

Advanced Arcana

Volume III



Alex Riggs, Joshua Zaback

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Credits

Authors

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons

Cover Art

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

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My Dearest Student,

Congratulations on completing your first year at Aubergrave. I'm sure you're quite aware, but it bears mentioning nonetheless that over half of the young mages who go to train at that prestigious school leave before completing their first year, either because they lack the magical potential to meet Aubergrave's exacting standards, or because the pressure of the school and its demands on them is too much, and they crumble beneath it.

It really is quite an achievement, then, to have made it through your first year, and you should be proud of what you have accomplished. Dean Revis was kind enough to allow me to view your final exam via scrying, and I must say that I was quite impressed at the ingenuity you showed in the practical portion of the exam. It is clear that you will be at least the mage your father was, if you don't surpass him entirely. I have the highest amount of confidence in you, and eagerly look forward to seeing you grow as a mage.

Your practical exam demonstrated not only your mastery of the Aubergrave curriculum, but also of more than one spell from the last spellbook I gave you. I'm not certain your instructors appreciated the nature of the spell you cast, but you can rest assured that I do. In fact, I did not really expect you to master any of the spells from that book, at least, not within the space of only a year. As I told you at the time, those spells are subtle and complex, and an order of magnitude harder to master than burning hands, mage armor, and the other spells of that sort which most mages struggle to completely master within their first year. The book was intended more to provoke your thoughts and give you something to strive for, in the short term, but it seems I underestimated your magical aptitude.

As a result, it seems only appropriate that I reward you with another book from the same line. Though you will no doubt have many spells left from the first yet to master, a mage's second year at Aubergrave is strikingly different from the first, and you would be well-advised to learn and master as many spells as you are able. You will find that the environment is much more competitive, and, if it is anything like it was in my youth, you will likely find yourself involved in a number of mage duels in darkened corridors after hours, not all of which will end in a friendly handshake.

This book will prove invaluable to you in such duels, both because its spells will be exotic and unfamiliar to your rivals, and also because most of them can be used for a variety of effects. The versatility that this provides will, I think, serve you well in your time there, for going forward you will find friendly rivalries becoming somewhat fiercer, and I can assure you that your schoolmates will also be working hard to gather and hoard spells in their arsenal.

Be warned, though, that if the last book held spells more complicated than those most wizards begin with, these will be even more complex still. You may struggle to master these spells, and it is possible, even as clever as you are, that you may not succeed. Do not give up. Though they are difficult and complex, this is only because it allows them to be powerful and versatile. A number of the spells I, myself, prepare daily come from this tome. It is a book worth mastering.

Your mother and I send our love, as always,

*Sincerely,
~Alastro*

A Foreword by the Compiler of this Tome

Greetings, student of the arcane mysteries! Whether you are a practiced spellcaster who has spent ages perfecting his magical craft, or a young mage first setting out on the grand journey of personal and universal discovery that is the pursuit of magic, or perhaps just a dabbler who never plans to cast a spell in his life but merely finds the topic to be of interest, the fact that you are holding this book demonstrates a will and desire to learn more about the world in which you live; to unlock the secrets and mysteries of the multiverse, and to understand its inner workings.

It is this desire, this craving for understanding, this need to broaden your horizons, that will be your greatest asset as you pursue your magical studies. And, I have no doubt, pursue them you will. For even the most ancient and powerful of spellcasters, archchancellors and grand magi, those who have practiced their craft for eons, understand that even they have much left to learn, and that knowledge is always worth the trials required to gain access to it. If you are a practiced spellcaster, you will continue your practice and seek to expand. If you read only out of curiosity, you will find that your need for knowledge and understanding draws you from your comfortable place as a dabbler and fully into the joys of true magic. If you are but a beginner, you are perhaps the luckiest of us all, for you have your entire journey ahead of you, stretching out like a road beyond the horizon, potentially leading to anywhere.

It is just possible that you, gentle reader, may have picked up this tome because you were familiar with its predecessor, *Advanced Arcana Volume I*. Though the book did not alter the way we perceive magical theory as much as I had hoped¹, it was quite popular and well-received, as far as I know, and I have seen it in the hands and libraries of numerous wizards and hedgemages in my travel, and received correspondence from readers who told me that they found its contents quite useful in their pursuit of magical mastery. Many have also written me to ask when, and if, there would be another volume.

¹ As I explained in the foreword of *Advanced Arcana Volume I*, one of the major goals which drove me to compile the book was a desire to overturn, or at least question, the Astochthan theory of spell nodes, which divides spells into nine tiers based on the amount of mental energy required to cast them. The fact that a single 9th-tier "node" cannot be expended in order to cast two 1st-tier spells, even though those two spells combined clearly require less energy, among other issues, lead me to believe that the theory is flawed, and *Advanced Arcana Volume I* attempted to challenge that by demonstrating the existence of spells which used more than a single node, or slot, as well as spells which effectively used less than a single node.

Though the book itself was a success, I fear that, for the most part, the academic community has yet to accept the implications that such spells create, and either simply ignores that these spells exist, or else claims that they are "restoring" used nodes, or occupying multiple nodes.

When compiling the book, I hadn't dreamed that it would be used so widely, and in fact a number of the spells included in the book were never intended to be actually cast, but were rather included as purely academic exercises, to demonstrate the proof of the concept. Looking back upon the finished work, I cannot help but think that in my desire to prove my academic point on the nature of magic, I may have overlooked the fact that many of the spells contained within the book are quite potent, and in fact could prove to be of great use to any aspiring mage.

The more that I pondered this, the more that I came to realize that perhaps I was approaching this matter in entirely the wrong way. It is my fundamental belief that magic is a force for great good in the world—something that can bring wonder and merriment into dull and drab lives, something which can protect the weak and defenseless, and allow them to stand up to the demons and dragons and other horrors of the world. Magic can make our lives easier, but can also make them more fulfilling. Magic is precious, and not to be taken for granted, but at the same time it is, I think, a force that is meant to be used—and, in a way, *desires* to be used—for the benefit of sentient humanoids everywhere.

And so, after much reflection and thought on the matter, I determined to write another *Advanced Arcana*. This new volume would be somewhat different than the first: while I would still attempt to challenge the existing boundaries of our understanding of that most wonderful of arcane forces, the book's primary function would be to provide useful and practical spells and information which can be used by you, gentle reader, in your daily life as a practitioner of the arcane arts.

For some time, I considered what sorts of spells, exactly, would be best to put in this book, and how to ensure that it does as much good as it can for the betterment of all mankind. I was torn between so many different spells, paralyzed with indecision as I tried to determine which ones would make the final version and which would not.

Then it dawned on me that this conundrum was similar to the one I felt each time I set out upon a journey to do more research, or to track down some lost and obscure sage's notes: every time, I would need to carefully choose which spellbooks I would be taking with me, and which I would leave at home, for my library is extensive, and many of my spellbooks also contain extensive notes, meaning that I could never bring all of my spells with me everywhere I go. It seemed an unnecessary shame that I had to be separated from so much of my potential as a wizard every time I ventured out into the world, and I determined that I would do what I could with *Advanced Arcana Volume II* to ensure that mages

the world over could possess one spellbook that would hold all the magic they would need, no matter what the occasion².

For a time, I began to simply compile useful spells that would be of aid in specific situations, creating a sort of “book of contingencies.” This quickly proved problematic, however, as the number of spells was still too great to fit within a single tome, or even a set of five. Once again I was forced to make the difficult choice of whether to include the spell to slay dragons, or the spell to remove mold from an ancient tome. Frustrated, I abandoned the project for some time.

One day, however, while I was in the middle of giving a lecture on spell preparation to a class of novices³, one of them asked me why, if spells only consume energy once expended, a wizard cannot simply prepare all of his spells, and cast the ones he chooses? I explained that part of preparing a spell involves performing most of its casting, and that what laymen and novices consider “casting a spell” involves only performing the final few words and gestures⁴. From the time the spell is prepared to the time that it is cast, it sits, half-formed, in the caster’s mind, and it is only with great mental discipline that one can keep it from escaping unbidden, its energy and potency lost.

As I explained, though, I realized that perhaps the novice was on to something. While the answer was not simply to attempt to cram more spells into our minds⁵, what if we could contain two spell formulae within a single spell? What if we created one spell base⁶ that contained elements of multiple magical effects, any of which could be accessed by using a different trigger⁷? Such spells would allow the caster great versatility. It was precisely what I had been looking for.

From then, the completion of this tome largely became a matter of research: both my own studies and experiments, which produced no small number

² I am aware that a number of spellcasters do not use spellbooks, instead relying on other methods to derive their magic. That said, my experience with these casters tells me that they, too, will benefit from the spells in this book. Sorcerers, for example, must be even more careful in choosing the spells they master, for they cannot simply go home and change books, but are stuck with their choices. While a witch’s familiar is said to be able to learn any number of spells, and impart any of them to its master at any given time, I suspect that there is, in fact, a limit to the number of spells one familiar can truly know. I am confident, however, that even those who possess limitless storage of spells can still benefit greatly from those compiled in this tome.

³ I am proud to say that I have been the Dean of Metamagic Studies at Sirribellion since its reinstatement at the hands of Emperor Patrus Beltov II.

⁴ For more on this, see *Of Minds and Magic*, by Johann Brauer.

⁵ A dangerous and reckless practice that only leads to uncontrolled magic and, more often than not, the death of the would-be-wizard.

⁶ That is, the part of the spell that is performed in advance, at the time of the spell’s preparation.

⁷ That is, the part of the spell that is performed when the caster wants to finally “cast” the spell.

of the spells you will find here, and also research into previous mages who have explored this territory. In addition to spells with multiple possible effects (which I have named modal spells, from the fact that they have two or more modes), I also stumbled across a number of spells which draw additional power, or have alternate effects, from the environment or circumstances in which they are completed. These I have included as well, both because they are a useful tool, and in order to promote further research into this topic.

I am, in fact, quite hopeful and eager to see what the magical community makes of these spells, for while I was compiling this book I became aware of another side-effect of its predecessor's publication: namely, since *Advanced Arcana Volume I* was published, I have begun to see new segmented spells being created, by old and young mages alike. In fact, in the time between the first volume and this one, whole new strides have been made with segmented spells, and now there exist segmented spells that can be cast with variable numbers of segments, or which provide immediate (and different) benefits with each segment cast. As these also align with the goals of this book, I have included a number of such spells.

And so the book stands. Like its predecessor, *Advanced Arcana Volume II* is not only a useful resource, filled with spells that should be able to aid any mage in the various trials of an arcane life, but it is also a challenge to you, gentle reader. Build upon the things that you see here. Experiment with these spells, and spells like them. If we work together, if we share our knowledge, and our discoveries, if we truly act in unity to attempt to peel back the veils that prevent us from clearly seeing the workings of the greater multiverse around us, then there is nothing that can stop us, and together we can propel all of civilization into an age of magic and wonderment.

Imagine a world where we need only prepare a single spell in order to be able to cast any of them! Imagine the possibilities, as our knowledge of magic truly grows: we might find a way to avoid preparation altogether, simply using our raw will and arcane talent to shape the world for the better. We might transcend the concept of Astochthan spell nodes entirely, moving into a bright and wonderful world where magic is free and accessible to all. There can be, I think, no nobler endeavor than to broaden our understanding of magic, and to make it available to a greater number of people.

It is with all this in mind that I share this book, and its accumulated knowledge, with you. I hope that you will use it well, and that the knowledge stored within shall lead you to new and great discoveries of your own, which you, in turn, will share with the world. Good luck.

~Kabarz M. Anwitz, Dean of Metamagic Studies, M.I.O.



