural for your race. You can also change the length and style of your hair, and you can make minor adjustments to the color of your skin. The new skin color must be reasonably close to your natural color (for example, a drow could not use this spell to pass as a surface elf).

This spell makes a poor disguise, and anyone who gets a clear look at your face can immediately recognize you for who you are, assuming they've seen you before.

QUICK AIM

School divination; Level sorcerer/wizard 3 Casting Time 1 immediate action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration see text

The target of the spell gains a flash of insight into the immediate future, allowing them to place a single attack in just the right place. The target's next single attack roll (if it is made before the end of his or her next turn) gains a +10 insight bonus. Additionally, that attack is not affected by the miss chance that applies to attackers trying to strike a concealed target.

If quick aim is cast as a standard action, rather than an immediate action, the bonus increases to +20.

QUICK CONCEALMENT

School illusion (glamer); Level bard 5, sorcerer/wizard 5 Casting Time 1 immediate action Components V, S Range personal Target you Duration 1 round/level

This spell functions like the spell *invisibility*, except that the spell does not end when you attack. Instead, if you attack, you become semi-visible: you appear as a hazy, semi-translucent outline, and though you can be located without the use of magic, you have total concealment from all attacks, granting you 50% miss chance. You are not considered to have concealment against creatures who can see invisible creatures.

If you cast *quick concealment* as a standard action, instead of an immediate action, the spell's duration is extended to 1 minute per level, instead of 1 round per level.

QUICK DETECTION

School divination; Level sorcerer/wizard 4 Casting Time 1 immediate action Components V, S, M (a pair of spectacles) Range personal Target you Duration 1 round/level

This spell functions like the spell see invisibility, except as noted here.

If you cast quick detection as a standard action, instead of an immediate action, the duration increases to 10 minutes a level, and you also gain the benefits of the spell arcane sight.



Arcane Electric Shield, by Julian Nobile

QUICK GATE

School conjuration (creation); Level sorcerer/wizard 4 Casting Time 1 immediate action Components V, S, M (a piece of silk cloth, punctured as part of casting) Range o ft. Effect two portals Duration 1 round Saving Throw Reflex partial (see text); Spell Resistance no

You create a pair of portals that can protect you from line attacks and cone attacks. Each portal is a 6-foot diameter circle which appears on one edge of the square (or squares, if you are large) you occupy. You choose which edges the portals appear on, but they cannot share the same edge. These portals function like the spell *gate*, in that anything which enters one portal exits the other portal. The portals do not allow access to other planes. Additionally, the portals are one-sided, meaning that anything attempting to enter your square through an edge containing a portal instead exits your square through the edge containing the other portal, but you are able to exit your square through any edge unimpeded. Passing through the portals does not take up additional movement.

Line attacks and cone attacks which would pass through your square can be redirected in this manner, as can ranged attacks, including rays. In the case of cones, if the redirected section of a cone effect hits a creature which is already in the area of effect of the rest of the cone, that creature takes a -5 penalty on any Reflex save against the cone.

A ray or other ranged attack redirected in this manner continues in its new direction until it hits a creature or object, or until it has travelled its maximum range, or until it has travelled one full range increment after exiting the portal, whichever of the three comes first. If it does find a target, it takes a -5 penalty on its attack roll.

Melee attacks made through the portal miss you, but can't hit creatures on the other side of the portal. The exception to this is that a creature who is charging, bull rushing, or overrunning must succeed on a Reflex save or move through the portal, continuing an additional 5 feet for every 2 points by which it failed its Reflex save, to a maximum of the distance it could normally move.

If you cast *quick gate* as a standard action instead of an immediate action, the portals persist for a number of rounds equal to your caster level. They do not move with you.

QUICK RESISTANCE

School abjuration; Level cleric 5, druid 5, sorcerer/wizard 5 Casting Time 1 immediate action Components V, S, DF Range touch Target creature touched Duration 1 round/level or until expended Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

This spell functions as *protection from energy*, except that it also grants a +6 armor bonus, similar to that provided by *mage armor*.

If quick resistance is cast as a standard action, rather than an immediate action, the spell's duration is increased to 10 minutes per level instead of 1 round per level

QUICK SHIELD

School abjuration [force]; Level sorcerer/wizard 3 Casting Time 1 immediate action Components V, S Range personal Target you Duration 1 round/level (D)

You create a disc of force in front of you, granting a +6 shield bonus to AC. Because this is a force effect, this bonus applies to incorporeal touch attacks made against you as well. This shield automatically negates any *magic missile* attacks directed at you.

If quick shield is cast as a standard action, instead of an immediate action, its duration increases to 1 minute per caster level rather than 1 round per caster level.

QUICKSHADE

School illusion (shadow); Level bard 5, sorcerer/wizard 5 Casting Time 1 round Components V, S, M (a 2-inch square of black sackcloth) Range personal Target you Duration 1 round/level (D special, see text)

When you cast this spell, your body becomes partially illusory and only quasi-real. This grants you an 80% miss chance against all effects, including melee and ranged attack, area-of-effect spells, targeted spells, hostile terrain, and similar, and applies both to hostile and friendly effects. Additionally, it applies an 80% miss chance to any action you take to affect the world, including any attacks you make or spells you cast for the duration of the spell. Because this effect is caused by you being only quasi-real, rather than because you are difficult to see, Blind-Fight and similar effects do not apply to these miss chance rolls.

If you cast *quickshade* as a standard action, rather than an immediate action, you may choose to dismiss it at any time. Additionally, the miss chance to your attacks, spells, etc. does not apply: others still have an 80% miss chance to affect you, but you do not have an 80% miss chance to affect them.

REJUVENATE

School conjuration (healing); Level cleric 8 Casting Time 3 full rounds Components V, S, DF Range touch Target living creature touched Duration instantaneous (see text) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

This spell cures 4d8 points of damage + 1 point per caster level (maximum 20), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures.

In addition, if the subject is a spellcaster, he or she immediately regains 1d6+2 levels of prepared spells. These spells levels can be recovered in any combination (for example, a character who rolled a 2 would have 5 levels of spells to recover, and could recover one 5th level spell, or five 1st level spells, or a 2nd level spell and a 3rd level spell, etc.). Regardless of the configuration chosen, spellcasters can only recover spells that they have used during the last 24 hours. The spells must have been actually cast during that period, and no spell can be recovered more times than it was cast during that time. The chosen spells are stored in the subject's mind as though prepared in the normal fashion. If he or she is a spontaneous caster, he or she instead regains use of that many spell slots of the appropriate level (or levels), which have been used in the past 24 hours. Spellcasters regaining spells in this fashion cannot regain spell slots they never had. If the recalled spells require material components, the subject still must provide them in order to cast that spell. The recovered spells remain prepared (or, in the case of spontaneous casters, the spell slots remain available) for one hour, and if they haven't been cast by the end of that time, they are wasted.

REVITALIZE

School conjuration (healing); Level cleric 5 Casting Time 10 minutes; Segmented 5 castings Components V, S, M (diamond worth 5,000 gp) Range close (25 ft. + 5 ft./2 levels) Target one corpse Duration instantaneous Saving Throw none, see text; Spell Resistance no

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health. If the subject possessed ability score damage when he or she died, that damage is removed. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. If the subject is a spellcaster, there is a 75% chance per unused spell (or spell slot, in the case of spontaneous casters) that they retain the spell, otherwise any prepared spells are lost. The subject does not suffer any negative levels or Constitution damage as a result of being brought back in this way.

You can return to life someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot return to life someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be returned to life.

SHADOW TRANSMUTATION

School illusion (shadow); Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range see text Target see text Duration see text Saving Throw Will disbelief (if interacted with); vaies; see text; Spell Resistance yes; see text

Using material from the plane of shadow, you create quasi-real transformations in creatures or objects. Shadow transmutation can replicate any transmutation spell of 6th level or lower from the sorcerer/wizard list, but the resulting transformations are only 60% real. Creatures who believe in the transformations are fully affected by them, but those who successfully disbelieve are only affected by 60% of the effect. Any creature which interacts with the shadow transmutation can make a Will save to recognize its true nature.

Shadow transmutations which grant a creature a natural attack (such as beast shape I) function normally, but against any creature which disbelieves the effect, such attacks deal only 60% damage. In the case of shadow transmutations which enhance the damage of existing attacks (such as magic fang or magic weapon), a creature which successfully disbelieves takes regular damage from the attack itself, but takes only 60% of the bonus damage, rounded down (for example, a longsword which was shadow transmuted with magic weapon would deal no additional damage, but one which was shadow transmuted with greater magic weapon for a total bonus of +4 would still deal an extra +2 damage). In either case, if the creature making the attack disbelieves the effect for some reason, any creature they attack automatically counts as disbelieving the effect.

Shadow transmutations which hostilely modify a target without damaging it (such as reduce person or baleful polymorph) function normally unless the target disbelieves, in which case the effect has a 60% chance of working properly, and a 40% chance of

failing.

Regardless of whether the spell is disbelieved or not, the subject is entitled to any saving throw that would be allowed by the spell being duplicated, except that this saving throw is calculated using *shadow transmutation's* spell level, rather than that of the original spell. All spells cast with *shadow transmutation* offer spell resistance even if the original spell did not.

SHADOWFRIENDS

School illusion (shadow); Level bard 6, sorcerer/wizard 8 Casting Time 1 round Components V, S, M (modeling clay, mixed with your blood and sculpted into a doll) Range personal Target you Duration 1 min./level

This spell creates a number of illusory doubles of you, called shadow duplicants. These doubles take up their own squares, act independently of you, and are 70% real.

When shadowfriends is cast, it creates 1d4+3 shadow duplicants of you, which appear in unoccupied squares adjacent to you. If there aren't enough adjacent squares, they appear in the nearest unoccupied squares instead. At the time of the casting, and only at the time of the casting, you may choose to switch places with one of the shadow duplicants in the confusion, preventing enemies from telling you and your duplicants apart.

Though each duplicant appears to be a copy of you down to the last detail, including your gear, they have the following statistics, regardless of what your gear or class features include. Each duplicant has a number of hit points equal to 4 x your caster level (to a maximum of 80 hit points at 20th level), can make a single attack each round at a bonus equal to ³/₄ your caster level (to a maximum of +15 at 20th level) and deal 1d8 + your primary spellcasting ability score modifier damage with each successful hit. Their AC, CMB, CMD, movement speed, and saves are all equal to your own, excluding any temporary modifiers. Their skill and ability score bonuses are equal to your bonus for the relevant skill or ability check -2. The duplicants cannot cast spells, but, at your discretion, can mimic spellcasting words and motions.