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Introduction

Of all the elements that can be found in a fantasy game, one of the most unique ones—and perhaps the most compelling—is magic. Many fantasy games fall under the classic “sword and sorcery” genre, and while both sides of this genre can capture the hearts and imaginations of players, it is the sorcery that cannot be found elsewhere, and, ultimately, winds up defining the nature of the genre. Casting spells and commanding the elements or the forces of heaven and hell is something that simply cannot be done in the real world, and for that reason it is one of the most evocative and attractive aspects of fantasy roleplaying games.

Advanced Arcana Volume II, like its predecessor, aims to expand the horizons of spells and magic as they are presented in the 3.5 OGL and Pathfinder Roleplaying Game, primarily through the inclusion of over 100 new spells, ranging in level from 1st to 9th, though a number of appendices at the end of the book also provide

additional content for spellcasting characters. Also like its predecessor, while the book contains some spells which stand alone and need no special introduction, a number of the spells presented in this book actively tie into a greater theme.

Whereas *Advanced Arcana Volume I* attempted to explore the concept of a spell’s “cost,” experimenting with spells that cost more or less than a single spell slot in order to cast, and spells that could be cast more quickly, with less of a time investment (albeit at a lesser effect), *Advanced Arcana Volume II* focuses on exploring something different. The spells and mechanics presented in this book instead attempt to explore the idea of spells that are mutable, or changing, and which can have different effects depending on the way or conditions in which they are cast.

The first type of spell used to explore this possibility is the **modal** spell, which, quite simply, has two different effects, and allows the caster to choose which of them will be used each time he casts the spell. In this way, the caster can prepare a

single spell, and yet be ready for two different eventualities. Strictly speaking, this is not a new mechanic, and other spells (such as *fire shield*) do this already, but in this book such spells were designed specifically with the intent that the different modes allow a greater versatility and utility to the spell, and it explores the possibilities of such spells much more thoroughly than they have been explored before.

The second type of spell intended to express mutable spells is the **conditional** spell, which is a type of spell that has one effect when cast under normal circumstances, but, if cast in the right conditions, can have a much more powerful or wildly different effect. These spells present the caster with a challenge, allowing him to get great utility or power from these spells if he is prepared to meet the extra conditions that the spell requires in order to unlock the entirety of its potential.

Segmented spells, a mechanic first introduced in *Advanced Arcana Volume I* which allowed for spells so “large” and whose effects were so potent that they required more than one spell slot in order to cast, return with a vengeance and a twist in this book. Two new variations on segmented spells are included, both of which are designed to tie into the theme of spells with varying effects. The first variation is the **layered segmented** spell, which provides a specific effect as each individual segment of the spell is cast. In some cases, the effects remain the same but simply grow more powerful as each segment is added on, while in other cases each individual segment produces wildly differing effects. The second variation is the **variable-segmented** spell, which are segmented spells which can be cast with any number of segments of the caster’s choice, with the number of segments being used to determine some aspect of the spell’s effect. In this way, a variable-segmented spell cast with a single segment might have a very different effect from one cast with three or four.

Between the number of spells presented here (nearly twice that of the original *Advanced Arcana*), and the fact that many of these spells can produce wildly different effects depending on how

and when they are cast, the goal of the book is to provide spellcasters with a greater variety of options and choices, which will make playing a spellcaster more fun and interesting, and lead to more unique and fun situations.

Spell Mechanics

Advanced Arcana Volume II contains a variety of different spells. While a number of these spells simply stand alone, a significant portion of them were created in order to tie into greater themes which run throughout the book. Some of these spells use special mechanics, either created for this book or formalized from similar spells in other books. The following section provides a brief description of each of these mechanical elements to the book, as well as the appropriate rules which govern them.

Age

A number of spells presented in this book adjust the age of the caster or the spell’s target, and a number of other spells in this book are more or less effective based upon the age of the caster. Unless a spell’s description says otherwise, the following rules apply when dealing with age in relation to spells in this book.

Age Categories

In addition to the age categories presented in the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Arcana II* adds two new age categories: young, and adult. Neither of these age categories has a specific mechanical benefit or penalty to any ability scores, they are simply used for reference by some of the spells in this book.

A character is in the young age category if its age is less than the “adulthood” entry for the character’s race on Table 7-1: Random Starting Ages in the *Pathfinder Roleplaying Game Core Rulebook*. Additionally, any creature with the “young” template is considered to be in the young age category.

A character is in the adult age category if its

age is equal to or greater than the “adulthood” entry for the character’s race on Table 7-1: Random Starting Ages in the *Pathfinder Roleplaying Game Core Rulebook*, and is less than the “middle age” entry on Table 7-2: Aging Effects of the same book.

Age Categories and Monsters

Unless otherwise indicated, all monsters are considered to be in the adult age category, but the GM is final arbiter of what age category a specific creature falls into. If a monster is magically aged a number of years, rather than a number of age categories (such as with the spell drain youth), and you are not certain whether or not the creature has advanced to a new age category, the table below is designed to provide suggestions for age categories for creatures based on creature type. Note that these are very general, and may not make sense for every individual creature of that type. Use your best judgment, and consult the ecology entry of the creature in question if necessary for a better idea.

Because dragons live so long, they have a much wider array of age categories available to them. A dragon who is magically aged to the next age category does not gain the normal benefits of a dragon of that age category. Instead, determine the humanoid equivalent age category on the table on the next column, and then increase that age category by one. Impose the appropriate physical ability score penalties to the dragon for that age category (as well as all lesser age categories).

Age and Immortality

Creatures that do not naturally age, and

<i>Creature Type</i>	<i>Adult</i>	<i>Middle Age</i>	<i>Old</i>	<i>Venerable</i>	<i>Maximum Age</i>
Aberration	75 years	150 years	250 years	400 years	400 + 2d0% years
Animal	2 years	6 years	14 years	18 years	18 + 2d4 years
Fey	30 years	60 years	80 years	120 years	120 + 2d20 years
Magical Beast	8 years	17 years	35 years	50 years	50 + 1d20 years
Monstrous Humanoid	25 years	50 years	70 years	80 years	80 + 1d12 years
Ooze	4 years	12 years	16 years	20 years	20 + 1d4 years
Plant	4 years	40 years	80 years	100 years	100 + 2d10 years
Vermin	2 years	4 years	6 years	8 years	8 + 1d6 years

<i>Dragon Age Category</i>	<i>Humanoid Age Category</i>
Wyrmling	Young
Very Young	Young
Young	Young
Juvenile	Adult
Young Adult	Adult
Adult	Adult
Mature Adult	Middle-Aged
Old	Middle-Aged
Very Old	Old
Ancient	Old
Wyrm	Venerable
Great Wyrm	Venerable

cannot die of old age, are treated as though they were in the adult age category for the purposes of spells and effects that reference that creature’s age. Note that creatures which are not affected by aging, but who do eventually die of old age (such as monks with the timeless body class feature) do not fall under this category, and are treated as being creatures of whatever age category they would normally be. This rule applies only to creatures which do not die of old age (such as constructs, undead, many outsiders, etc.) and which might potentially live forever, if they are not slain.

Changing Ages

Unless a spell’s entry indicates to the contrary, a creature that is magically aged (or magically made younger) gains the appropriate physical ability score penalty for its new age category (*for example, a character that increased in age from adult to middle aged would suffer a -1 penalty to Strength, Dexterity, and Constitution, while a character that decreased in age from the old age category to the middle aged age category*

would no longer suffer the additional -2 penalty to those ability scores imposed by the old age category, and would suffer only the -1 penalty imposed by the middle-aged age category).

By contrast, unless a spell's entry indicates to the contrary, a character does not gain or lose bonuses to his mental ability scores when his age is magically altered. That said, characters whose age is permanently reduced to a lesser age category cannot regain the same mental ability score bonuses by aging to the higher age category again (for example, if the middle-aged wizard *Balthavius* was returned to the prime of his youth, he would retain his +1 bonus to his mental ability scores. When he naturally reached middle-age again, he would not gain a further bonus to his mental ability scores. If he allowed himself to age to the old age category, however, he would gain the normal bonuses and penalties for that age category).

Finally, unless a spell's entry indicates to the contrary, spells cannot reduce a character's age category to below adult, nor can it age them beyond venerable.

Conditional Spells

A number of the spells presented in this book have restrictions placed upon their use, or are more effective under specific circumstances. For example, the spell *midnight bolt* is more effective when cast at night than it is when cast during the day. Such spells will generally list the condition required to gain the additional benefit (or, in some rare cases, to cast the spell at all), as well as what effect the spell has if that condition is met, as opposed to if it is not.

Modal Spells

A number of spells presented in this book have the potential to have multiple effects, though only one such effect may be chosen each time the spell is cast. For example, the spell *beguile humanoid* can either cause the target to have feelings of intense fondness for a specified individual, or it can cause the target to have

feelings of intense dislike for them, instead. Unless the spell's individual description says otherwise, such spells have only one of their possible effects each time the spell is cast, and the caster can determine which version of the spell he will be using as he casts the spell: he need not decide when the spell is prepared.

Anyone attempting to identify a modal spell as it is cast can identify the specific mode that the caster is choosing for that version of the spell if he exceeds the DC to identify the spell as it is being cast by 5 or more. Otherwise, the observer cannot determine which version of the spell is being cast until it has its effect.

Segmented Spells

Advanced Arcana introduced 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, that 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" entry, which lists the number of segments which must be combined in order to cast the spell. This number is listed after 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 typically 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 most segmented spells will require at least two spell slots in order to have any effect. Note that, by default, 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 boundless inspiration, which has a casting time of 1 standard action, and you allow a full round 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 of the spell, 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 the Black, are casting boundless inspiration. Raxen has a caster level of 15, and Shabaz has a caster level of 16, so when the spell is cast, it uses Raxen's lesser value of 15. The spell is harmless, and so it is unlikely the target would make 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 (enchantment), they can apply that feat to the spell, but because only Shabaz has Greater Spell Focus (enchantment), 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 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.

Note that casting segmented spells cooperatively is something that all casters in question must be willing to do. A caster cannot "hijack" a segmented spell by casting the final segment after his enemy has cast the first five. In order for a segment to become part of a larger segmented casting, each caster who has contributed at least one segment already must be willing to allow the caster of this segment to contribute. Otherwise, the caster simply begins a separate casting of the spell, and segments he casts don't contribute to the number of segments in the other casters' instance of the same spell, and segments they cast don't contribute to the number of segments in his instance. Additionally, all participating casters must be able to see and hear each other, though otherwise there is no limit on how close the casters must be to one another.

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.

Layered Segmented Spells

Advanced Arcana II introduces a new twist on segmented spells in the form of layered segmented spells. These spells are segmented

spells whose individual segments each provide an effect as that particular segment is cast. Unlike most segmented spells, whenever an individual segment of a layered segmented spell is cast, it has an immediate effect. In essence, these are like normal spells whose effect changes if they are cast multiple times in succession.

In general, layered segmented spells list a specific effect which each individual segment provides when it is cast, and these effects tend to become more striking as more segments are added. For example, the spell *demonflesh form* specifies that the caster grows claws after the first segment, then his skin changes after the second segment, and finally he grows larger and gains wings after the third segment.

As with other segmented spells, the segments are prepared identically, and the additional power and effects of "higher" segments can only be unlocked by casting multiple segments in tandem. If the caster allows twice an individual segment's casting time to pass without casting another segment, he must begin casting the spell again in order to gain the benefits of later segments, even if the effects of the earlier segments are still currently in place.

Variable-Segmented Spells

Advanced Arcana II introduces another new twist on segmented spells in the form of variable-segment spells. These spells are segmented spells which can be cast with a varying number of segments, instead of with a specific number. The number of segments used to cast the spell typically has some impact on the spell's effect, as explained in each spell's description.

Because the number of segments involved is varied, the caster must determine at the end of each round in which an individual segment is completed whether or not he wants to continue casting the spell (or allow someone else to continue the spell's casting, if it is being cast as a group). If the caster decides to continue casting, the segmented spell does not have its effect, and instead another segment can be cast. If another segment of the spell is not cast before twice the

casting time of a single segment (for example, if the caster plans on casting another segment, and then is disabled), any segments already cast are wasted, as normal. Once a caster decides that the spell will have at least one more segment, he cannot later change his mind.

Once the caster decides that no more segments will be added, and that he is done casting the spell (or, if the spell has a maximum number of segments that can be used in its casting, when that number is reached), it is cast using the same rules as those for normal segmented spells.

Using This Book in Your Game

Introducing over 100 new spells to an existing game (or, in some cases, even a new game) can be a complicated task, and many GMs are wary about allowing spells (or, for that matter, classes, feats, and magic items) from too many different sources.

Sometimes, this wariness comes from a concern for game balance: allowing players to cherry-pick the best options from a wide variety of different sourcebooks can make them significantly more powerful than they would otherwise be. Alternatively, players making use of feats, class features, or special abilities that allow them to use a particular type of spell more profitably might pull spells of that type from a number of different books, granting them more power or versatility than that special ability was designed to grant them.

Other times, GM reluctance comes on behalf of the game's flavor. They see the spells presented in core rulebooks as the "normal" spells, and the more exotic spells found in books like this one to be rare and hard to come by. This makes a certain amount of sense, as most pre-made NPCs are made with access to only the spells of core rulebooks, in order to make them easy to use, and most likely even when the GM is making NPCs he or she doesn't want to have to dig through seven different sourcebooks in order to find spells for the town apothecary. Similarly, when choosing spells for scrolls, potions, and

wands, GMs are unlikely to be consulting every last sourcebook they possess.

When the new spells are introduced in the middle of an existing campaign, however, they provide even more of a continuity issue: why does no one else seem to know the spells from this book? Are they new? Where did they come from? And why is it that the PCs in particular seem to know so *many* of them, when the rest of the world has never heard of them before? Can they simply stroll into town and purchase wands or potions with such spells? What are the effects of suddenly tripling the number of spells in the world?

Many players and GMs won't worry much about such issues: the PCs are special, so they can have access to spells others might not. As for the spell's availability, they're available if the town would have scrolls of that level. NPCs that the GM chooses to give these spells to have them, and others don't.

There are others, however, for whom the game balance and flavor issues of large quantities of new spells will be an issue. To that end, this section presents a number of completely optional suggestions for ways in which GMs can handle adjusting their game in order to accommodate the spells and information provided in this book, without warping either the mechanics or the background and flavor of their campaign. GMs should feel free to pick and choose which of the following optional rules to use in their campaign, and to modify them as they see fit, though they should be sure to inform their players in advance about any changes from the standard rules.

New Spells Must Be Discovered

The *Pathfinder Roleplaying Game Core Rulebook* suggests that wizards (and potentially other spellcasters) can research new spells, allowing players to create their own. This could also be used to add spells from additional sourcebooks, like this one, to the game. The book does not go into much detail about the cost, time, or checks to be made for this, giving only vague minimums. We recommend the following.

First, the character must succeed on a Knowledge (arcana) check (DC 15 + twice the spell's level). Failure indicates that the character can't quite figure out how to make the spell work in theory, and cannot attempt to create this spell again until they have gained another rank in Knowledge (arcana). A success indicates that the character was able to construct a working theory for how to make the spell function. The amount of time this takes is 1 month, though for every point by which their check exceeded the DC, this time is reduced by three days (to a minimum of 3 days).

At the GM's discretion, divine casters might use Knowledge (religion) instead, druids in specific might use Knowledge (nature), as might witches, and characters with particularly exotic sources for their magic might use other skills entirely (for example, a character whose magic came from a powerful outsider might use Knowledge (the planes)).

Second, a character studying or inventing such a spell must spend 300 gp per spell level as raw materials for arcane study. Additionally, the character must have a dedicated lab, with equipment worth at least 500 gp per spell level, in which to work.

Third, the character must make a Spellcraft check (DC 10 + twice the spell's level). A failure indicates that the character is unable to master the practical applications of the spell. For example, he might not be able to form the words and gestures properly. If he fails at this point, the raw materials are expended without result.

If he succeeds on the check, he successfully masters the spell. The amount of time it takes to do so is equal to a week plus 1 day per spell level, though for every point by which he exceeds the Spellcraft DC, that time is reduced by 1 day (to a minimum of 1 day).

For both the Knowledge check and the Spellcraft check, each day that the check is being made, the character must spend at least 8 hours in uninterrupted study. The character is free, however, to put his research on hold, spending several days adventuring instead, and then



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resume study afterwards, picking up where he had left off.

Note that it is highly recommended that this option not be used in conjunction with the “non-standard spells are difficult” or “rare spells cost more” options. Additionally, we advise you to apply the same restrictions on NPCs, forcing them to make such skill checks as well.

Example: The wizard Kabaz wants to discover for himself how to perform the 3rd-level spell *bend light*. First, he makes a Knowledge (arcana) check, with a DC of 21 (15 + twice the spell’s level). He gets a 28, so instead of the normal period of 1 month, he need only spend 7 days forming the magical theory (number of days in a month (28) minus three times the amount by which he beat the DC (21)).

Then, he moves on to practice. He must spend 900 gp (300 times the spell’s level), and he needs a laboratory with equipment worth at least

1,500 gp (500 times the spell’s level). Once this is established, he makes a Spellcraft check, with a DC of 16. He succeeds with a 24. As a result, it takes him only 2 days to master the practical portion of the spell. At this point, it is scribed into his spellbook for free, and he can prepare and cast it normally.

Non-Standard Spells are Difficult

Many of the spells presented in this book are somewhat more complicated than the spells presented in the core rules, and provide a great deal more versatility. It stands to reason that such spells would be more difficult to properly learn. When a character attempts to learn such a spell (whether it is gained by achieving a new spellcasting level, or by deciphering it from a spellbook or scroll, or independent research, or some other method), he or she must succeed on a Spellcraft check (DC 10 + twice the spell’s level) or else be unable to grasp the subtler difficulties of the spell. If the spell was being learned as a result

of a class feature, feat, or other special ability, the caster instead chooses a more “common” spell, such as those found in the core rules. Otherwise, the effort is simply wasted. Either way, the character cannot attempt to learn the spell again until he or she has gained another rank in Spellcraft.

Note that it is highly recommended that this option not be used in conjunction with the “new spells must be discovered” or “rare spells cost more” options. Additionally, we advise you to apply the same restrictions on NPCs, forcing them to make such skill checks as well.

Example: Kabaz gains a new wizard level, and so is entitled to learn two new spells. One of the spells he chooses to learn is *timescry*, a 9th-level spell. Because *timescry* is somewhat rare and exotic, Kabaz must succeed on a DC 28 Spellcraft check (10 + twice the spell’s level) or else fail to learn the spell. If that happens, he’ll need to choose a more standard spell to learn in its place, such as astral projection.

Purchase a Copy of Advanced Arcana

Rather than injecting individual spells into the campaign through treasure hordes and NPCs one spell at a time, you can put the entire *Advanced Arcana Volume II* book right into your game, as a book of spells written by the wizardly scholar Kabaz, as described in this book’s fictitious foreword. The book might be newly published, or might simply be obscure and forgotten. Characters with access to the book would also have access to the spells; those without would likely not. If you choose to include such a book in your campaign, its value should be about 40,000 gp. Note that because the book was specifically designed for other casters to be able to make use of it, anyone attempting to read or prepare the spells contained within need not decipher or transcribe the spells in order to use them.

Rare Spells Are Harder to Identify

Because rare spells are not as well known, they are somewhat harder to identify, in the same

way that it is more difficult to recognize the works of obscure artists and writers than those that have become more popularized. Still, because they operate on the same magical principles as “common” spells, anyone skilled enough at magical theory can get a fairly good idea of what a spell is going to do if he can see it in effect or as it is being cast. The Spellcraft DC to identify such a spell while it is being cast or while it is in effect is increased by +5.

Example: Kabaz has entered into a mage’s duel with the necromancer Sorvithal. Sorvithal begins to cast *drain youth*, a spell Kabaz has never seen before. Normally, the spellcraft DC to identify a 7th-level spell as it is being cast would be 22 (15 + spell level). Because Kabaz is not familiar with the spell, however, it is harder, and he needs a Spellcraft result of 27 or higher to identify it.

Rare Spells Cost More

According to the *Pathfinder Roleplaying Game Core Rulebook*, the standard fee to copy a spell from another wizard’s spellbook is equal to half the cost to scribe it into one’s own spellbook (for a total of 1.5 times the normal cost in materials). It also states that rare and unique spells might cost significantly more.

Because rare and exotic spells, like the ones in this book, are harder to find, there is a much higher demand for them, and also a much lower supply. The fee to copy such a spell from another wizard’s spellbook is twice the normal amount (making the total cost to actually scribe it into one’s spellbook twice the cost in materials). Similarly, scrolls, wands, potions, and other magic items that use such rare spells cost 1.5 times their normal price.

If this increase in price means that the item or spell is too costly to be found in a given town, it simply isn’t, meaning that players may have to really search to find these rare and exotic spells.

Note that it is highly recommended that this option not be used in conjunction with the “new spells must be discovered” or “non-standard

spells are difficult” options.

Example: Kabaz the wizard is eager to get a copy of *rainfall*, a rare and exotic 1st-level spell, and has convinced a local wizard to allow him to copy it from his spellbook. The cost in special ink to scribe a 1st-level spell into a spellbook is 10 gp, and usually the fee to copy a 1st-level spell directly from another wizard’s spellbook would be 5 gp—half the cost to scribe it in the first place. Because *rainfall* is exotic however, the local wizard is charging more. Kabaz must pay the wizard 10 gp for the privilege of copying the spell, and expend another 10 gp for the ink to scribe it.

Stunted Spell Lists

Spellcasters like clerics and druids, who have the ability to prepare any spell on their class’s spell list, can cause the most problems for GMs concerned about introducing legions of new spells to a game, as they don’t need to find such spells in musty old tomes, but simply gain access to them as soon as a given sourcebook becomes allowed.

This variant rule limits the number of spells such classes have access to by effectively giving them a “spells known” amount equal to the number of spells they would normally have access to, if they were restricted to the ones presented in the core rulebook. By default, such characters would simply have access to every spell in their class’s spell list that is presented in the core rulebook, as normal for a game that does not use spells from additional sources. If the character’s player prefers, however, he can lose access to specific spells from the core rulebook, instead gaining access to spells from other sources. These trades are made on a 1-for-1 basis, with the caster losing a single spell of a given level in order to gain a single spell of the same level. The spells gained must still be spells that would normally be available to members of the character’s class.

Once chosen, the new configuration of spells is the entire spell list available to that character for that class, and all other spells are treated as not being on the character’s spell list. He cannot prepare or cast them, nor can he use items that

require he have the spell on his class’s spell list (without use of the Use Magic Device skill, in any event).

Each time the character gains a new level in the spellcasting class, he should be allowed to swap one or more spells on his spellcasting list for new spells, or spells that he previously discarded. Typically, one spell per spell level is best.

The following table presents the number of spells which appear on the spell lists of such classes in the *Pathfinder Roleplaying Game Core Rulebook*.