The duplicants act on your initiative, and serve you instinctively, knowing how you would want them to act and doing so without instruction. The duplicants are only 70% real, and any creature who interacts with them and succeeds on a Will save disbelieves that in particular duplicant, and can discern that duplicant from the other duplicants (and from you) when determining who to attack. Additionally, any duplicant deals only 70% damage against a creature that recognizes it as a shadow creature.

SKILL OF THE ELEPHANT

School transmutation; Level bard 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (an ounce of ivory) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +3 enhancement bonus to Constitution checks made to hold his or her breath, continue running, and resist nonlethal damage such as from a forced march, dehydration, or similar.

When you cast this spell, you may choose to sacrifice a prepared spell (or unused spell slot, if you are a spontaneous caster) of 3rd level or higher. If you do, the enhancement bonus is instead equal to 3 plus the level of the sacrificed spell. For example, if you sacrificed a 9th-level spell, *skill of the elephant* would grant a +12 enhancement bonus to the affected checks.

SKILL OF THE PARROT

School transmutation; Level bard 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a handful of parrot feathers) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +3 enhancement bonus to all Intelligence-based skill checks for the duration of the spell.

When you cast this spell, you may choose to sacrifice a prepared spell (or unused spell slot, if you are a spontaneous caster) of 3rd level or higher. If you do, the enhancement bonus is instead equal to 3 plus the level of the sacrificed spell. For example, if you sacrificed a 9th-level spell, skill of the parrot would grant a +12 enhancement bonus to Intelligence-based skill checks.

SKILL OF THE PEACOCK

School transmutation; Level bard 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a peacock feather) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +3 enhancement bonus to all Charisma-based skill checks for the duration of the spell.

When you cast this spell, you may choose to sacrifice a prepared spell (or unused spell slot, if you are a spontaneous caster) of 3rd level or higher. If you do, the enhancement bonus is instead equal to 3 plus the level of the sacrificed spell. For example, if you sacrificed a 9th-level spell, *skill of the peacock* would grant a +12 enhancement bonus to Charisma-based skill checks.

SKILL OF THE SERPENT

School transmutation; Level bard 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a snake's shed skin) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +3 enhancement bonus to all Dexterity-based skill checks for the duration of the spell.

When you cast this spell, you may choose to sacrifice a prepared spell (or unused spell slot, if you are a spontaneous caster) of 3rd level or higher. If you do, the enhancement bonus is instead equal to 3 plus the level of the sacrificed spell. For example, if you sacrificed a 9th-level spell, *skill of the serpent* would grant a +12 enhancement bonus to Dexterity-based skill checks.

SKILL OF THE TIGER

School transmutation; Level bard 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a pinch of tiger fur) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +3 enhancement bonus to all Strength-based skill checks for the duration of the spell.

When you cast this spell, you may choose to sacrifice a prepared spell (or unused spell slot, if you are a spontaneous caster) of 3rd level or higher. If you do, the enhancement bonus is instead equal to 3 plus the level of the sacrificed spell. For example, if you sacrificed a 9th-level spell, *skill of the tiger* would grant a +12 enhancement bonus to Strength-based skill checks.

SKILL OF THE TORTOISE

School transmutation; Level bard 2, cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a ball of wax) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +3 enhancement bonus to all Wisdom-based skill checks for the duration of the spell.

When you cast this spell, you may choose to sacrifice a prepared spell (or unused spell slot, if you are a spontaneous caster) of 3rd level or higher. If you do, the enhancement bonus is instead equal to 3 plus the level of the sacrificed spell. For example, if you sacrificed a 9th-level spell, *skill of the tortoise* would grant a +12 enhancement bonus to Wisdom-based skill checks.

SOUL SIPHON

School necromancy [death, evil]; Level sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, F (an engraved mithral rod worth at least 6,000 gp) Range touch Target living creature touched Duration instantaneous (see text) Saving Throw Fortitude partial; Spell Resistance yes

Your touch instantly delivers 10 points of damage per caster level as you attempt to rip the victim's soul from his or her body and use it to power further magic. If the target's saving throw succeeds, he or she instead takes 3d6 points of damage + 1 point per caster level.

If the spell slays its target, you immediately regain 1d6 levels of prepared spells. These spell levels can be recovered in any combination (for example, a character who rolled a 4 would have 4 levels of spells to recover, and could recover one 4th-level spell, or four 1st-level spells, or two 2nd-level spells, etc.). Regardless of the configuration chosen, you can only recover spells that you have used during the last 24 hours. The spells must have been actually cast during that period, and no spell can be recovered more times than it was cast during that time. The chosen spells are stored in your mind as though prepared in the normal fashion. If you are a spontaneous caster, you instead regain use of that many spell slots of the appropriate level (or levels), which have been used in the past 24 hours. You cannot regain spell slots you never had. If the recalled spells require material components, you still must provide them in order to cast that spell. The recovered spells remain prepared (or, in the case of spontaneous casters, the spell slots remain available) for one hour, and if they haven't been cast by the end of that time, they are wasted.

If the creature is later resurrected, he or she gains a number of permanent negative levels equal to the number of spell levels you recovered. These negative levels are in addition to any level loss caused by the resurrection method.

SPIRIT TWIN

School necromancy; Level sorcerer/wizard 7 Casting Time 1 round Components V, S, M (a piece of hair from a member of the target's species or race) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min./level Saving Throw Will partial (see text); Spell Resistance yes



Energetic Siphoning, by Kanishtaa Naijuuk

This spell uses the target's spirit to create a clone of him or her which aids you in combat. The clone appears in an unoccupied square within range. Its appearance, statistics, and gear are identical to those of the target. The clone lasts for the duration of the spell, or until slain, at which point its body and gear fades into mist. The clone acts immediately after your turn, starting the round you cast *spirit twin*.

The newly created clone immediately makes a Will saving throw (the DC is equal to *spirit twin*'s DC). If it succeeds, it is hostile to the caster and his or her allies, possibly teaming up with any other creatures hostile to the caster. If it fails, it instead serves the caster faithfully for the duration of the spell. Certain unique creatures, such as the tarrasque and most deities, are immune to this spell.

SUBVERT SPELL

School abjuration; Level bard 4, cleric 4, druid 5, inquisitor 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one spellcaster Duration instantaneous (see text) Saving Throw none; Spell Resistance no

You rip apart another caster's spell, stealing

some of its magical energies for yourself. In order to use this spell, you must ready an action to counter another spellcaster's spell, or have some other means of casting this spell on another character's turn. As that character casts his or her spell, you cast your own, countering the original and preventing it from taking shape.

In order to successfully counter the spell, you must make a dispel check (1d20 + your caster level) and compare that to the target's caster level (DC 11 + the spell's caster level). If the spell you are trying to counter is 6th-level or higher, you take a -4 penalty on this check; otherwise, you gain a +2 bonus. If the dispel check is successful, the spell is countered.

If you successfully counter a spell with subvert spell, you instantly prepare any one spell whose level is less than or equal to ¹/₂ the level of the countered spell (rounded down, minimum 1st-level), and that you have used during the last 24 hours. The spell to be recovered must have been actually cast during that period. The chosen spell is stored in your mind as though prepared in the normal fashion. If you are a spontaneous caster, you instead regain use of a single spell slot of the appropriate level, which has been used in the past 24 hours. If the recalled spell requires material components, you still must provide them in order to cast the spell. The recovered spell remains prepared (or, in the case of spontaneous casters, the spell slot remains available) for a number of rounds equal to the level of the countered spell, and if it hasn't been cast by the end of that time, it is wasted.

SWIFT SWIM

School transmutation; Level alchemist 2, bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2 Casting Time 1 standard action Components S, M (a pinch of seaweed, consumed as part of the spell) Range touch Target creature touched Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The affected creature gains a swim speed equal to twice its land speed for the duration of the spell. Like a creature with a natural swim speed, this means that the affected creature gains a +8 racial bonus to Swim checks, and can choose to take 10 on Swim checks for the duration of the spell. *Swift swim* does not confer the ability to breathe underwater.

TRUE DISJUNCTION

School abjuration; Level cleric 7, inquisitor 6, sorcerer/wizard 7 Casting Time 1 standard action; Segmented 13 castings Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes

The target is completely and irrevocably cut off from magic. He or she can no longer cast spells or use spell-like abilities. The target retains the ability to use extraordinary or supernatural abilities, however. He or she may still use magic items, but no longer counts as possessing any spellcasting levels for the purposes of spell completion or spell trigger items (so a wizard affected by this spell will be unable to use scrolls or wands without the Use Magic Device skill, and his robe of the archmagi won't grant him any special benefits, but he can still wield a +2 quarterstaff).

This effect is permanent, but can be reversed by a *wish* or *miracle* spell.

UNDERWATER MOVEMENT

School transmutation; Level bard 4, cleric 5, druid 5, ranger 4, sorcerer/wizard 5 Casting Time 1 standard action Components S, M (fish scales, or similar) Range close (25 ft. + 5 ft./2 levels) Targets one creature per two levels Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The affected creatures may act normally underwater without incurring penalties. This benefit applies to attack and damage rolls made with slashing and bludgeoning weapons, attack rolls made with missile weapons, and casting spells with verbal components. *Underwater movement* does not confer the ability to breathe underwater, nor does it provide any ability to swim proficiently.

UNHOLY PRESENCE

School evocation [evil]; Level cleric 8, druid 8 Casting Time 4 hours; Segmented 6 castings Components V, S, M (herbs, oils, and incense worth at least 1,500 gp), DF
Range touch

Area one site, building, or structure up to a 100-ft. radius

Duration instantaneous

Saving Throw see text; Spell Resistance see text

Unholy presence makes a particular site, building or structure an unholy site. This has four major effects.

First, the site is warded by an *unholy aura* effect.

Second, the DC to resist negative channeled energy within this area gains a +6 profane bonus and the DC to resist positive energy is reduced by 6. Additionally, anyone attempting to channel positive energy must succeed on a DC 20 Charisma check or else they are unable to channel the energy, and their use of that ability is wasted. Spell resistance does not apply to this affect. This provision does not apply to the druid version of the spell.

Third, any water sources within the area of the unholy presence, and any water which stays in the area for at least 24 consecutive hours, is affected as though by the *curse water* spell. Additionally, any creatures which stay in the affected area for at least 24 consecutive hours are affected as though by the *undetectable alignment* spell (see the Pathfinder Advanced Player's Guide). In both cases, after leaving the spell's area, the effect lasts for one week before fading.

Finally, you can choose up to six of the following spell effects to be affixed to the site. These spell effects remain as long as the *unholy presence* remains in effect, and function throughout the entire site, regardless of the normal duration and area of effect. For each spell effect, you may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment.

Spell effects that you can choose for this effect include: aid, bane, bless, calm emotions, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, detect poison, dimensional anchor, discern lies, dispel evil, dispel magic, endure elements, freedom of movement, invisibility purge, neutralize poison, protection from energy, remove fear, resist energy, silence, tongues, water breathing, and zone of truth. Saving throws and spell resistance might apply to these spells' effects.

An area can only receive one unholy presence at a time. If an area is affected by both unholy presence and unhallow, the unhallow is suppressed within the area of the unholy presence. Unholy presence counters, but does not dispel, holy presence.

VERMIN SHAPE I

School transmutation (polymorph); Level sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. *Small vermin:* If the form you take is that of a Small vermin, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

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

VERMIN SHAPE II

School transmutation (polymorph); Level sorcerer/wizard 4

This spell functions as vermin shape I, except that it also allows you to assume the form of a Tiny or Large creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, and grab. You also gain a +4 bonus on Will saves against mind-affecting effects. *Tiny vermin:* If the form you take is that of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

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

VERMIN SHAPE III

School transmutation (polymorph); Level sorcerer/wizard 5

This spell functions as vermin shape II, except that it also allows you to assume the form of a Diminutive or Huge creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsight 30 feet, darkvision 60 feet, low-light vision, scent, constrict, filament, grab, mandibles, poison, pull, and web. You also gain a +5 bonus on Will saves against mind-affecting effects.

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

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

VICIOUS RAY

School necromancy; Level sorcerer/wizard 1, witch

Casting Time 1 standard action Components V, S, M (a drop of yor own blood) Range close (25 ft. + 5 ft./2 levels) Effect one or more rays Duration instantaneous Saving Throw none; Spell Resistance yes

Using your own life force, you fire one or more damaging rays from your finger tips. You may fire up to one ray, plus one per two caster levels beyond first (to a maximum of 3 rays at 5th level). Each ray requires a ranged touch attack, and inflicts 2d6 points of damage to the target on a successful hit. Regardless of whether a ray hits or misses, each ray you fire deals 1d6 points of damage to you.

When you cast this spell, you

may choose to sacrifice a prepared spell (or expend a spell slot, if you are a spontaneous caster) of 2nd level or higher. If you do, this spell does not deal any damage to you.

XELAR'S INFERNO

School evocation [fire]; Level cleric 4, sorcerer/wizard 3

Casting Time 1 standard action; Segmented 6 castings

Components V, S, M (an ounce of sulfur or brimstone), DF Range long (400 ft. + 40 ft./level) Area 100-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

This spell creates raging and hellish fires which ravage an area. When the spell is completed, fire rains from the sky in the affected area, dealing 1d6 + 2 points of fire damage per caster level (maximum of 10d6 + 20 at 10th level). Unattended objects in the area also take this damage, and *Xelar's inferno* sets fire to combustibles (both creatures and objects) that take at least 1 point of fire damage and fail a secondary Reflex save. The fires created by this spell burn especially hot, and creatures and objects which catch fire in this way take 1d6 + 2 damage per round until they are put out.

XELAR'S PRISMATIC CASCADE

School evocation; Level sorcerer/wizard 8 Casting Time 1 round Components V, S, F (a seven-sided prism worth at

> least 500 gp) Range personal Target you Duration 7 rounds

Die Verwandlung, by Geraldine Harris

This spell triggers a cascade in your brain, recalling seven different spell effects to your mind, one each round until the spell runs its course. You cannot stop this chain reaction once it occurs, though others can end it by successfully dispelling the spell's effect. For the duration of the spell, on your turn, you must use a standard action to perform the specified effect for that round. This action requires verbal and somatic components (though if Xelar's prismatic cascade was cast with the Still Spell metamagic feat, or similar, then that will apply to these subsequent actions as well). You choose any targets and make any other decisions at the time you activate the effect. You may not choose not to use a given spell effect, even if circumstances change and you no longer want to continue with the spell. If you

are unconscious or otherwise incapable of continuing the *prismatic cascade*, the spell immediately ends (though any ongoing effects from the spell, such as poison, will continue).

On the round that you cast Xelar's prismatic cascade, as part of the action of casting it, your eyes begin to glow a deep red, and you shoot forth a jet of flame from your hands in a 30-foot line. Creatures caught in the blast take 8d6 fire damage (Reflex save for half). Spell resistance applies to this effect.

On the second round of the spell, your eyes change their glow to bright orange, and you spit a ray of acid from your mouth. This is a ranged touch attack that deals 4d6 points of acid damage, plus 1 point of acid damage per caster level (to a maximum of + 20 at 20th level). Spell resistance does not apply to this effect.

On the third round of the spell, your eyes glow bright yellow and crackle with eldritch energy, and you let loose a blast of electricity. This is a 20-footradius burst centered on you, and all creatures in the burst (including you) take 15d6 electricity damage (Reflex save for half). Spell resistance applies to this effect.

On the fourth round of the spell, your eyes glow emerald green, and you can make a melee touch attack to deliver a deadly poison. You may choose not to make the melee touch attack if there are no targets within reach that you want to poison. If you do not make the touch attack by the end of the round, this part of the spell is wasted. Creatures touched by this attack are immediately poisoned with wyvern poison.

On the fifth round of the spell, your eyes glow a midnight blue, and the creature nearest to you that you can see must immediately succeed on a Fortitude save or be petrified. Spell resistance applies to this effect.

On the sixth round of the spell, your eyes glow a bright indigo, you let out a maddening shriek, and all creatures within a 60-foot cone must immediately succeed on a Will save or be affected as though by the *insanity* spell. Spell resistance applies to this effect.

On the seventh and final round of the spell, your eyes glow a majestic royal purple, and you weaken the boundaries between this plane and the next. Each creature within a 50-foot-radius burst centered on you (including you) must succeed on a Will save or be sent to another plane of existence, determined at random. Spell resistance applies to this effect.

Appendix 1: On the Assembly of this Tome

As I explained in my foreword, the spells found in this book were hard-won, and I went to great lengths in order to acquire them. I feel the need to repeat that I stress the difficulty of their acquisition not out of any sense of self-aggrandizement, but only because I want to ensure that you, the reader, truly understand the value and cost of the knowledge you hold in your hands. This is not some simple book of cantrips and training spells. Indeed, many of the spells found in this tome cannot be found anywhere else.

Even that, however, is not the reason why I am writing this in-depth discussion of how I acquired the spells included herein. As a scholar, a scribe, and a compiler of lore', I have a great understanding of the importance of knowing the source for a particular piece of knowledge. A fact, theory, or statement can only truly be understood if the circumstances which created it are properly known and considered. To this end, I believe that it may be of some use to future arcane scholars who hope to expand on the work presented herein if they are made aware of the places that some of these spells came from. Though I will not be detailing the source of each and every spell found within this tome, I will be providing you with the stories of my dealings with the three mages who contributed the most to this book in the terms of raw spellcraft knowledge and actual, whole spells donated.

By far the least perilous of my various adventures in the creation of this tome involved the first of these mages, a man by the name of Xelar, known in his early days as Xelar the Red, and nearer to his death as Xelar the Mad. It is only by chance that I came to know of the man, for he lived quite some time ago², and is long dead. I was first introduced to the man during my days as Head Librarian at Sirribellion, when a young academy student came to me asking for help with a research assignment he had been given, which involved creating a thorough history of an artifact known as *Xelar's Rod of Wrath*. It is my belief to this day that this student had somehow angered his professor, for the artifact is exceptionally obscure, and until the publishing of this tome, was probably the only real legacy that Xelar left after his death.

Whatever the reason, it proved exceptionally fortuitous, because after some extensive research, I was able to find some historical reports from that period³ which mentioned Xelar. When he was mentioned, it was often in passing, so there was very little information to work with, but assuming these sources are to be believed, I managed to piece together a very simplistic biography of the man: a sorcerer who drew his power from one of the elements (most likely fire),

¹ My tenure as Head Librarian at Sirribellion lasted until the unfortunate incidents involving Archmagister Terrek and the exile of the Ivory Order from the city at the order of Emperor August Beltov IV.

² My best estimates place him as being born sometime between BR 782 and BR 788, and his death roughly three hundred years ago at BR 827.

³ See *The Year of Fire*, by Jeremy Pevis, *Reflections on the Reign of Rhiannon Tolmiar II*, by Lord Gardanis of Helmoth, and *The Book of Ivory BR* 700 – 750.

he had a troubled childhood before rising from poverty and obscurity to join the ranks of the Ivory Order, apparently sponsored by a wandering member who happened to be in the boy's village when he nearly burned it to the ground with his poorly-controlled magical ability. He studied at Voldaniarus, the academy in Tolmirra, where he apparently had some disciplinary issues, reportedly at one point setting fire to the royal gardens of Queen Rhiannon Tolmiar II. He seems to have "cooled off" at some point prior to his graduation to a full mage, at which point he seems to have proven quite valuable in a war that broke out between Tolmir and the djinni⁴.

He never seems to have mentally recovered from the war, for some reason or another⁵, and afterwards became exceptionally reclusive. Reports from apprentices and journeymen who were tasked with delivering messages to him or attempting to rouse him out of his broodings, indicate that he became exceptionally erratic, and was most likely not entirely sane. He eventually seems to have decided to continue the war on his own, departing to the elemental plane of air, after which he was never heard from again.

One particular passage, from *The Year of Fire*, struck me as particularly intriguing, and was what caused me to remember Xelar years later, when I began the creation of this tome:

"The djinni had two clear targets that day: the queen's castle and Voldaniarus, no doubt attempting to destroy the two centers of leadership in Tolmirra. At the castle they were turned back by the queen's armies, but we were left practically to defend ourselves. We should have fallen if not for the efforts of a few mages, such as Selanar, who filled the air with fierce storms, to prevent the djinni from overwhelming us in the air, and Xelar the Red, whose mastery of prismatic attacks allowed him hold off the djinni long after many other mages had run out of spells, for he could cast seven for every one of theirs..."