Spell Level	Spells in Spell List			
	Cleric	Druid	Paladin	Ranger
0	12	13	-	-
1st	28	20	15	19
2nd	32	26	9	12
3rd	34	22	11	13
4th	27	17	9	7
5th	25	19	-	-
6th	26	18	-	-
7th	18	13	-	-
8th	17	11	-	-
9th	11	10	-	-

Example: James wants his druid, Jorvis, to use spells from outside the core rules, but his GM is wary. They agree to compromise by limiting the number of total spells Jorvis has access to. A druid using only the core rules is limited to 20 1st-level spells that he can choose from when preparing spells. If Jorvis wants to be able to cast *Balthavius’s age preserver*, a 1st-level spell, he’ll need to give up one of the spells from the core rulebook that a druid would normally be able to cast. He chooses to give up the spell *summon nature’s ally I*. Even though he would also like *Ardesalf’s utility translator*, he can’t take it because it’s not a druid spell. Those were the only 1st-level spells that James really wanted from outside the core rulebook, so he stops changing spells now.

Now, Jorvis can prepare any 1st-level druid spell from the core rulebook as normal, except for *summon nature’s ally I*. Instead, he can cast *Balthavius’s age preserver*. Because *summon*

nature's ally I has been removed from his spell list, he can't cast it using a scroll or a wand, either, unless he uses Use Magic Device to do so. In the same way, he can't cast *Balthavius's physical augmentor*, either by preparing it or using items such as scrolls and wands, because while it is a druid spell, he didn't add it to his list.

When Jorvis reaches 2nd level, James decides that he no longer wants to be able to cast *Balthavius's age preserver* and would rather have access to *Balthavius's physical augmentor*. He can choose to remove the first spell from his spell list and add the second, just like when he removed *summon nature's ally I* to get *Balthavius's age preserver* in the first place.

Spell Lists

The following lists summarize the new spells described in this book. 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. An "M" at the end of a spell's name indicates a modal spell, one that can be cast in one of two or more modes. Finally, an "Sg" at the end of a spell's name indicates a segmented spell, possibly a layered segmented spell or a variable-segmented spell.

Alchemist Spells

1st-Level Alchemist Spells

Ardesalf's Utility Translator: Be able to speak or understand languages, but not both.
Changeling Transformation^{Mo}: You take on the appearance or traits of another race.

2nd-Level Alchemist Spells

Artificial Age: The target's age category is temporarily increased or decreased one step.
Balthavius's Age Preserver: You don't age and are immune to aging effects for one day.
Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.
Inner Talent: The target gains a special talent based on his highest ability score.

3rd-Level Alchemist Spells

Mage's Strength: The target gains a +8 bonus to its lowest ability score.
Resonance Ward: The target is resistant to energies after they damage him once.

4th-Level Alchemist Spells

Bend Light^{F, Mo}: Target either becomes invisible or wreathed in light.

5th-Level Alchemist Spells

Veltannia's Better Body^{Mo}: Your body becomes either insubstantial or hard as stone.

6th-Level Alchemist Spells

Essence Shield: The target gains a powerful defensive ability based on his alignment.
Heridus's Invulnerability^M: You become immune to physical damage for a time.

Bard Spells

1st-Level Bard Spells

Ardesalf's Utility Translator: Be able to speak or understand languages, but not both.
Balthavius's Age Preserver: You don't age and are immune to aging effects for one day.
Changeling Transformation^{Mo}: You take on the appearance or traits of another race.
Disguise Object: Make one touched object look like a different object.
Kabaz's Curfew: Put a number of creatures to sleep, more if cast at night.
Project Fear: Make a single target shaken, or make them frightened if you are scared.
Rainfall: Summon rain in a small area.
Read Fortune^{Sg}: Learn various pieces of personal information about a subject.

2nd-Level Bard Spells

Artificial Age: The target's age category is temporarily increased or decreased one step.
Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.
Beguile Humanoid^{Mo}: Cause one humanoid

fondness or hatred of a specified creature.

Create Useful Item: Creates a single mundane item, which lasts 1 min./level

Inner Talent: The target gains a special talent based on his highest ability score.

Kabaz's Zone of Peace: Create an area where Diplomacy is more effective.

Spirit Sight: You can see and speak with the ghosts of recently departed spirits.

Veltannia's Fivefold Illusion^{Sg}: Create an illusion that affects one sense per segment.

3rd-Level Bard Spells

Balthavius's Manly Presence: Scare members of your sex and charm members of the other.

Bend Light^{F, Mo}: Target either becomes invisible or wreathed in light.

Boundless Inspiration^{Sg}: Grant a number of characters a morale bonus to attack and damage rolls based on segments used.

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

Mage's Strength: The target gains a +8 bonus to its lowest ability score.

4th-Level Bard Spells

Ardesalf's Instant Biography^{Sg}: Information about the target appears in a blank book.

Frightful Pattern: Pattern causes targets to be frightened, panicked, or possibly faint.

5th-Level Bard Spells

True Speech: You can understand and speak with any creature, even if it doesn't have a language or normally speak.

6th-Level Bard Spells

Adaptive Glamer: You look like different things to different people.

Balthavius's Propaganda^{Sg}: Alter the minds of large groups of people.

Glamerturf^{6g}: Disguises terrain over an area determined by the number of segments used.

1st-Level Cleric Spells

Ardesalf's Utility Translator: Be able to speak or understand languages, but not both.

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used.

Midnight Bolt: You fire a ray that deals more damage at night.

Project Fear: Make a single target shaken, or make them frightened if you are scared.

Rainfall: Summon rain in a small area.

Read Fortune^{Sg}: Learn various pieces of personal information about a subject.

Spirit Sight: You can see and speak with the ghosts of recently departed spirits.

2nd-Level Cleric Spells

Battle Visions: Gain a +4 bonus to AC or attack for one round as a swift action.

Corpsedance^F: Temporarily animate the corpses of one or more creatures.

Dayblast: A 30-ft. cone of fire that deals more damage if cast in daylight.

Detect Heretic: Determine the target's alignment, gain bonuses if opposed to yours.

Heridus's Emergency Ward: Grants you bonuses to AC and saves, higher if you are greatly wounded.

Kabaz's Zone of Peace: Create an area where Diplomacy is more effective.

Magic Circle Against Energy^M: Creates an area in which the chosen energy can't enter.

Spread Disease: You inflict the target with a disease, which is more effective if you are suffering from the same disease.

Zephyr Shield: Winds encircle you, pushing back enemies and protecting you from attack.

3rd-Level Cleric Spells

Aged Oracle^M: Learn information about past, present, or future based on your age.

Forewarning^{Mo}: Get a hunch about the target, or gain a bonus to AC as an immediate action.

Mage's Strength: The target gains a +8 bonus to its lowest ability score.

Resonance Ward: The target is resistant to

energies after they damage him once.

4th-Level Cleric Spells

Bolster Undead: One undead creature/level gains a bonus, depending on whether it is corporeal or incorporeal.

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

Kabaz's Personal Barrier^{Mo}: Gain an armor bonus to AC, or surround yourself with a dome of force.

Summon Crab^{Mo}: Summon a crab swarm you control, or a greater number of crabs you don't.

5th-Level Cleric Spells

Boundless Inspiration^{Sg}: Grant a number of characters a morale bonus to attack and damage rolls based on segments used.

Sorvithal's Undead Army^{M, Sg}: As *animate dead*, but the type of undead is based on the number of segments used to cast the spell.

Summon Weapon: Summon a magic weapon based on your alignment for 1 min./level.

6th-Level Cleric Spells

Essence Shield: The target gains a powerful defensive ability based on his alignment.

Heridus's Invulnerability^M: You become immune to physical damage for a time.

Immolation^{Mo}: Burns the target alive, either quickly (1d8/level) or slowly (1d8/4 levels for 1 round/level).

Sorvithal's Withering Hex^{Mo}: You either inflict 2d4 points of ability drain, or 1d6 damage/level that is hard to heal.

7th-Level Cleric Spells

Flexible Wards^{Mo}: Gain SR 10 + level or DR 15/adamantine for 1 min./level.

True Speech: You can understand and speak with any creature, even if it doesn't have a language or normally speak.

8th-Level Cleric Spells

Anyward^{Mo}: Choose from one of several

potent defensive options.

Dragon's Might^{Mo}: Either grant a large bonus to one ability score, or lesser bonus to all.

Drain Youth^F: Magically age the target, and gain temporary bonuses, plus grow younger.

Safehold: Creates an area in which violence is incredibly difficult.

9th-Level Cleric Spells

Balthavius's Propaganda^{Sg}: Alter the minds of large groups of people.

Dreamwrack: The target falls into a magical sleep where you control his dreams.

Sorvithal's Inevitable Doom^{Sg}: Damages and eventually slays the target.

Druid Spells

1st-Level Druid Spells

Balthavius's Age Preserver: You don't age and are immune to aging effects for one day.

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used.

Changeling Transformation^{Mo}: You take on the appearance or traits of another race.

Charm Plant: The affected plant will not attack you and defends you earnestly.

Midnight Bolt: You fire a ray that deals more damage at night.

Rainfall: Summon rain in a small area.

2nd-Level Druid Spells

Artificial Age: The target's age category is temporarily increased or decreased one step.

Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.

Inner Talent: The target gains a special talent based on his highest ability score.

Kabaz's Curfew: Put a number of creatures to sleep, more if cast at night.

Spirit Sight: You can see and speak with the ghosts of recently departed spirits.

Spread Disease: You inflict the target with a disease, which is more effective if you are suffering from the same disease.

3rd-Level Druid Spells

Aged Oracle^M: Learn information about past, present, or future based on your age.

Dayblast: A 30-ft. cone of fire that deals more damage if cast in daylight.

Mage's Strength: The target gains a +8 bonus to its lowest ability score.

Resonance Ward: The target is resistant to energies after they damage him once.

Magic Circle Against Energy^M: Creates an area in which the chosen energy can't enter.

4th-Level Druid Spells

Summon Crab^{Mo}: Summon a crab swarm you control, or a greater number of crabs you don't.

Veltannia's Better Body^{Mo}: Your body becomes either insubstantial or hard as stone.

Windblast: A burst of wind erupts from you, damaging and pushing back creatures.

5th-Level Druid Spells

Electroblast: A lightning bolt hits the target, damaging and possibly paralyzing him.

Moonscry: As *scrying*, but no mirror, and the target doesn't gain bonuses on his save, but it can only be cast in moonlight.

Winter's Caress: Deals cold damage and creates a patch of slippery ice.

6th-Level Druid Spells

Grasp of the Hydra: Create a hydra construct from rock that you control with your hand.

Pool of Acid: Create a shallow pool of acid that also gives off noxious fumes.

True Speech: You can understand and speak with any creature, even if it doesn't have a language or normally speak.

7th-Level Druid Spells

Battlestaff: Grants temporary enhancement bonus and magic weapon abilities to a magic staff based on the spells it can cast.

Eternal Slumber: The target falls into an enchanted sleep it might never awaken from.

Immolation^{Mo}: Burns the target alive, either quickly (1d8/level) or slowly (1d8/4 levels for

1 round/level).

8th-Level Druid Spells

Flexible Wards^{Mo}: Gain SR 10 + level or DR 15/adamantine for 1 min./level.

Winter's Wrath: Deals cold damage and may deal ability damage to all creatures in an area. Its effects are more pronounced in winter.

9th-Level Druid Spells

Restore Youth^M: The target is restored to the prime of his youth.

Wyrms Summoning^{F, M}: Summon a dragon, and possibly convince it to serve you.

Inquisitor Spells

1st-Level Inquisitor Spells

Ardesalf's Utility Translator: Be able to speak or understand languages, but not both.