At the time, I assumed that the attestation was merely the aggrandizement which such tomes often hold. But, as I said, years later, when I began to truly question the nature of spells and began the research which would eventually lead to the compilation of this tome, I began to wonder if perhaps there was more to the matter than I had originally believed. I travelled to the location of his tower on the edges of Helmoth, only to find that it was long gone, such that no one in the area was aware that there had ever even been a tower there at all. Disheartened, but still hopeful, I headed to Voldaniarus, where I began to dig through the archives for any mention of Xelar or the means by which he had practiced his spellcraft.

At first I had great difficulty finding anything of note. As I said, Xelar seems to have been a sorcerer, and, further, he seemed to have no great interest in the theories or philosophy of spellcraft, interested instead on its day-to-day use, especially in battle. As such, he didn't keep much in the way of records, and certainly didn't have any old spellbooks lying around. Still, I

⁴ Known as Lord Pakshar's War, it raged for nearly twenty years before finally concluding with the signing of the Helmoth accords by the djinn lord Pakshar and Prince Leon Tolmiar I. Queen Rhiannon had died two years prior, but Leon refused to accept a coronation until after the war was concluded.

⁵ There is some evidence that he may have been romantically involved with Queen Rhiannon, but this is nearly impossible to confirm. The fact that her son had him exiled as soon as the war was over, however, certainly increases its likelihood in my estimation.

persevered, hoping that somewhere in the Grand Library⁶ I would find what I needed to learn more of this Xelar and his apparently miraculous ability to cast so many spells.

I owe my eventual success to the works of a man named Uriel Hortisem, a wizard, scholar, and contemporary of Xelar's. Though the two were not especially close, he conducted a series of interviews with Xelar about his exceptional "*prismatic cascade*," a spell which, for all intents and purposes, is actually seven different spells compressed into one. Uriel, like myself, was fascinated with this spell, and spent a great deal of time attempting to deconstruct how Xelar had managed it, for Xelar himself didn't seem to have much of an idea—or, rather, he wasn't accomplished enough in formal spellcraft to be able to put the matter into words. Unfortunately, Uriel was never able to properly finish his work, as he lost his life in the war with the djinni, and so his notes and journal were left, largely forgotten, until I finally stumbled upon them centuries later, entirely by accident.

The book, which did not have any kind of title or other clue to its origins on the outside, was left in a pile of books I was intending to go through by a careless student⁷, and so eventually made its way to me. I initially assumed it was entirely unrelated, and would have likely never discovered its importance if not for my advancing years. No longer the student I once was, I found myself having difficulty digging through books for twelve or thirteen hours at a time, and so occasionally granted myself a break to explore more simple and leisurely reading. During one such break I decided to take a closer look at this nameless book, only to discover to my joy that it was precisely what I had been looking for this entire time.

From there it was simply a matter of completing Uriel's research, a matter which required some minor experimentation. Luckily, Archmagister Wrester was willing to grant me the use of some top-grade laboratories, as well as the aid of a pair of bright young students, which allowed me, over the course of two years, to complete the research and replicate the spell, as well as a couple of variations which Uriel had been trying to work out. Included in these notes was also information on another spell of Xelar's, wherein he apparently drew on the magical energies of two allied spellcasters in order to create an exceptionally potent fire spell. When I eventually learned the secret of segmented spells, I was able to make a variant of this spell, included in this tome as *Xelar's inferno*.

The most important mage I borrowed from in the creation of this book is a sage by the name of Ardesalf. His contribution is not merely that he directly contributed the largest number of completed spells to this tome, but also because it was through him that I was introduced to the fountain spells⁸, which I believe are by far the most important part of this work⁹. He was also very

⁶ For readers who haven't had the pleasure of visiting Voldaniarus, its library truly lives up to its name. Its three-story building takes up nearly a square mile, plus extensive catacombs beneath (and around) the structure, which contain still further reading.

⁷ Or so I assume. I obviously was not present at the time, but I certainly did not put the book there myself.

⁸ While it is true that cascading spells were originally pioneered by Xelar, and I do consider these a special subset of fountain spells, the variants have little to do with one another besides creating a net gain in spells one can cast. Cascading spells are simply tightly packed, allowing a single spell to open up a "cascade" of lesser spell effects. Fountain

helpful in helping me track down a number of the segmented spells included in this book¹⁰, and helped me to include a wider variety of spells for non-arcane casters.

I first heard of Ardesalf in a minor village in the shadow of the Ontipputa mountain range, which was too small to have a proper name. I was traveling through the region looking for any mages who might be willing to share their lore, insights, or spells with the world through this very tome. The owner of the local tavern was kind enough to treat me to a local legend, which told of a small shrine at the top of Mt. Garagus, the tallest mountain in the region, which was devoted to a minor deity of knowledge and spellcraft, and that pilgrims who visited the shrine, and who this god favored, would be granted an audience and taught great and powerful secrets, including the creation of the philosopher's stone or the secret of eternal life.

I was skeptical, but could hardly ignore such a potentially helpful source for this book, so I decided to take a detour up Mt. Garagus to see the shrine for myself. Thankfully, Garagus isn't nearly as dangerous a mountain as its name implies¹¹: it is home to a large number of goblins, as well as a few unruly grizzlies, but is relatively stable, and isn't prone to eruptions or earthquakes. The trip wasn't entirely without troubles, however, and the indigenous goblin population gave me more than a small amount of trouble, further proof for my belief that one should not underestimate the so-called "little people¹²."

On my way up the mountain I was met by a patrol of goblins who stopped me and demanded to know my business. Not wanting to offend the creatures while passing through their homeland, I explained that I was on a quest for knowledge, and that I sought the shrine at the top of their mountain. One enterprising young goblin, who, despite the usual prejudices about their race, clearly appreciated the value of knowledge, declared that since I was "smart one," I would be taken to the goblins' chief as a gift. I attempted to explain that I was on a schedule, but they were quite insistent, and I was hesitant to simply put them to sleep and leave, as I was afraid that while they were helpless some wandering creature might do them ill, so I reluctantly agreed to follow them, hoping that their chieftain would prove more reasonable.

I was taken into the goblins' stronghold, which was quite expansive and complex, with extensive tunnels which interconnected and seemed to go on for some ways, and which even

spells, by contrast, function normally, and then allow the caster to further draw on his "well" of mental energy, restoring the use of a previously expended spell.

⁹ Though I do not by any means intend to devalue the other variants on normal magic that this tome provides, I feel that, by far, fountain spells provide the most innovative breakthrough, and have the greatest potential to revolutionize the world of magic.

¹⁰ Nearly all of the segmented spells were actually found in obscure ritual texts, and most of their authors believed that they were something other than true "spells" entirely. Ironically, this powerful magical practice seems to have spent the last five or six hundred years exclusively in the hands of hedge-wizards and backwoods witches.

" "Garagus" means "Fiery Death" in the dialect of the ancient Inzuli.

¹² By this I mean commoners and others who do not possess exceptional magical talent or martial skill, rather than creatures of small stature, though the same is also true for them, I suppose.

contained a large, underground lake¹³. In what I assume was the central chamber, I was brought before the goblins' leader, named Garg the Great, who, once he had been informed of who I was and why I was on the mountain, informed me quite matter-of-factly that I would be giving him "magic powers¹⁴." No amount of explanation seemed able to convince the Garg that I could not simply grant him such power, whether through magic or by revealing some simple secret, but that instead it took years of study and research. Unfortunately, I am much better at reading and writing goblin than I am at speaking it, and so I fear he didn't really grasp what I was trying to communicate. After extensive discussion, Garg agreed to release me if I provided him and his clan with enough magically-created food to last them a year.

Out of gratitude for the food, the goblins also provided me with location of a secret tunnel which led to the top of the mountain, and would allow me to bypass any of the mountain's other dangers, including angry grizzlies and the occasional ogre, on my trip to the mysterious shrine. Unfortunately, the goblins were apparently not aware that this section of the tunnel had come to be inhabited by an ancient silver dragon, who did not take kindly to my passing through its lair. At first it mistook me for one of the goblins, and from the appearance of its eyes I believe it may have been blind. Once I introduced myself and explained that I was not after its treasure, but simply sought knowledge, he opened up, introducing himself as Sorinalthrixarius¹⁵, and invited me to stay awhile to talk with him.

As a dragon, Sorin was naturally gifted in spellcraft, and was curious to hear more about my theories involving the nature of spell energy and the potential for mortals to push the boundaries of what a spell truly costs. When he found out that I intended to publish my findings to the world at large, he shared with me some of his own accumulated spell knowledge, which would later prove quite useful in the perfection of the segmented spell. He also donated the spell *fate spin*¹⁶, a spell of extreme versatility and no little power. Eventually, however, the dragon and I parted ways, for I had to complete my research, and his age and blindness prevented him from being able to travel with me.

When I eventually reached the summit, I was surprised to discover that, indeed, a shrine did exist. Shrine, in fact, may have been an understatement, as the structure was truly more of a small temple than a shrine. I entered, expecting to find a handful of learned monks, who no doubt through time evolved in local legend into a minor deity. Instead, I found the temple deserted¹⁷.

¹⁵ Hereafter referred to as "Sorin," the name he took when he traveled in human guise as a youth.

¹⁶ Originally called *Sorinalthrixarius' twist of fate*, Sorin was kind enough to allow me to adjust the name to something slightly easier to put into print.

¹⁷ Though pristine. In fact, the ceremonial fires were all still lit, which, in retrospect, is somewhat surprising.

¹³ It is my professional opinion that the topic of goblin architecture and society does not receive nearly as much attention as it deserves, and that what we don't know about these noble creatures' rich culture could no doubt fill volumes. It is among the topics that I would like to explore in a future book.

¹⁴ Again, if this is not proof that goblins appreciate the value of magic and knowledge, I don't know what is. Those scholars who claim that goblins have more in common with monkeys than with the sentient races need only look this far for evidence to the contrary.

Discouraged, I searched the building in case there was any clue that would help solve the riddle of this temple. In doing so, I stumbled across a single door which appeared as though it would lead outside, but instead entered into what appeared to be a small shop, selling magical sundries.

Within the shop, I was surprised to find Ardesalf, a very eccentric scholar who, it turns out, was the "deity" mentioned in the myth. A man of advanced years, he had the most unnerving habit of floating several inches above the ground. I was quite pleasantly surprised to learn that, like myself, he was of a scholarly bent, and had spent a great deal of time on the study of magic himself, though he had not spent much time on the specific topic which I was endeavoring to study. He is apparently extraplanar in origin, claiming to come from the elemental plane of air¹⁸, and his discovery of the secret of eternal life¹⁹ had given him much time to delve into the secrets of magical lore. When he learned of the nature of my research and endeavors, he was all too happy to aid me in the matter, and together we poured over his massive collection of tomes, searching for the answer to the problem. It was, in fact, Ardesalf who first managed to overcome the Astocthan barrier, inspired by one of the numerous spirit creatures he regularly consults when he finds himself unable to find the knowledge he seeks. It was, in fact, contacting the creatures in this manner which allowed Ardesalf to create the spell *Ardesalf's safer contact*.

A great sage and compiler of lore, he also proved invaluable in helping me compile a good deal of the knowledge and spells contained in this tome. As I said, he possessed a very impressive library²⁰, and from that we were able to draw on a great number of spells and rituals, many of which we modified or improved upon before putting them in this book. This was also the source of many of the darker spells in this book (which, I must remind you, are intended to be used **only** academically, never to cause harm), as those who typically learn and practice such spells are rarely willing to freely share their knowledge with the world.

The third and final mage who contributed significantly to the creation of this book is a sorcerer named Malanis . Though the only spells in this book which bear his name are the advanced versions of the elementary *magic missile* spell, he did demonstrate to me the technique which I would eventually use in the creation of the various "quick" spells, allowing them to be cast at two different speeds. Not the most trusting of mages, he shared little personal information with me, but I gather that his experience with magic is primarily that of the battlemage, as his interest

¹⁸ Though he is insistent that he is not, in fact, from that plane, I know of no other plane which can be described as including a number of islands which magically float through the air.

¹⁹ This part of the legend was, apparently, true. After much discussion, Ardesalf convinced me that it would be unwise to reprint the spell he used to attain immortality in such a wide-spread book. Though the spell has great potential, he and I both understand that death is a natural part of life, and that if immortality became the norm too many problems would develop.

²⁰ Though it is a far smaller library than the one at Sirribellion, it contains a great number of rare books, and I believe that, for those in search of particularly obscure knowledge, it may be of greater value.

in magic did not seem to extend far beyond its practical use, which is no doubt why he created the "quick" technique.

I first heard of Malanis from the journals of a planeswalking wizard named Richard the Resilient, who recorded that Malanis was a powerful, if somewhat amoral, and highly chaotic, sorcerer. Other than mentioning that Malanis was exceptional with the use of force magic, he provided little information, except for an odd notation that the sorcerer apparently had a quite varied bloodline, and some speculation as to the possibility that this mixed heritage might have somehow increased his spellcasting ability. It wasn't until much, much later, during the latter part of this book's creation, that I came across more information about Malanis, this time from a hedge-witch who, for some religious or superstitious reason I didn't quite understand, only performed her services for barter. She told me that she was familiar with the mage in question, but would only agree to tell me his location if I agreed to visit him. I, of course, agreed, since it was my goal to speak with him, and she informed me that the young man in question was dead, and could be found in the 482nd layer of the Abyss.

I wasn't happy at being tricked, and certainly had little desire to traverse the Abyss or interview any creature whose final resting place was on that plane, but I do strive to keep my word, and it is certainly true that I wanted to consult with him, so, once I had ensured that secondary copies of my work were in place to be sent to some of my contemporaries who I felt likely to finish my work in the case of my demise, I did indeed set out for the Abyss.

My trip through that unpleasant place is best left unexamined as much as possible. I did not relish my time there, as often the only thing fouler than the landscape was the company. I was forced into combat on numerous occasions, and am not proud to say that several demons lost their lives as a result. That said, I did eventually arrive on the 482nd layer²², where I was, after a good deal of work, able to track the sorcerer down. For those unfamiliar with the 482nd layer (known to the locals, I would later learn, as Orflaxxis), it is an ocean of what appears to be blood²³, dotted by occasional islands of bone, many of which bear morbid shapes, such as skulls or claws.

It took a good deal of energy to track the sorcerer down, as I had little in the way of directions besides the fact that he was somewhere on the layer. I was forced to bribe a number of the layer's inhabitants²⁴ in exchange for rumors and information, and after many false leads and dead ends, I was eventually able to find Malanis, who had apparently claimed a small island of his

²² As anyone experienced in interplanar travel is likely aware, I did not actually traverse 481 layers of the Abyss in order to arrive there. Such a task would take lifetimes, and would probably not be accomplished in any event, considering how lethal that dread realm is. By carefully plotting my trip in advance and utilizing a variety of gates, I was able to make the entire trip in a little under three days, and needed only to traverse four layers of the Abyss.

²³ I attempted to gather some of the substance into a vial to research later, but it evaporated as soon as I left the plane. Though a morbid topic, I believe that one should always attempt to acquire knowledge whenever possible, because one never knows when it might be valuable.

²⁴ Typically after subduing them, as the creatures of the Abyss seem to be particularly opposed to reasonable and polite discourse, making conversing with them a difficult proposition.

own, driving all the demons and other ilk away. He was initially not very happy to receive a visitor, but when I explained my purpose he calmed down enough to talk, which is more than I could say for most of the plane's inhabitants.

I was able to convince him to grant me an interview, though in exchange I had to offer him travel off the plane²⁵. In an extensive discussion, he showed me some force-related spells, which I have included in this tome, and explained the method by which I later produced most of the various "quick" spells found in this tome. After this, he declared that his end of the bargain had been fulfilled, and though I certainly wanted to press him for more, he was quite insistent and he certainly had a point. Besides, I'm not entirely certain he had any more information to give. I brought him with me back to the material plane, and then we parted ways.

These, of course, are only the most memorable and important mages to aid me in the creation of this book. There were also innumerable other spellcasters who aided me in finding the spells for this tome. Some of them are members of the Ivory Order, while others belong to no organization, practicing their magic quietly in the rural towns and villages of the land. Some of them are upstanding bastions of virtue, using their magic to bring light to the world and aid those around them, and others are less so. Some of them are exceptionally powerful, able to travel the planes and summon powerful outsiders, and others aren't even able to cast spells, but instead are simply masters of arcane theory.

This book is a collection of lore from a great number of sources, all in an attempt to answer the fundamental question, "What is the cost of a spell?" Though the question may have been mine, the answer comes from all these varied sources, for it is only with all of their knowledge and resources pooled together that I believe I was finally able to find an answer. Though I may have compiled the book, and I may have written the foreword, as well as this section detailing my efforts in creating it, I am not this book's author. This book has a great number of authors, and comes from the great number of mages who were generous enough to contribute their work, and from those who came before us, building up magical theory and understanding like a tower, upon whose ramparts we now stand. Let us continue their work, gentle reader, and build the tower further still. The advances made by this book are staggering, but the implications it presents are more staggering still. Now is not the time to rest, but instead the time to investigate further! Let us advance magic to new realms, the likes of which our forebears could only dream. It is my challenge to you to expand even further upon this work: to challenge our assumptions about the nature of magic, to test them, and to find their true limits. Not for me, but for those who came before us. Together, let us finish their work.

³⁵ Obviously this is not a decision I entered into lightly. I gave the matter a good deal of thought, and it is my belief that Malanis was, perhaps due to his bloodline, incorrectly deposited in the Abyss, where he did not, in fact, belong. Balancing this against the potential good of the knowledge which he donated, I believe that I made the right choice.

Appendix 2: New Cleric Domains

The following are a number of new domains available to clerics. I learned of them from a variety of sources, Ardesalf chief among them, but also a number of shamans, oracles, and hedge-wizards who dabbled in arcane magic. Not a religious man myself, I can say little as to which deities grant access to any of these domains, but my understanding is that clerics who worship specific philosophies should have little barring them from making use of these domains. Spells marked with an asterisk (*) are those found in this tome, while spells denoted "APG" may be found in the Advanced Player's Guide.

Consumption Domain

Granted Powers: You can drain the life force of others with a touch. Additionally, you can grant brief protection against the consumptive magic of others.

Deathtouch (Su): You can deliver a touch attack against a living creature as a standard action, dealing 1d4 + ½ your class level points of negative energy damage, and healing an equal amount. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Deathward (Su): At 8th level, you can give a creature you touch immunity to ability score damage, ability drain, and energy drain. This effect lasts a number of rounds equal to ½ your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Doman Spells: 1st—vicious ray*, 2nd—death knell, 3rd—mind siphon*, 4th—enervation, 5th—blight, 6th—life siphon*, 7th—finger of death 8th—mind extraction*, 9th—soul siphon*

Creation Domain

Granted Powers: You can create minor mundane items at a whim, and as you advance in skill, you create a small demiplane of your own.

Spontaneous Creation (Su): As a standard action, you can create a single mundane item whose value in gp does not exceed twice your class level. This item can be anything you like, as long as it is mundane and does not exceed the maximum value restriction. Once created, the item remains in existence indefinitely. You may use this ability once per day, and at nth level you may use it an additional time each day.

Seed Demiplane (Su): Beginning at 8th level, you create your own miniature plane. At first it is very small, not even able to hold life. At this time it functions as a *bag of holding type II*, except that the opening is always in one of your pockets, regardless of what you're wearing. At 12th level, it expands, growing to the size of a *portable hole*. At this stage, you can open or close the entrance to your demiplane as a standard action, and it opens on an unoccupied stretch of ground within 30 feet. You cannot open up the portal to your demiplane underneath a creature's feet to use it as a trap.

At 16th level, it expands further still, and is now a proper realm. It has a radius of 1 mile per cleric level you possess, and is of the terrain type or types of your choosing. It has rudimentary plantlife, if you desire, but no native animal life. With one week of meditation, you can adjust the terrain and climate of your demiplane. As a standard action, while on the material plane, you can open a *gate* to your demiplane, and while on your demiplane you can open a *gate* to the location of the last *gate* you opened on the material plane.

Finally, at 20th level, your demiplane expands still further, to a radius of 100 miles. You can now create simple structures in your demiplane, such as towers or castles, but nothing too elaborate. This process takes 1 hour per square mile of area to be affected. You can also control the weather in your demiplane, at will, as though constantly under the effects of a *control weather* spell. You can also bar creatures from entering your demiplane, forcing them to succeed on a Will save (DC 10 + ½ your cleric level + your Wisdom score) or be unable to enter.