Changeling Transformation^{Mo}: You take on the appearance or traits of another race.

Disguise Object: Make one touched object look like a different object.

Project Fear: Make a single target shaken, or make them frightened if you are scared.

Read Fortune^{Sg}: Learn various pieces of personal information about a subject.

2nd-Level Inquisitor Spells

Battle Visions: Gain a +4 bonus to AC or attack for one round as a swift action.

Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.

Beguile Humanoid^{Mo}: Cause one humanoid fondness or hatred of a specified creature.

Detect Heretic: Determine the target's alignment, gain bonuses if opposed to yours.

Forewarning^{Mo}: Get a hunch about the target, or gain a bonus to AC as an immediate action.

Spirit Sight: You can see and speak with the ghosts of recently departed spirits.

3rd-Level Inquisitor Spells

Balthavius's Manly Presence: Scare members of your sex and charm members of the other.

Bend Light^{F, Mo}: Target either becomes invisible or wreathed in light.

Dayblast: A 30-ft. cone of fire that deals more damage if cast in daylight.

4th-Level Inquisitor Spells

Bloodscrey: As *screy*, but requires the target's blood instead of a mirror.

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

5th-Level Inquisitor Spells

Ardesalf's Instant Biography^{Sg}: Information about the target appears in a blank book.

Summon Weapon: Summon a magic weapon based on your alignment for 1 min./level.

6th-Level Inquisitor Spells

Essence Shield: The target gains a powerful defensive ability based on his alignment.

Magus Spells

1st-Level Magus Spells

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used, the appearance or traits of another race.

Charge Bolt^{Sg}: Fires a bolt of energy that is more powerful the more segments are used.

Resonance Bolt: Fires a ray whose damage is determined by the last spell you cast.

2nd-Level Magus Spells

Ardesalf's Versatile Armor^{Mo}: Choose either lesser armor for a long time, or greater armor for a short time.

Battle Visions: Gain a +4 bonus to AC or attack for one round as a swift action.

Detect Heretic: Determine the target's alignment, gain bonuses if opposed to yours.

Freezing Grasp^{Mo}: Your touch freezes the target, either damaging or stunning him.

3rd-Level Magus Spells

Heridus's Emergency Ward: Grants you bonuses to AC and saves, higher if you are greatly wounded.

Mage's Strength: The target gains a +8 bonus to its lowest ability score.

Resonance Ward: The target is resistant to energies after they damage him once.

4th-Level Magus Spells

Veltannia's Better Body^{Mo}: Your body becomes either insubstantial or hard as stone.

Windblast: A burst of wind erupts from you, damaging and pushing back creatures.

5th-Level Magus Spells

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

Summon Weapon: Summon a magic weapon based on your alignment for 1 min./level.

6th-Level Magus Spells

Battlestaff: Grants temporary enhancement bonus and magic weapon abilities to a magic

Immolation^{Mo}: Burns the target alive, either quickly (1d8/level) or slowly (1d8/4 levels for 1 round/level).

Paladin Spells

1st-Level Paladin Spells

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used.

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

Heridus's Emergency Ward: Grants you bonuses to AC and saves, higher if you are greatly wounded.

2nd-Level Paladin Spells

Battle Visions: Gain a +4 bonus to AC or attack for one round as a swift action.

Detect Heretic: Determine the target's alignment, gain bonuses if opposed to yours.

3rd-Level Paladin Spells

Boundless Inspiration^{Sg}: Grant a number of characters a morale bonus to attack and damage rolls based on segments used.

Dayblast: A 30-ft. cone of fire that deals more damage if cast in daylight.

4th-Level Paladin Spells

Essence Shield: The target gains a powerful defensive ability based on his alignment.

Summon Weapon: Summon a magic weapon based on your alignment for 1 min./level.

Ranger Spells

1st-Level Ranger Spells

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used.

Changeling Transformation^{Mo}: You take on the appearance or traits of another race.

Charm Plant: The affected plant will not attack you and defends you earnestly.

2nd-Level Ranger Spells

Battle Visions: Gain a +4 bonus to AC or attack for one round as a swift action.

Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.

3rd-Level Ranger Spells

Bend Light^{F, Mo}: Target either becomes invisible or wreathed in light.

4th-Level Ranger Spells

Summon Crab^{Mo}: Summon a crab swarm you control, or a greater number of crabs you don't.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Ardesalf's Utility Translator: Be able to speak or understand languages, but not both.

Ardesalf's Versatile Armor^{Mo}: Choose either lesser armor for a long time, or greater armor for a short time.

Balthavius's Age Preserver: You don't age and are immune to aging effects for one day.

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used.

Call Imp: Summon an imp that is not under your command.

Changeling Transformation^{Mo}: You take on the appearance or traits of another race.

Charge Bolt^{Sg}: Fires a bolt of energy that is more powerful the more segments are used.

Disguise Object: Make one touched object look like a different object.

Kabaz's Curfew: Put a number of creatures to sleep, more if cast at night.

Midnight Bolt: You fire a ray that deals more damage at night.

Project Fear: Make a single target shaken, or make them frightened if you are scared.

Rainfall: Summon rain in a small area.

Read Fortune^{Sg}: Learn various pieces of personal information about a subject.

Resonance Bolt: Fires a ray whose damage is determined by the last spell you cast.

Spirit Sight: You can see and speak with the ghosts of recently departed spirits.

2nd-Level Sorcerer/Wizard Spells

Artificial Age: The target's age category is temporarily increased or decreased one step.

Battle Visions: Gain a +4 bonus to AC or attack for one round as a swift action.

Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.

Beguile Humanoid^{Mo}: Cause one humanoid fondness or hatred of a specified creature.

Corpsedance^F: Temporarily animate the corpses of one or more creatures.

Create Useful Item: Creates a single mundane item, which lasts 1 min./level

Dayblast: A 30-ft. cone of fire that deals more damage if cast in daylight.

Forewarning^{Mo}: Get a hunch about the target,

or gain a bonus to AC as an immediate action.

Freezing Grasp^{Mo}: Your touch freezes the target, either damaging or stunning him.

Heridus's Emergency Ward: Grants you bonuses to AC and saves, higher if you are greatly wounded.

Inner Talent: The target gains a special talent based on his highest ability score.

Kabaz's Zone of Peace: Create an area where Diplomacy is more effective.

Magic Circle Against Energy^M: Creates an area in which the chosen energy can't enter.

Morivar's Bodyguard^{Mo}: You summon a homunculus which either serves you or acts as armor to protect you.

Veltannia's Fivefold Illusion^{Sg}: Create an illusion that affects one sense per segment.

Zephyr Shield: Winds encircle you, pushing back enemies and protecting you from attack.

3rd-Level Sorcerer/Wizard Spells

Aged Oracle^M: Learn information about past, present, or future based on your age.

Balthavius's Manly Presence: Scare members of your sex and charm members of the other.

Bend Light^{F, Mo}: Target either becomes invisible or wreathed in light.

Bloodscurry: As *scrying*, but requires the target's blood instead of a mirror.

Discharge^{Mo}: Release a blast of electricity as either a line or a burst.

Mage's Strength: The target gains a +8 bonus to its lowest ability score.

Resonance Ward: The target is resistant to energies after they damage him once.

Shadow Spider: Create an illusory spider that entraps foes in shadowy webs.

Spread Disease: You inflict the target with a disease, which is more effective if you are suffering from the same disease.

Wall of Water: Creates a wall that is difficult to pass through. Depending on the last spell cast, might be ice or steam, instead.

Windblast: A burst of wind erupts from you, damaging and pushing back creatures.

4th-Level Sorcerer/Wizard Spell

Ancient Blight: Deal 4 points of Strength damage to the target, more if you are middle aged or older.

Ardesalf's Instant Biography^{Sg}: Information about the target appears in a blank book.

Bolster Undead: One undead creature/level gains a bonus, depending on whether it is corporeal or incorporeal.

Boundless Inspiration^{Sg}: Grant a number of characters a morale bonus to attack and damage rolls based on segments used.

Corpseride: Take control of a corpse as the spell *magic jar*.

Frightful Pattern: Pattern causes targets to be frightened, panicked, or possibly faint.

Kabaz's Personal Barrier^{Mo}: Gain an armor bonus to AC, or surround yourself with a dome of force.

Shadow Gorgon: Summon an illusory gorgon that attempts to petrify nearby creatures.

Summon Crab^{Mo}: Summon a crab swarm you control, or a greater number of crabs you don't.

Veltannia's Better Body^{Mo}: Your body becomes either insubstantial or hard as stone.

Winter's Caress: Deals cold damage and creates a patch of slippery ice.

5th-Level Sorcerer/Wizard Spells

Ardesalf's Universal Augmentor^{F, Sg}: Grants a bonus to all ability scores based on the number of segments used to cast the spell.

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

Demonflesh Form^{Sg}: Transform various parts of your body to be more demonic.

Electroblast: A lightning bolt hits the target, damaging and possibly paralyzing him.

Moonscurry: As *scrying*, but no mirror, and the target doesn't gain bonuses on his save, but it can only be cast in moonlight.

Pentaveil^{Sg}: You gain a variety of defensive abilities that increase with each segment.

Ray of Command^F: Fire a ray that bends the target to your will.

Shadow Dragon^{Mo}: An illusory dragon either burns your foes or frightens them.

Sorvithal's Withering Hex^{Mo}: You either inflict 2d4 points of ability drain, or 1d6 damage/level that is hard to heal.

Summon Weapon: Summon a magic weapon based on your alignment for 1 min./level.

Tide of Flame^{Sg}: Creates ever-expanding blasts of fire centered on the caster.

6th-Level Sorcerer/Wizard Spells

Ardesalf's Mystic Inquiry^{Mo}: Gain in-depth answer to one question, or lesser answers to many questions.

Dread Polymorph^{Sg}: As *baleful polymorph*, but additional segments make it harder to resist, and give extra options.

Essence Shield: The target gains a powerful defensive ability based on his alignment.

Glamerturf^{Sg}: Disguises terrain over an area determined by the number of segments used.

Grasp of the Hydra: Create a hydra construct from rock that you control with your hand.

Heridus's Invulnerability^M: You become immune to physical damage for a time.

Immolation^{Mo}: Burns the target alive, either quickly (1d8/level) or slowly (1d8/4 levels for 1 round/level).

Pool of Acid: Create a shallow pool of acid that also gives off noxious fumes.

Sorvithal's Undead Army^{M, Sg}: As *animate dead*, but the type of undead is based on the number of segments used to cast the spell.

Summon Mephits^M: Summon a number of mephits who serve you.

Veltannia's Timely Compulsion: Provides one of several compulsion effects based on the time of day.

7th-Level Sorcerer/Wizard Spells

Anyward^{Mo}: Choose from one of several potent defensive options.

Battlestaff: Grants temporary enhancement bonus and magic weapon abilities to a magic staff based on the spells it can cast.

Command of the Ancients: As *dominate person*, but the duration, the difficulty to resist, and what it affects depend on your age.

Drain Youth^F: Magically age the target, and gain temporary bonuses, plus grow younger.

Eternal Slumber: The target falls into an enchanted sleep it might never awaken from.

Flexible Wards^{Mo}: Gain SR 10 + level or DR 15/adamantine for 1 min./level.

Heridus's Panic Room^F: Creates an extra-dimensional space to hide in.

Morivar's Dark Furies^{F, Sg}: Summon a number of erinyes that fight for you.

True Speech: You can understand and speak with any creature, even if it doesn't have a language or normally speak.

Visions of Yesteryear: Force the target to watch his life pass before his eyes while he stands helplessly.

Winter's Wrath: Deals cold damage and may deal ability damage to all creatures in an area. Its effects are more pronounced in winter.

8th-Level Sorcerer/Wizard Spells

Adaptive Glamer: You look like different things to different people.

Balthavius's Propaganda^{Sg}: Alter the minds of large groups of people.

Dragon's Might^{Mo}: Either grant a large bonus to one ability score, or lesser bonus to all.

Force Burst^{Mo}: Either release a flurry of magic missiles or a blast of force energy.

Planar Translocation^M: Transport creatures and terrain to another plane.

Safehold: Creates an area in which violence is incredibly difficult.

Sorvithal's Inevitable Doom^{Sg}: Damages and eventually slays the target.

Ward of Names: Become aware of anyone who speaks your name and *scry* on them.

Wurm Summoning^{F, M}: Summon a dragon, and possibly convince it to serve you.

9th-Level Sorcerer/Wizard Spells

Alter Reality: Your partially-real spells

are more real for 1 round/level.

Ardesalf's Prismatic Sequence^{M, Sg}: A series of prismatic-themed effects.

Consume Youth^F: You slay the target and use their essence to become younger.

Dreamwrack: The target falls into a magical sleep where you control his dreams.

Heridus's Perfect Protection^{M, Sg}: You gain a number of defensive benefits whose power is based on the number of segments used.

Morivar's Infernal Legion^{M, Sg}: Summon a variety of devils to serve you in combat.

Restore Youth^M: The target is restored to the prime of his youth.

Timescry^{F, Sg}: As *scrying*, but you can observe the past as well as the present.

Summoner Spells

1st-Level Summoner Spells

Balthavius's Physical Augmentor^{Sg}: Touched creature gains a boost to one ability score based on the number of segments used.

Call Imp: Summon an imp that is not under your command.

Rainfall: Summon rain in a small area.

2nd-Level Summoner Spells

Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.

Morivar's Bodyguard^{Mo}: You summon a homunculus which either serves you or acts as armor to protect you.

3rd-Level Summoner Spells

Magic Circle Against Energy^M: Creates an area in which the chosen energy can't enter.

Summon Crab^{Mo}: Summon a crab swarm you control, or a greater number of crabs you don't.

4th-Level Summoner Spells

Boundless Inspiration^{Sg}: Grant a number of characters a morale bonus to attack and damage rolls based on segments used.

Bravery: One creature/level is immune to fear and gets +2 morale bonus on all saves.

5th-Level Summoner Spells

Grasp of the Hydra: Create a hydra construct from rock that you control with your hand.

Summon Mephits^M: Summon a number of mephits who serve you.

6th-Level Summoner Spells

Morivar's Dark Furies^{F, Sg}: Summon a number of erinyes that fight for you.

Wyrms Summoning^{F, M}: Summon a dragon, and possibly convince it to serve you.

Witch Spells

1st-Level Witch Spells

Balthavius's Age Preserver: You don't age and are immune to aging effects for one day.

Call Imp: Summon an imp that is not under your command.

Changeling Transformation^{Mo}: You take on the appearance or traits of another race.

Disguise Object: Make one touched object look like a different object.

Kabaz's Curfew: Put a number of creatures to sleep, more if cast at night.

Midnight Bolt: You fire a ray that deals more damage at night.

Project Fear: Make a single target shaken, or make them frightened if you are scared.

Rainfall: Summon rain in a small area.

Read Fortune^{Sg}: Learn various pieces of personal information about a subject.

2nd-Level Witch Spells

Artificial Age: The target's age category is temporarily increased or decreased one step.

Battleveil: Gain 20% concealment, or 50% if you are heavily wounded.

Beguile Humanoid^{Mo}: Cause one humanoid fondness or hatred of a specified creature.

Charm Plant: The affected plant will not attack you and defends you earnestly.

Create Useful Item: Creates a single mundane item, which lasts 1 min./level

Forewarning^{Mo}: Get a hunch about the target, or gain a bonus to AC as an immediate action.

Magic Circle Against Energy^M: Creates an area in which the chosen energy can't enter.

Spirit Sight: You can see and speak with the ghosts of recently departed spirits.

3rd-Level Witch Spells

Aged Oracle^M: Learn information about past, present, or future based on your age.

Balthavius's Manly Presence: Scare members of your sex and charm members of the other.

Bloodscry: As *scrying*, but requires the target's blood instead of a mirror.

Corpsedance^F: Temporarily animate the corpses of one or more creatures.

Mage's Strength: The target gains a +8 bonus to its lowest ability score.

Spread Disease: You inflict the target with a disease, which is more effective if you are suffering from the same disease.

4th-Level Witch Spells

Ancient Blight: Deal 4 points of Strength damage to the target, more if you are middle aged or older.

Corpseride: Take control of a corpse as the spell *magic jar*.

Frightful Pattern: Pattern causes targets to be frightened, panicked, or possibly faint.

5th-Level Witch Spells

Ardesalf's Instant Biography^{Sg}: Information about the target appears in a blank book.

Bolster Undead: One undead creature/level gains a bonus, depending on whether it is corporeal or incorporeal.

Moonscry: As *scrying*, but no mirror, and the target doesn't gain bonuses on his save, but it can only be cast in moonlight.

Sorvithal's Withering Hex^{Mo}: You either inflict 2d4 points of ability drain, or 1d6 damage/level that is hard to heal.

6th-Level Witch Spells

Grasp of the Hydra: Create a hydra construct from rock that you control with your hand.

Ray of Command^F: Fire a ray that bends the target to your will.

Sorvithal's Undead Army^{M, Sg}: As *animate dead*, but the type of undead is based on the number of segments used to cast the spell.

True Speech: You can understand and speak with any creature, even if it doesn't have a language or normally speak.

7th-Level Witch Spells

Drain Youth^F: Magically age the target, and gain temporary bonuses, plus grow younger.

Morivar's Dark Furies^{F, Sg}: Summon a number of erinyes that fight for you.

Summon Mephits^M: Summon a number of mephits who serve you.

8th-Level Witch Spells

Command of the Ancients: As *dominate person*, but the duration, the difficulty to resist, and what it affects depend on your age.

Eternal Slumber: The target falls into an enchanted sleep it might never awaken from.

9th-Level Witch Spells

Consume Youth^F: You slay the target and use their essence to become younger.

Dreamwrack: The target falls into a magical sleep where you control his dreams.

Spell Descriptions

The following spells are presented in alphabetical order.

ADAPTIVE GLAMER

School illusion (phantasm) [mind-affecting];

Level bard 6, sorcerer/wizard 8

Casting Time 1 standard action

Components V

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

Target one object or willing creature

Duration 1 hour/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

This powerful illusion disguises the target in a way that allows him to appear differently to different people. As the spell is cast, the caster specifies a particular role, such as “a loved one,” “an authority figure,” “a servant,” “a piece of beautiful art,” “an unimportant bauble,” or the like. For the spell’s duration, the target appears to all who look upon it as whatever their own minds interpret that role as (*for example, if the chosen role was “an authority figure,” a cleric or priest might see a bishop or an abbot, while a peasant might see the local sheriff, or the lord of the local manor, and a soldier might see his commanding officer, etc. Similarly, if a golden statuette were made to look like “something dangerous,” one observer might see it as a burning pyre, while a salamander, which is immune to fire, might instead see a thorny, poisonous plant*).

While it is possible to apply the role of a living creature to an inanimate object, or vice-versa, the spell will neither create nor hide actions, so a potted plant made to appear as “a loved one” would still appear motionless and unaware, while a rogue made to appear as “a piece of furniture” could nonetheless still be observed to be a walking and talking piece of furniture. Additionally, the spell cannot make the target appear to be more than one size category larger or smaller than it actually is.

The spell does not grant the target any special knowledge of what particular individual they appear as to a given observer, nor any information about that individual other than that they will, in the observer’s mind, fit the chosen role. Because the illusion is provided from the observer’s own expectations, all Will saves made to disbelieve the effect suffer a -4 penalty, though in extreme cases (such as if the target appears to be a moving, breathing, inanimate object, or if the chosen role is particularly outlandish, such as “the king,” if chosen in a place where royalty would never go, or “your deity” in just about any circumstance), this penalty could be negated, and up to a +4 bonus applied, instead, at the GM’s discretion

AGED ORACLE

School divination; **Level** cleric 3, druid 3, sorcerer/wizard 3, witch 3

Casting Time 10 minutes

Components V, S, M (oils and incense worth at least 5 gp)

Range personal

Target you

Duration 1 round/2 levels

This spell allows the caster to learn information about the past, the present, or the future, though which of these periods he gains information about is determined by his age. Adult or younger characters may learn information about the future. Middle-aged characters may learn information about the present. Old or older characters may learn information about the past. Ageless characters (such as undead or constructs) are treated as old or older for the purposes of this spell. For the purposes of this spell, “the past” refers to events that have already occurred, “the future” refers to events which have not yet occurred, and “the present” refers to events which have happened relatively recently, will happen relatively soon, or are currently happening.

Each round of the spell’s duration, by concentrating on the spell, the caster may ask a single question. If the answer to his question falls within the time period specified by the caster’s age, the caster has a chance (40% + 5% per caster level, to a maximum of 95% at 11th level) of receiving either a “yes” or “no” answer. Otherwise, the character receives no answer. If the answer to the character’s question falls outside the time period specified by the caster’s age, he receives no answer, and take 1d4 points of Wisdom damage. Asking the same question multiple times per casting always yields the same result.

In the case of information about the future, the information provided is information that is likely to be true, but may not be. The spell always provides information about the future that is most likely to occur. If something happens to change what is most likely, then a new casting of the spell may provide different information.



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ALTER REALITY

School illusion; **Level** sorcerer/wizard 9
Casting Time 1 swift action
Components V, S, M (a single black candle)
Range personal
Target you
Duration 1 round/level

This spell allows the caster to tap into the energies in the border between this reality and the next, lending power to his quasi-real spells. For the spell's duration, whenever the caster casts a spell that has a percentage chance of being real (such as *shadow conjuration*), that chance is increased by 25%. This cannot increase the percentage chance of a spell being real to more than 100%, and has no impact on other spells with percentage chances (such as the chance of receiving a meaningful answer in an *augury* spell).

ANCIENT BLIGHT

School necromancy; **Level** sorcerer/wizard 4, witch 4
Casting Time 1 standard action

Components V, S, M (a bone from a dead creature)

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

Target one living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell**

Resistance yes

This spell immediately wracks the victim's body with a powerful curse, dealing 4 points of Strength damage to the target. If the caster is middle-aged or old, it deals 6 points of Strength damage instead. Finally, if the caster is venerable, it deals 8 points of Strength damage.

For the purpose of this spell, any creature which does not age is never treated as being middle-aged, old, or venerable.

ANYWARD

School abjuration; **Level** cleric 8, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a miniature shield made

of leather, inscribed with the caster's personal rune)

Range touch

Target creature touched

Duration 1 round/level or until discharged

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

Resistance yes (harmless)

This potent spell can protect the subject in a number of different ways. As the spell is cast, the caster chooses one of the following five protective options, which determines the exact effect the spell has on the target.

Armor Bonus: This version of the spell surrounds the target in transparent, glowing armor made of magical energies, which provides him with a +10 armor bonus to AC for the duration of the spell. This armor is weightless, has no armor check penalty, no maximum Dexterity bonus, and no chance of arcane spell failure.

Damage Reduction: This version of the spell provides the target with DR 15/adamantine for the duration of the spell. It can absorb up to 15 points of damage per caster level (to a maximum of 300 points of damage at 20th level) before it is discharged.

Energy Resistance: This version of the spell provides the target with resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10 for the duration of the spell. It can absorb a total amount of damage (combined from amongst all energy types) of 15 points of damage per caster level (to a maximum of 300 points of damage at 20th level) before it is discharged.