Domain Spells: 1st—goodberry, 2nd—wood shape, 3rd—create food and water, 4th—minor creation, 5th—fabricate, 6th—major creation, 7th—spirit twin*, 8th—shadowfriends*, 9th—create replicant*

Force Domain

Granted Powers: You can manipulate force energy, creating shimmering barriers to protect yourself, or turning it into a weapon to use against your foes.

Force Armor (Sp): You create shimmering armor of force which protects you against normal attacks as well as incorporeal touch attacks. Creating this armor is a standard action, and it lasts for a number of rounds equal to your Wisdom modifier. It grants you an armor bonus to AC equal to ½ your class level, rounded down. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Force Lance (Sp): As a standard action, you deliver a forceful thrust at your opponent. This attack automatically hits, as long as the target doesn't have full cover or concealment, and deals 3d6 + your Wisdom modifier points of damage. Additionally, you can use the force lance to deliver a trip or bull rush maneuver, using your cleric level + Wisdom modifier in place of your CMB. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—magic missile, 2nd—shatter, 3rd—Malanis' lesser missile barrage*, 4th—resilient sphere, 5th—wall of force, 6th—Malanis' missile barrage*, 7th—forcecage, 8th—clenched fist, 9th—Malanis' missile shield*

Prophecy Domain

Granted Powers: You are able to see brief flashes of the future, occasionally allowing you to act before they even occur. Additionally, you gain the rogue's uncanny dodge class feature.

Sagacious Initiative (Su): You add your Wisdom modifier, in addition to your Dexterity modifier, to any initiative rolls you make.

Preparations (Su): Once per day, before initiative is rolled, you may declare that you foresaw this battle and have already begun to act. You automatically act in the surprise round (and may be the only creature acting during the surprise round), and may take a full round's worth of actions during that surprise round.

Domain Spells: 1st—defensive trance*, 2nd—augury, 3rd—speak with dead, 4th—discern lies, 5th—commune, 6th—find the path, 7th—Ardesalf's safer contact*, 8th—discern location, 9th—fate spin*

Radiance Domain

Granted Powers: You can manipulate light, driving back the darkness and dazzling your foes with your glory. You shed light like a torch, except that you can change the color of this light to suit your mood.

Bedazzle (Sp): As a standard action, you can attempt to blind a single creature who can see you. That creature must succeed on a Fortitude save (DC 10 + ½ your cleric level + your Wisdom modifier) or be blinded for a number of rounds equal to your Charisma modifier. You can use this a number of times per day equal to 3 + your Wisdom score.

Greater Sunlight (Sp): As a standard action, you can call forth a brilliantly bright light to combat the forces of darkness. This light raises the light level within 60 feet to bright, even if the area is enshrouded by deeper darkness or similar effects, and lasts for a number of rounds equal to ½ your cleric level. Further, any creatures with darkvision are blinded while within the area of this effect unless they succeed on a Fortitude save (DC 10 + 1/2 your cleric level + your Wisdom modifier). Creatures with the see in darkness special ability automatically fail their saving throw, and creatures who are specifically harmed by sunlight are destroyed on a failed save (creatures who are harmed by sunlight and have the see in darkness special ability are automatically blinded, but still make a save to avoid being destroyed). You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—eyelight*, 2nd—hypnotic pattern, 3rd—daylight, 4th—rainbow pattern, 5th—flamestrike, 6th—true seeing, 7th—prismatic spray, 8th—sunburst, 9th—Xelar's prismatic cascade*

Shadow Domain

Granted Powers: You can manipulate shadowstuff, the energy and material from the plane of shadow which powers quasi-real illusions.

Unreal Body (Sp): As a standard action, you cause your form to twist and writhe as you become semi-illusory. You gain a miss chance equal to 4 times your cleric level (to a maximum of 80% at 20th level), which lasts for a number of rounds equal to your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Double-Take (Su): At 8th level, you can force a target to re-roll a Will save to disbelieve an illusion you created. You can use this ability once per day at 8th level, plus an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—disguise self, 2nd—mirror image, 3rd—major image, 4th—shadow conjuration, 5th—shadow evocation, 6th—shadow walk, 7th—shadow transmutation*, 8th—shadowfriends*, 9th—shades

Sleep Domain

Granted Powers: You no longer need to sleep, and can bestow sleep forcefully upon others.

Sleepless (Ex): You no longer need to sleep. You must still take time each day to prepare your spells, and cannot regain spells more than once each day. You are immune to sleep effects.

Consign to Dream (Sp): As a standard action which provokes attacks of opportunity, you attempt to force a single creature within 60 feet to fall asleep. If the creature's hit dice exceed your cleric level + your Wisdom modifier, this ability automatically fails. It must succeed on a Will save (DC 10 + ½ your cleric level + your Wisdom modifier) or fall asleep for a number of rounds equal to your Charisma modifier. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—sleep, 2nd—daze monster, 3rd—deep slumber, 4th—nightmare, 5th—Kabaz's revitalizing rest*, 6th—Kabaz's dreary vapors*, 7th—waves of exhaustion, 8th—temporal stasis, 9th—astral projection

Vermin Domain

Granted Powers: You have a natural affinity for vermin, and they regard you as a trusted friend or ally.

Verminfriend (Ex): Vermin creatures will not attack you unless you attack them first, or unless they are magically compelled to do so (even then, they receive a new saving throw to resist the effect if ordered to attack you).

Command Vermin (Sp): At 8th level, you can compel vermin to fight on your behalf. This functions as dominate monster, except it works on vermin (and only vermin), the duration is 24 hours, and the DC for the saving throw is 10 + ½ your cleric level + your Wisdom modifier. This ability does not constitute attacking the vermin for the purposes of your verminfriend ability. You may use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—speak with animals (vermin only), 2nd—summon swarm, 3rd—vermin shape I*, 4th—vermin shape II*, 5th—vermin shape III*, 6th—swarm skin^{APG}, 7th—creeping doom, 8th—animal shapes (replace beast shape III with vermin shape III), 9th—sympathy

Appendix 3: New Sorcerer Bloodlines

Included herein are four new strains of sorcerer bloodlines, each hearkening back to one of the races of the genies: the dao, djinni, efreeti, and the marids, each of them powerful and mystical inhabitants of one of the primary elemental planes. I learned about the typical symptoms of such a bloodline during my travels, when I encountered a scholar who specialized in the elemental planes and their special brand of magic. I have included his notes on the matter below, for anyone who makes a study of genies, sorcerer bloodlines, or would otherwise find it useful. Spells marked with an asterisk (*) are those found in this tome, while spells denoted "APG" may be found in the Advanced Player's Guide.

Dao Bloodline

Dao genies hail from the elemental plane of earth, where their riches, wealth, and opulence outshine those of even the other genie races. The dao are also known for their cruelty, their greed, and their penchant for gathering massive numbers of slaves. Some of the blood of the dao runs in your veins, the source of your magical powers.

Class Skill: Knowledge (the planes) Bonus Spells: alarm (3rd), soften earth and stone (5th), stone shape (7th; the druid version, cast as a 3rd-level spell), locate treasure* (9th), passwall (1th), elemental servitor* (13th; earth elementals only), planeshift (15th), iron body (17th), greater transformation* (19th)

Bonus Feats: Combat Reflexes, Craft Rod, Empower Spell, Forge Ring, Great Fortitude, Improved Great Fortitude, Improved Initiative, Skill Focus (Appraise), Toughness

Bloodline Arcana: Whenever you cast a transmutation spell, you may gain a temporary enhancement bonus to your Strength score equal to ½ the spell's level, rounded up. This bonus lasts for a number of rounds equal to your Charisma modifier.

Bloodline Powers: The power of the dao infuses every aspect of your magic, and you have a number of powers related to your mystic ancestors.

Earthy Grasp (Sp): At 1st level, you can will the ground beneath your opponent's feet to reach up and entangle him, locking around his legs and preventing him from moving. He must succeed on a Reflex save (DC 10 + ½ your sorcerer level + your Charisma modifier) or be held fast, unable to move out of his square. He can still attack, cast spells, or take other actions, but cannot leave the square (without the aid of teleportation or similar). This effect lasts until the beginning of your next turn. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Stone Soul (Ex): At 3rd level, you gain electricity resistance 5, and darkvision to a range of 60 feet. Additionally, your skin toughens, granting you a +1 natural armor bonus to AC. This bonus increases by 1 at 9th level, and again at 15th.

Earth Mastery (Ex): At 9th level, you gain a +2 bonus to attack and damage rolls as long as both you and your opponent are touching the ground.

Petrifying Touch (Su): At 15th level, your touch can petrify living creatures. This is a standard action which provokes attacks of opportunity, and requires a melee touch attack. On a successful hit, your target must succeed on a Fortitude save (DC 10 + ½ your sorcerer level + your Charisma bonus) or be petrified permanently. You can use this ability a number of times per day equal to 1/5 your sorcerer level, rounded down.

Taskmaster of the Dismal Delve (Ex): At 20th level, your dao heritage is so undeniable, that the dao accept you as one of their own. Your electricity resistance increases to immunity, and you gain a burrow speed equal to your base movement speed. Additionally, you gain the earthglide ability, meaning that you pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of your presence. Finally, you can cast wish as a spell-like ability once per week without paying its costly material components.

Djinn Bloodline

Heavily associated with the elemental plane of air, the djinn are supposedly made of cloud-stuff. They see themselves as the masters of the multiverse, both literally and figuratively above everyone else. Even on the material plane, far from their flying sky citadels, the magical prowess of the djinn is well known and respected amongst the mortal races. One of these spirits was your ancestor, and some of his or her magical power flows through your veins.

Class Skill: Knowledge (the planes) Bonus Spells: Ardesalf's graceful step* (3rd), whispering wind (5th), fly (7th), elemental body (9th; air elemental only), quick concealment* (11th), planar binding (13th; genies only), planeshift (15th), cascading summons* (17th); air elementals only), fate spin* (19th)

Bonus Feats: Acrobatic, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Wind Stance

Bloodline Arcana: Whenever you cast a conjuration (creation) spell, its duration is automatically doubled.

Bloodline Powers: The power of the djinn infuses every aspect of your magic, and you have a number of powers related to your mystic ancestors.