Natural Armor: This version of the spell increases the target's natural armor bonus by +5 for the duration of the spell.

Omni-Ward: This version of the spell offers a small amount of protection in a variety of types. Firstly, the target gains DR 5/adamantine for the duration of the spell, as well as resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5. These effects, combined, can absorb up to 15 points of damage per caster level (to a maximum of 300 points at 20th level) before both cease to function,

although this does not cause the other effects of the spell to cease functioning. Second, the target gains a +2 competence bonus to AC and to all saving throws for the duration of the spell.

Finally, the target gains spell resistance equal to 5 + the caster's caster level for the duration of the spell. This spell resistance can stop a total number of spell levels' worth of spells equal to the caster's caster level (to a maximum of 20 spell levels at 20th level) before it ceases to function, although this does not cause the other effects of the spell to cease functioning.

Spell Resistance: This version of the spell provides the target with spell resistance equal to 15 + the caster's caster level for the duration of the spell.

ARDESALF'S INSTANT BIOGRAPHY

School divination; **Level** bard 4, inquisitor 5, sorcerer/wizard 4, witch 5

Casting Time 1 hour; **Segmented** 1 to 5 segments

Components V, S, F (a blank book, scroll, or other writing surface)

Range see text

Duration instantaneous

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

This spell provides a number of pieces of information about a single creature specified by the caster at the time of the casting. This information appears on the book or scroll used to cast the spell as the spell is completed. The exact nature of that information depends on the number of segments used to cast the spell.

If the creature succeeds on a Will save, the spell fails. The difficulty of this saving throw is modified by the caster's knowledge of and connection to (if any) the creature in question. Furthermore, if the target is on another plane, it gets a +5 bonus on its Will save.

Unlike most segmented spells, *Ardesalf's instant biography* can be cast with any number of segments from one to five. After each segment is cast, the information provided by that

<i>Knowledge</i>	<i>Will Save Modifier</i>
None*	+10
Secondhand (caster has heard of the subject)	+5
Firsthand (caster has met the subject)	+0
Familiar (caster knows the subject well)	-5

*The caster must have some sort of connection (see below) to a creature he has no knowledge of.

<i>Connection</i>	<i>Will Save Modifier</i>
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, drop of blood, etc.	-10

segment appears upon the book or scroll used as the spell's focus. The caster may then stop casting the spell, or, if he wants to continue, may cast another segment of *Ardesalf's instant biography* in order to gain the information provided by the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (two rounds, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the information provided at higher numbered segments.

First Segment: After the first segment of the spell is cast, the caster learns the target's name and location. If the target has an alias, or goes by many names, the caster learns all such names, and also learns which of those names the target most identifies with (that is, the name the target most considers to be his "real" name, not necessarily the name he gives most often). The target's location is presented in whatever scale is most applicable: if the target and caster are in the same building, it would indicate the specific room, if they were in the same city it would indicate the specific building; otherwise, it generally indicates the city or other landmark the target is nearest to that will appear on most maps. If the target is travelling when the spell is cast, it also supplies the target's intended

destination.

Second Segment: After the second segment of the spell is cast, the caster learns the target's current goal or objective. These are not immediate goals (such as "get something to eat" or "have some fun this afternoon"), nor are they extremely long-term goals (such as "gain power and influence" or "settle down and have a family someday"). Instead, they are typically somewhere in between. Typical examples might be "find and defeat the Black Knight," "poison the king," "uncover the lost treasure of the dwarven lords," or "woo the mayor's daughter." If a specific method is being employed, or the target's current goal is only one step in a much larger goal, this information is provided as well. Typical examples of this would be "find the Sword of St. George in order to slay the Scourge of Red Ridge," or "destroy the local iron mine so that I can create an iron shortage and make a huge profit."

Third Segment: After the third segment of the spell is cast, the caster learns the target's greatest strength or asset. This could be something inherent about the target, such as his incredible Strength or skill with a blade, or it could be a magic item in his possession, or a specific spell he knows, or something less tangible, like the favor of a deity, or a talent at making friends. If the target possesses many strengths, the caster learns the one most likely to be relevant to him.

Fourth Segment: After the fourth segment of the spell is cast, the caster learns the target's greatest weakness or liability. This could be something inherent about the target, such as a vulnerable spot in his armor, or his inability to resist mental attacks, or it could be a habit of the target's, such as a tendency to take naps in the afternoon, or to treat those in his employ badly. It could also be something less tangible, such as powerful enemies that the target possesses, or a poorly-guarded loved one, or a dependency on a character, habit, or substance. Any weakness provided this way is always something that can be exploited by someone in the position to do so. If the target possesses many weaknesses, the caster learns the one most likely to be relevant to him.

Fifth Segment: After the fifth segment of the spell is cast, the caster learns the target's class and level, as well as what feats he has and what spells he can cast. While the caster has no concept of class, level, or feats as such, he gains a rough approximation of this information.

ARDESALF'S MYSTIC INQUIRY

School divination; **Level** sorcerer/wizard 6

Casting Time 1 hour

Components V, S

Range personal

Target you

Duration 1 min./level

This spell puts the caster into contact with otherworldly forces, allowing him to ask one or more questions. The entity in question is aware of the identity of the caster, as well as the first question that the caster will be asking (spoken aloud as part of casting the spell), and knows something about that topic. The caster does not learn the identity of this otherworldly force unless it chooses to provide that information. The number of questions, and the nature of the response, depends on which version of the spell the caster chooses. This choice is made as the spell is cast, and cannot be changed until the next time the caster casts *Ardesalf's mystic inquiry*. One version of the spell allows for breadth, while the other allows for depth.

Breadth: This version of the spell functions identically to the spell *commune*, except that there is only a chance (65% + 1% per caster level) that the information provided is correct. Otherwise, the spell provides false information. This chance is rolled once, before the first answer is given, and applies to all answers provided by that instance of the spell.

Depth: This version of the spell allows the caster to ask only a single question, though the entity in question responds fully and to the best of its ability. The caster may make a Knowledge check of the appropriate sort on the subject, gaining a +20 bonus on the check. The caster can make this check even if he is not trained in that specific Knowledge skill. If the caster's question is not something that could be readily answered

by a Knowledge check, the entity still provides what information it possesses, subject to GM discretion.

The spell's duration indicates the maximum amount of time the caster can converse with the otherworldly entity, though if all questions are asked and answered before that time, the spell ends.

ARDESALF'S PRISMATIC SEQUENCE

School evocation; **Level** sorcerer/wizard 9

Casting Time 1 standard action; **Segmented** 1 to 7 segments

Components V, S, M (see text)

Range see text

Effect see text

Duration see text

Saving Throw varies, see text; **Spell**

Resistance yes

This spell, according to the sage Ardesalf, is the ultimate use of prismatic energies, with potentially unrivalled power. Developed purely as an academic exercise, it nonetheless has the potential to be quite devastating. It is a hugely complicated spell, which requires almost all of a wizard's focus and memory in order to be able to prepare and cast single-handed, and only the most powerful mages are said to be able to cast the entire thing on their own. It is broken up into seven parts, each of which is dependent on the one before it, and each of which has its own effect.

Unlike most segmented spells, *Ardesalf's prismatic sequence* can be cast with any number of segments from one to seven. After each segment is cast, the effect of that segment takes effect. He may then stop casting the spell, or, if he wants to continue, may cast another segment of Ardesalf's prismatic sequence in order to produce the effect provided by the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (a full round, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the effect provided at higher-numbered segments.

First Segment: Once the first segment of the spell is cast, it creates a 100-foot-long cone of ruby red fire, originating from the caster's outstretched hand. This fire incinerates everything in its path, dealing 1d6 points of fire damage per caster level (maximum 20d6 at 20th level) to each creature in the area. A successful Reflex save halves this damage. This segment requires a material component of a ruby stone worth at least 300 gp.

Second Segment: Once the second segment of the spell is cast, a rain of sickly orange acid begins to fall in a 50-foot-radius area centered on the spot where the caster was standing when the second segment was cast. The rain continues for 1 round per 2 caster levels (to a maximum of 10 rounds at 20th level), dealing 3d6 points of acid damage each round to each creature that enters or begins its turn in the spell's area. A successful Reflex save will negate this damage on a round-by-round basis. The caster is immune to damage from this acid. This segment requires a material component of a topaz stone worth at least 500 gp.

Third Segment: Once the third segment of the spell is cast, a blast of bright yellow electricity arcs from the caster's fingertips in a 200-foot-long, 10-foot-wide line. It creates a path of destruction in its wake, dealing 1d8 points of electricity damage per caster level (to a maximum of 20d8 at 20th level) to each creature in the area. A successful Reflex save halves the damage, but creatures wearing or wielding any metal items (regardless of the size of those items) suffer a -4 penalty on their saving throws. This segment requires a material component of a garnet stone worth at least 700 gp.

Fourth Segment: Once the fourth segment of the spell is cast, 1d4+1 darts of emerald green force fly from the caster's fingers. Each dart flies towards a single creature of the caster's choice within 60 feet. The caster may direct only a single dart at any given creature, and any extra darts he directs at that creature dissipate harmlessly. The caster makes a ranged touch attack against each target. If it is successful, the target takes 2d8 points of force damage, and must succeed on a Fortitude save or suffer 3d4 points of Constitution

damage. Creatures immune or resistant to poisons are equally immune or resistant to this secondary effect. This segment requires a material component of an emerald stone worth at least 1,000 gp.

Fifth Segment: Once the fifth segment of the spell is cast, the caster is surrounded in a sapphire blue aura, and each creature that can see the caster must succeed on a Fortitude save or be turned to stone as the spell flesh to stone. This segment requires a material component of a sapphire stone worth at least 1,200 gp.

Sixth Segment: Once the sixth segment of the spell is cast, the caster lets forth a terrifying wail and begins to glow a pale, ghostly indigo. All other creatures that can hear him suffer 2d4 points of Intelligence, Wisdom, and Charisma damage, and must succeed on a Will save or be permanently affected as though by the spell insanity. This segment requires a material component of an amethyst stone worth at least 1,500 gp.

Seventh Segment: Once the seventh segment of the spell is cast, an explosion of bright violet light erupts from the caster's body, enveloping everything within a 30-foot-radius. Each creature within the area (including the caster) must succeed on a Will save or be ripped from reality, banished into nonexistence. The destination of creatures who fail their save is outside the normal scope of planar travel, and cannot be reached or returned from by normal means. Such creatures are not dead, and so cannot be returned to life, though they can be returned into existence with a *wish* or *miracle* spell.

This may prove difficult, however, as even the memory of these creatures' existence is ripped from reality, and those who knew such creatures no longer remember their existence, as though every instance of the creatures had been removed from their acquaintances' memories by the spell *modify memory*. Only the caster and creatures with a Wisdom score of 20 or higher remember the existence of creatures banished this way, although others who are confronted

with reminders of the banished creatures may have their memories restored with a DC 15 Wisdom check. This check can only be made once.

This segment requires a material component of a diamond worth at least 3,000 gp.

ARDESALF'S UNIVERSAL AUGMENTOR

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 full round; **Segmented** 1 or more segments

Components V, S, F (a wooden sculpture of the caster, complete with fine detail, worth at least 10 gp)

Range personal

Target you

Duration 1 min./level

This spell temporarily enhances each of the caster's ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). For the duration of the spell, the caster gains an enhancement bonus to each of his ability scores equal to 3 + the number of segments used to cast the spell (*for example, if four segments are used to cast the spell, it would grant a +7 enhancement bonus*).