Wind Burst (Sp): At 1st level, as a standard action, you can shoot a blast of wind at a single opponent within 30 feet, attempting to knock it off its feet. You make a single trip combat maneuver, using your sorcerer level + your Charisma modifier in place of your normal CMB. You can use this power a number of times per day equal to 3 + your Charisma modifier.

Create Food and Wine (Sp): At 3rd level, you can create sumptuous feasts up to three times per day. This functions as the spell create food and water, except that the food created is always delicious, and the water is replaced with wine. Additionally, the food decays at the normal rate, instead of after 24 hours.

Air Mastery (Su): At 9th level, airborne creatures have difficulty hitting you, taking a penalty on attack and damage rolls against you equal to your Charisma bonus.

Genie Flight (Su): At 15th level, your mastery of the air comes to the fore, and you gain a 60 ft. fly speed (average maneuverability).

Lord of the Endless Skies (Ex): At 20th level, your djinni heritage is so undeniable, that the djinn accept you as one of their own. The maneuverability of your fly speed increases to perfect, and you become immune to acid damage. Finally, you may cast wish as a spell-like ability once per week without paying its costly material components.

Efreet Bloodline

Proud and haughty, the effect see themselves as masters of everything. They view their capital, the City of Brass, as the greatest metropolis in all the planes and the center of the multiverse, and it's certainly among the most impressive. The fiery blood of these hot-headed genies roars in your veins, and you may very well be descended from a grand sultan or malik in the City of Brass itself.

> Class Skill: Knowledge (the planes) Bonus Spells: burning hands (3rd), scorching

ray (5th), gaseous form (7th), fire shield (9th; warm version only), dominate person (11th), elemental servitor* (13th; fire elementals only), plane shift (15th), incendiary cloud (17th), meteor swarm (19th)

Bonus Feats: Arcane Strike, Combat Reflexes, Combat Casting, Craft Magic Arms and Armor, Deceitful, Dodge, Improved Initiative, Martial Weapon Proficiency (falchion), Quicken Spell

Bloodline Arcana: Whenever you cast a spell with the fire descriptor, you may have it create a thick, oily smoke which hits your target and clings to him. He must succeed on a Fortitude save (DC 10 + the spell's level + your Charisma modifier) or be sickened for one round.

Bloodline Powers: The power of the effect infuses every aspect of your magic, and you have a number of powers related to your mystic ancestors.

Fiery Weapon (Sp): At 1st level, you can wreathe a weapon you hold in flames, causing it to deal more damage to creatures you strike. The weapon deals an extra 1d6 points of fire damage, plus 1 point per 3 sorcerer levels you possess. You can resume or end this effect as a free action, and can have it active for a number of rounds each day equal to 3 + your Charisma modifier.

Firebred (Ex): At 3rd level, you gain fire resistance 5, and are immune to the effects of smoke, seeing through it unimpeded and able to breathe it as though it was fresh air.

Fiery Body (Su): At 9th level, you can wreathe your own body in flames, harming those who would dare to touch you. You deal 1d6 points of fire damage per point of Charisma bonus you possess each time you are hit in melee, and each round in which you are grappling. You can activate or suppress this ability as a swift action. You can use this ability for a number of rounds each day equal to your class level. These rounds need not be consecutive. The flames do not harm you.

Mantic Sight (Sp): At 15th level, the efreet's ability to see magical auras manifests in you, intensified by your own magical study. This functions as the spell greater arcane sight, except that it is permanent.

Master of the Fiery Sea (Ex): At 20th level, your efreeti heritage is so undeniable, that the efreet accept you as one of their own. You become immune to fire, can use giant form I on yourself at will, and can cast wish as a spell-like ability once per week without paying its costly material components.

Marid Bloodline

The marid are nearly as treacherous and tempestuous as the elemental seas they inhabit. They are well known both for their caprice, and whimsy, but are also regarded as impressive artists and performers, with wild and chaotic souls. One of these watery spirits was your ancestor, and you've inherited some of their power.

Class Skill: Knowledge (the planes)

Bonus Spells: obscuring mist (3rd), swift swim* (5th), water breathing (7th), control water (9th), underwater movement* (11th), elemental body III (13th; water elementals only), planeshift (15th), cascading summons* (17th; water elementals only), tsunami^{APG} (19th)

Bonus Feats: Brew Potion, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Self-Sufficient, Stealthy

Bloodline Arcana: Whenever you cast a spell which offers a saving throw, you may subtract 10 from that spell's DC, instead adding the result of a d20 roll (for example, if your normal DC was 17, you could subtract 10, making it 7, and then roll a d20, getting a 12 as a result, and making your new result 19).

Bloodline Powers: The power of the marids infuses every aspect of your magic, and you have a number of powers related to your mystic ancestors.

Watery Blast (Sp): At 1st level, as a standard action, you can fire a torrent of water at an opponent within 30 feet. This blast deals 1d4 bludgeoning damage, and the target takes a -1 penalty on attack and damage rolls until the beginning of your next turn. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Waterborne (Ex): At 3rd level, you can breathe water as though it were air, and gain a swim speed equal to your land speed.

Water Mastery (Su): At 9th level, you gain a bonus to attack and damage rolls equal to your Charisma modifier if both you and your target are in contact with a body of water.

Vortex (Su): At 15th level, as a standard action, you can transform yourself into a swirling vortex while underwater. This ability functions identically to the whirlwind ability (see the Pathfinder Bestiary for more information on whirlwind), except that you can only use it while underwater, and cannot leave the water while in vortex form. The maximum height of your vortex is equal to 10 feet per point of Charisma bonus you possess, and your vortex deals a number of d6 equal to ½ your sorcerer level. The DC to resist your vortex is equal to 10 + ½ your sorcerer level + your Charisma modifier. You can use this ability once per day, and maintain vortex form for a number of rounds equal to your sorcerer level.

Ruler of the Bottomless Depths (Ex): At 20th level, your marid heritage is so undeniable, that the

marids accept you as one of their own. You are so at home and in your element while underwater that you become immune to a number of the difficulties of navigating that realm. You ignore any armor check penalty to Swim checks you make, and can act underwater normally, as though under the effects of the *underwater movement* spell. Additionally, you can see currents, undertows, and similar underwater phenomena clearly, as though they glowed brightly, allowing you to identify the strength and direction of such things at a distance. Finally, you can cast *wish* as a spell-like ability once per week without paying its costly material components.

Appendix 4: Focused Wizard Schools

Some wizards choose to further their focus in arcane studies even more specifically than a single school of magic, becoming a specialist at a particular kind of spellcraft. Such wizards retain their bonus spells from their school and must select two prohibited schools as normal, but the focused school alters one or more of the powers their school grants. Such a focused wizard must take all the replacement powers, and may not "mix and match." Once a focused arcane school is chosen, it cannot later be changed.

Protection School

Associated School: Abjuration Replacement Powers: The following school power replaces the energy absorption power of the abjuration school.

Force Bubble (Sp): At 6th level, as a standard action, you can conjure a dome of force around one or more creatures. This dome is 10 feet tall and has a 10-ft. radius. It functions as a *wall of force*, except that it can be negated by *dispel magic*. Creatures who would be caught in the area of the dome can make a Reflex save (DC 10 + $\frac{1}{2}$ your wizard level + your Intelligence modifier) to escape, and creatures adjacent to the dome can make the same Reflex save to get inside before it finishes forming. You can dismiss the dome as a free action. You can have this dome active a number of rounds per day equal to your wizard level.

Summoning School

Associated School: Conjuration

Replacement Powers: The following school powers replace the acid dart and dimensional steps powers of the conjuration school.

Summon Elemental (Sp): At 2nd level, as a full round action, you can summon a single elemental whose hit dice do not exceed your wizard level. This otherwise functions as *summon monster I*, except that it is not affected by your summoner's charm class feature. You can dismiss the elemental as a free action, and can have the elemental summoned for a total number of rounds each day equal to your wizard level.

Advanced Summons (Su): At 8th level, whenever you cast a conjuration (summoning) spell, the summoned creature automatically gains the advanced creature template.

Foretelling School

Associated School: Divination

Replacement Powers: The following school powers replace the diviner's fortune and the scrying adept powers of the divination school.

Arcane Prophecy (Sp): Once per day, while preparing spells, you can meditate on a specific question, receiving a flash of insight into the matter. This functions as the spell *commune*, except that you may ask only one such question each day. "Unclear" is still an acceptable answer, but should be based on whether a powerful deity would be likely to know the answer to the question, despite the fact that no deity is actually involved in this process. The answers contain no special bias.

Foresee (Su): At 8th level, you gain the ability to peer moments into the future, and determine whether or not a spell you cast will succeed. Before casting a spell which allows for a saving throw, you may declare that you are using this ability, naming the spell you are intending to use, and the creature you intend to cast it on. The DM then secretly rolls that creature's saving throw and declares "weal" or "woe," indicating whether it would be a good use of your spell to the best of his ability. If you choose to cast that spell on that creature, it uses this saving throw. If not, the saving throw is wasted and you take a different action instead.

Idiocy School

Associated School: Enchantment

Replacement Powers: The following school powers replace the enchanting smile and aura of despair powers of the enchantment school.

Mental Fortitude (Su): You are immune to Intelligence damage and drain, as well as to the effects of the *feeblemind* spell.

Insanity Blast (Sp): At 8th level, you can fire a bolt of pure, concentrated thought which overwhelms your opponent's mental defenses. This is a ranged touch attack. On a successful hit, the target must succeed on a Will save or take an amount of Intelligence damage equal to 1d6 + your Intelligence modifier. If this causes the target's Intelligence damage to exceed his Intelligence score, he is affected as though by the spell *insanity*, in addition to the normal effects of having that much Intelligence damage. You can use this ability once per day at 8th level, plus an additional time per day at 16th level.

Vulnerability School

Associated School: Evocation Replacement Powers: The following school power replaces the elemental wall power of the evocation school.

Irresistible Evocation (Su): At 8th level, whenever you cast an evocation spell which deals acid, cold, electricity, or fire damage, you may choose to have half of the damage dealt be untyped damage. Additionally, you gain a +2 bonus on caster level checks to overcome spell resistance with such spells.

Shadow School

Associated School: Illusion

Replacement Powers: The following school power replaces the invisibility field power of the illusion school.

Realistic Illusions (Su): At 8th level, whenever you cast a spell which is quasi-real (such as *shadow evocation*), if the spell is disbelieves, the effect is more real than it would normally be. Increase the percentage of such spells by an amount equal to your class level (for example, a *shades* spell cast by a 20th level wizard would still be 100% real).

Reanimation School

Associated School: Necromancy

Replacement Powers: The following school powers replace the grave touch and life sight powers of the illusion school.

Shadow Swarm (Su): Once per day, at 4th level, as a full-round action which provokes attacks of opportunity, you summon a number of shadows equal to one + one per two wizard levels beyond fourth. These shadows serve you loyally, cannot create spawn, and last for a number of rounds equal to your class level.

Greater Taskmaster (Su): At 8th level, the number of hit dice of undead you can control with animate dead and similar spells is doubled. This does not affect your power over undead ability.

Telekinesis School

Associated School: Transmutation

Replacement Powers: The following school powers replace the physical enhancement and change shape powers of the transmutation school.

Telekinetic Locomotion (Sp): As a swift action, you telekinetically propel yourself forward, improving your ability to run and jump. You gain a bonus to your base movement speed equal to 5 feet per point of Intelligence bonus you possess. Additionally, you gain a bonus to all Acrobatics, Climb, Fly, and Swim checks equal to ½ your wizard level. These bonuses last for one round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Animate Object (Sp): At 8th level, you can instill motion in an object with a touch, animating it and allowing it to perform simple instructions you mentally provide to it. At 8th level, as a standard action, you can animate a medium object, and for every two levels beyond 8th the maximum size category of objects you can animate increases by 1. Additionally, at 8th level you can instill the object with up to 2 construction points worth of abilities. This number increases at a rate of one per two wizard levels you possess. You can use this ability for a number of rounds per day equal your wizard level. You can animate multiple objects at a time, but doing so costs 1 round per object animated (so four objects would use up four rounds worth of animation each round).

Appendix 5: New Familiars

One final discovery which I made in my travels while compiling this tome was that there is a much wider variety of familiars than one is exposed to if one simply stays at the arcane academy all of his days. Presented here are a number of the more interesting familiars I discovered, primarily in the employ of witches, hedge-wizards, and other such unsanctioned spellcasters. To the best of my knowledge, each should be available to anyone who is capable of acquiring a new familiar, as long as he or she chooses for the familiar to take one of the following forms.

Animated Object Familiar

Statistics: An animated object familiar uses stats for a Tiny animated object, and has 1 construction point.

Benefit: Due to your bond with this animated object, you are more proficient at crafting, and gain a +3 bonus on the Craft skill of your choice.

Description: These tiny animated objects may be almost anything of suitable size, from a candelabra to a favorite cook pot or whatever strikes a mage's fancy, and such familiars have found great popularity among many mages who see the arcane bond with an animated item as a symbol of their own magical prowess. As familiars, animated objects will always follow their master's commands to letter, and are typically found to be both eager and loyal. Animated object familiars' personalities vary widely, and with no clear pattern, but nearly all are eccentric and prone to pick up a good deal of personality quirks as time goes on. Powerful animated object familiars see themselves as a mage's best friend and often council their masters with advice in accordance with their individual personalities.

When an animated object familiar speaks with its master or others of its kind (that is, non-animated objects of a similar nature), it does so telepathically, as it most likely has no mouth and cannot speak verbally.

Bonsai Tree Familiar

Statistics: A bonsai tree familiar has an AC of 7, a hardness of 2, is immobile (though never considered helpless), cannot make attacks, and possesses all plant traits. Bonsai tree familiars are tiny.

Benefit: You may prepare an additional spell each day. This spell's level must be at least one less than the highest level spell you can cast. A spontaneous caster with this ability must prepare this spell as though he were a wizard, though he still casts his other spells normally.

Description: The first bonsai familiar was apparently a happy accident, as a seemingly familiarless wizard discovered that she had forged an arcane bond with her bonsai. Many mages who opt to take a bonsai as a familiar report a powerful sense of calm and zen enlightenment, which tends to subtly color their world view. In order to get the most out of an arcane bond with a bonsai, the mage must spend a good deal of time caring for the plant. As time progresses, a bonsai begins to communicate with its owner, offering up tips about future dealings. These tips are usually highly relevant, but far too cryptic to be able to depend on them.

Bonsai familiars that can communicate with their master do so telepathically. Although the master does not gain the ability to telepathically respond, the bonsai can understand common. Bonsai familiars that can communicate with others of their kind are able to telepathically communicate with other plants, though these plants may or may not be willing to share any useful information.

Hedgehog Familiar

Statistics: A hedgehog familiar uses the statistics for a rat, except that it gains +1 natural armor, and its attacks are replaced by a bite which deals 1d2 + Strength modifier damage.

Benefit: While grappling, the hairs on your body form small but sharp spikes, dealing 1d6 points of piercing damage each round to any creature you are grappling.

Description: These adorable little creatures are probably best known for their potent defense mechanism, and are a favorite familiar for mages who live near the woodlands where they typically make their homes. As familiars, hedgehogs are stalwart and true, cautiously following their masters' commands to the best of their abilities. Though they tend to have inquisitive personalities and a fondness for investigating new things, they never run off on their own to do so. Powerful hedgehog familiars often council their masters against taking risks, and encourage their masters to discover all the facts of a given situation before acting.

Newt Familiar

Statistics: A newt familiar uses the statistics for

a young lizard, except that its climb speed is replaced by a 10 foot swim speed.

Benefit: You are exceptionally slippery when you want to be, and gain a +6 bonus on Escape Artist checks to escape a grapple.

Description: These slimy little amphibians have served as familiars to swamp witches and hedge wizards for millennia, and they are recently gaining popularity with mages of all kinds. As familiars, newts are perhaps just a little unreliable, with a tendency towards flightiness that requires the mage to keep a close eye on his familiar, though many mages who do possess newt familiars report them to be very reliable if one takes the time to properly get to know them. Powerful newt familiars tend to take great interest in the mage's projects and studies, and prove highly inquisitive and eager students.

Poison Frog Familiar

Statistics: Poison frog familiars use the poison frog statistics found in the Pathfinder Bestiary.

Benefit: Once per day, as an immediate action, you become immune to poisons of all kinds. This ability lasts for one minute.

Description: These poisonous little creatures can be found in most jungles and rainforests and are popular familiars for the shamans and witches who dwell in those regions. As familiars, poison frogs are known to be lazy, though some mages claim that this is merely ignorance on the part of the observer, who can't tell patient determination from laziness. Poison frogs have very relaxed personalities and a seemingly inexhaustible supply of patience. Powerful poison frogs often council their masters to be patient, and remind them that good things come to those who wait.

Rabbit Familiar

Statistics: Rabbit familiars use the statistics for a rat, except that it has two claws which deal 1d2 + 1/2 Strength modifier damage instead of its bite attack.

Benefit: You possess an uncanny ability to survive against the odds. Once per day, you may, as an immediate action, force a creature to reroll one attack roll made against you. It uses the new result, even if it is higher.

Description: These cute furry rodents can be found in a myriad of different climates and environments, and are favored as familiars by mages all over the world, who often consider them to be good luck charms. As familiars, rabbits are quick to jump from task to task, and possess a knack for detecting trouble and avoiding it, sometimes causing a mage frustration, and sometimes saving his life. Powerful rabbit familiars are known to be even more excitable than their lesser kin, and tend not to care what course of action is pursued so long as it is pursued quickly.

Skeleton Familiar

Statistics: Skeleton familiars use the human skeleton statistics found in the Pathfinder Bestiary. At your DM's discretion, you can instead apply the skeleton template to another creature of similar or lesser power, such as an elf, dwarf, or kobold.

Benefit: You have a natural resistance to negative energy, and so are immune to the effects of energy drain.

Description: Often skeletal familiars are seen as monsters, or the results of foul necromancy, but there are cultures where it is commonplace for one of a mage's ancestors to offer up his or her earthly remains to protect the mage during his travels. As familiars, skeletons are unwaveringly loyal and pursue their master's orders with ruthless, sometimes suicidal efficiency. Skeleton familiars tend not to have strong personalities, though over time they often adopt personality traits of their masters. A powerful skeleton familiar typically sees itself as its master's most worthy ally, and if its master has other skeletal minions, it is quick to assume unofficial command of these undead servitors on its master's behalf.

Skeleton familiars who would be able to speak to their masters instead gain the ability to speak common. They gain the ability to speak with other undead, rather than animals of their kind, though those undead may not have much to say, or may attack the skeleton on sight.

Turtle

Statistics: Turtle familiars use the statistics for a lizard, except that its climb speed is replaced by a 40 ft. swim speed, its land speed is reduced to 5 ft., it gains +2 natural armor, and it has the Toughness feat instead of the Weapon Finesse feat.

Benefit: When taking a full defensive action, you gain an additional +4 bonus to AC.

Description: Turtles are found mostly in aquatic environments, and mages native to such environments favor them as familars, though it has been said that land-based tortoises share the same traits. As familiars, turtles are easygoing and generally reliable, performing their duties with a leisurely grace. While typically relaxed, turtles have been known to duck and cover in a rather dramatic fashion when the situation warrants. Particularly powerful turtle familiars often encourage their masters to relax whenever they can and extol the virtues of patience. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerun, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SED is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wisards of the Coast, Inc. and is Copyright 2000 Wisards of the Coast, Inc ("Wisards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)*Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts, creatures characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work contain ing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Winards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Ameson.

Pathfinder RPG Core Rulebook, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might, Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Liber Vampyr Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway. Steps of the Sanguine Path Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.

Into the Armory: The Complete Guide to Weapons, Armor, and Equipment Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway The Book of Beginnings Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The War of the Goblin King Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Advanced Arcana Volume I Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshya Zaback, Justin Holloway

Unlock Powerful Spells!

Advanced Arcana provides you with a powerful arsenal of new spellcraft which will be the envy of any sorcerer, wizard, or witch. Discover powerful new spells which, in addition to their other effects, restore lower-level spell slots. Use a single spell slot to cast many lesser spells, or, alternatively, sacrifice unused spell slots to make a single spell extra powerful. Cast the potent segmented spells: spells so big and impressive they require multiple spell slots and castings in order to complete. You'll never look at magic the same way again.

Some of Advanced Arcana's features include:

- 65 brand-new spells, many of which explore what spells can do in new and exciting ways!
- New domains for clerics, bloodlines for sorcerers, and focused schools for wizards, plus new familiars.
- Beautiful art from a variety of artists.
- A short story on the discovery of these spells.
- Over 50 pages.