Unlike most segmented spells, *Ardesalf's universal augmentor* can be cast with any number of segments, even just one. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

ARDESALF'S UTILITY TRANSLATOR

School divination; **Level** alchemist 1, bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

This spell was created by the sage Ardesalf early in his career, after learning the hard way that simply being able to understand a language,

but not speak it, was often not enough for a practical mage in the field. He determined to create a translation spell that was more versatile than comprehend languages, but did not require the kind of magical energy required by *tongues*.

The result was a spell that could allow its caster to either understand a spoken language, or speak it fluently, but not both. The caster determines which version of the spell to use as he casts it.

Speak: This version of the spell allows the caster's words to be understood by any intelligent creature that has a language. The caster himself speaks in his own language, but anyone listening to him understands it as though he were speaking in their language. Listeners who are paying attention can tell that the language being spoken is not their own, but this does not inhibit their ability to understand. This version of the spell does not grant any special ability for the caster to understand any language.

Understand: This version of the spell allows the caster to perfectly understand any spoken language he hears as though it were his own language. This version of the spell does not grant any special ability to identify the language being spoken, nor does it grant the ability to form a reply in that language.

ARDESALF'S VERSATILE ARMOR

School abjuration [force]; **Level** magus 2, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min. or 10 min./level; see text

This spell can be cast in one of two ways, depending on whether the caster needs potent protection for a short time, or would rather conserve the spell's energy for a less powerful protection that lasts much longer. The caster decides which version of the spell to use as the spell is cast, and cannot switch between the two during the spell's duration.

In both cases, the caster is encased in glowing, translucent armor made of pure force. This armor is weightless, and does not impose an armor check penalty, arcane spell failure chance, or speed reduction. Because the armor is made of force, incorporeal creatures can't bypass it the way they would normal armor.

Long-Lasting: This version of the spell grants only a +4 armor bonus to AC, but lasts for 10 minutes per caster level.

Protective: This version of the spell grants an armor bonus to AC equal to 6 plus 1 per three caster levels (to a maximum of +8 at 6th level), but the duration of the spell is only one minute.

ARTIFICIAL AGE

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

Casting Time 1 minute

Components V, S, M (a peppermint candy)

Range touch

Target living creature touched

Duration 10 minutes/level

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

This spell artificially adjusts the target's age, either filling him with youthful vigor or aging him. The caster chooses whether the spell will make the target younger or older at the time of the spell's casting. The target's age category is shifted one step in the chosen direction for the spell's duration (*for example, an adult character made older would become middle-aged, and an old character made younger would become middle-aged, and so on*). Attempting to make an adult character younger or a venerable character older has no effect.

Unlike normal aging, the target does not gain any of the normal benefits to his mental ability scores (though, if choosing an age younger than his own, he doesn't suffer any penalties to those ability scores, either). His physical ability scores are affected, and any penalties from his normal age are replaced with those appropriate for the chosen age (as necessary). The character returns to his normal

age at the end of the spell.

BALTHAVIUS'S AGE PRESERVER

School abjuration; **Level** alchemist 2, bard 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 minute

Components V, S, F (a drop of caster's blood, trapped in amber)

Range personal

Target you

Duration 24 hours

This spell, created by the vain wizard Balthavius, preserves the caster's age, preventing him from growing older. The caster does not age for the duration of the spell, meaning that a character who casts the spell each day will effectively cease aging. Additionally, the spell renders the caster immune to any effects which would artificially age him, such as the spells *artificial age* and *drain youth*, or the curse of the ages affliction.

BALTHAVIUS'S MANLY PRESENCE

School abjuration; **Level** bard 3, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a tankard of ale, beer, or similar drink)

Range 15 ft.

Area 15-ft.-radius burst centered on you

Duration instantaneous; see text

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

Although it is widely rumored that this spell was created in order to better aid its creator in carousing in taverns of ill repute, this versatile spell can nonetheless prove a boon to a number of adventuring mages. The spell creates an instantaneous burst of enchantment which affects each humanoid in the area of effect. The way in which it affects them, and the duration of that effect, depends on their gender.

Targets with the same gender as the caster become panicked for 1 round per caster level unless they succeed on their Will save, in which case the spell has no effect on them.

Targets that have a different gender than the caster's become enamored with the caster, as the spell *charm person*, except that its effects last for 1 day per caster level.

BALTHAVIUS'S PHYSICAL AUGMENTER

School transmutation; **Level** cleric 1, druid 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action; **Segmented** 1 or more segments

Components V, S, M (a small clump of paraffin wax)

Range touch

Target humanoid creature touched

Duration 1 minute

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

Created by the eccentric wizard Balthavius as a way to compensate for his lack of physical prowess when competing at sporting events, this spell provides a boost to a single physical ability score (Strength, Dexterity, or Constitution) of the touched creature. The ability score to be augmented is chosen at the time of the casting, and it receives an enhancement bonus equal to 1 + the number of segments used to cast the spell (for example, if six segments are used to cast the spell, it would grant a +7 enhancement bonus). This bonus lasts for the duration of the spell.

Unlike most segmented spells, *Balthavius's physical augmenter* can be cast with any number of segments, even just one. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

BALTHAVIUS'S PROPAGANDA

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric 9, sorcerer/wizard 8

Casting Time 1 full round; **Segmented** 1 to 5 segments

Components V, S

Range see text

Area see text

Duration permanent; see text

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

This spell has the potential to alter the memories of large groups of individuals, potentially providing the caster with the ability to dramatically affect the minds of entire communities. The exact effect of the spell, and the number of individuals it can effect, depends on the number of segments used to cast the spell.

Unlike most segmented spells, *Balthavius's propaganda* can be cast with any number of segments, even just one. When each individual segment is completed, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

The more segments used to cast the spell, the greater the spell's range and area are. If desired, the caster can limit the spell's range to less than the maximum available to him, but it is always expressed as a burst with a certain radius centered on the caster, and control of the area more fine than adjusting the radius is not possible. The spell affects all humanoid creatures in the area other than the caster. Use the table below to determine the maximum radius the caster can produce.

Segments	Maximum Area
1	20-ft.-radius burst
2	100-ft.-radius burst
3	500-ft.-radius burst
4	1-mile-radius burst
5	5-mile-radius burst

All creatures affected by the spell are subject to having their memories altered by the caster. This functions similarly to the spell *modify memory*, except that the amount of memory to be altered depends on the number of segments used to cast the spell, as indicated on the table below.

<i>Segments</i>	<i>Minutes of Memory Altered</i>
1	up to 10 minutes
2	up to 1 hour
3	up to 1 day
4	up to 1 week
5	up to 1 month

The nature of the memory alteration is the same in each affected creature: if the caster chooses to implant a memory that the subject never experienced, for example, each humanoid in the area would receive the same implanted memory. Similarly, if the subject chose to alter the details of a memory, he would alter the chosen details of similar memories in all humanoids in the area that had such memories (*for example, if the caster wanted to overwrite the memories of anyone who may have seen him break into the royal bank, making the observers believe they saw the captain of the guard breaking in, instead, he would affect the memories of everyone who observed that event, even though one person might have observed it from a high window, while the other observed while hidden behind a desk. It's possible that individuals with similar memories, such as observing a different break-in of the same building, might have those memories altered to replace the culprit with the guard captain, as well*).

Alternatively, the caster may choose to incorporate a specific event or idea into the memories of all the targets, allowing their minds to integrate it in their own way (*for example, if the caster wanted to implant a memory of a meteor crashing in the center of the city, creatures that were in the center of the city at the time would remember seeing the crash first-hand, while creatures on the outskirts of the city would remember seeing something flash through the sky to land in the center of town, and those further still might simply remember the sound of a crash, or hearing rumors about the meteor. In the same way, if the caster simply wanted to implant rumors, he could implant the idea of having heard the rumor, allowing each target to "remember" their own source*).

Finally, if all five segments are used to cast the spell, the caster can choose to alter the targets'

minds in a way entirely separate from modify memory, instead. In this case, he can choose a single individual or organization (such as himself, the captain of the guard, the church of a popular deity, or a local guild), and replace all instances of that individual or organization in the targets' minds with another individual or organization (for example, the caster could choose to replace all memories of a trusted and well-known church with a demon worshipping cult, causing the targets to regard the cult in the same way that they once regarded the church, and vice versa).

BATTLE VISIONS

School divination; **Level** cleric 2, inquisitor 2, magus 2, paladin 2, ranger 2, sorcerer/wizard 2

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration 1 round

This spell provides the caster with a potent but highly focused foresight into combat, allowing him to predict a foe's feint or anticipate a weak spot in his foe's defenses. The caster gains a +4 insight bonus to either weapon attack rolls or AC for the duration of the spell. Once this choice is made, it cannot later be changed for that casting of the spell (though, if the caster has multiple instances of *battle visions* prepared, he can cast them separately, choosing AC for one and attack bonus for the other).

BATTLESTAFF

School transmutation; **Level** magus 6, druid 7, sorcerer/wizard 7

Casting Time 1 standard action

Components S

Range touch

Target magical staff touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

This spell imbues a magic staff with powerful enhancements, making it into an exceptional magic weapon. The staff gains an enhancement bonus to attack and damage equal



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to 1/2 the level of the highest level spell it can cast (rounded down). If the staff already possesses a greater enhancement bonus to attack and damage than this spell would provide, that bonus is increased by +1 for the duration of the spell, instead.

Additionally, the staff gains a number of magic weapon special abilities based on the number of charges it currently possesses. The staff gains a number of magic weapon special abilities whose combined enhancement bonus equivalent is equal to 1/2 the number of charges it currently possesses (rounded down, maximum +5 enhancement bonus in special abilities). The caster can choose how to “spend” this enhancement bonus on abilities, choosing from among the abilities below however he likes, as long as the total enhancement bonus equivalent doesn’t exceed the amount granted to the staff. If during the duration of the spell enough charges are expended from the staff to decrease the total amount of special abilities it would receive in this way, the staff immediately loses special

abilities of the caster’s choice until the enhancement bonus equivalent of the abilities is once again within the granted amount.

This spell can apply the following special abilities (at the listed enhancement equivalent): *anarchic* (+2), *axiomatic* (+2), *dancing* (+4), *defending* (+1), *flaming* (+1), *flaming burst* (+2), *frost* (+1), *ghost touch* (+1), *holy* (+2), *icy burst* (+2), *merciful* (+1), *shock* (+1), *shocking burst* (+2), *speed* (+3), *thundering* (+1), *unholy* (+2), *vicious* (+1), and *wounding* (+2).

BATTLEVEIL

School illusion; **Level** alchemist 2, bard 2, druid 2, inquisitor 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (a one-inch-square patch of grey or black silk)

Range personal

Target you

Duration 1 round/level

This spell cloaks the caster in a veiled blur that protects him from attackers. Under normal circumstances, this grants the caster a 20% miss chance. If the caster is reduced below 1/2 his maximum hit points, however, the spell's protection strengthens, and the miss chance increases to 50%.

This increased protection applies itself automatically and immediately if the caster is reduced below 1/2 his maximum hit points at any time during the spell's duration, or immediately as the spell is cast if the caster is already reduced below that point. If at any point during the spell's duration, the caster is restored to above 1/2 his maximum hit points, the benefits revert to the spell's normal benefits.

In both cases, this effect is just a miss chance, and does not grant any other benefit or protection of concealment. A *true seeing* spell, or similar, can pierce the effect.

BEGUILE HUMANOID

School enchantment; **Level** bard 2, inquisitor 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components S, M (a scrap of sheep's wool)
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 round/level
Saving Throw Will negates (see text); **Spell Resistance** yes

This spell causes strong passions to rise up in the target, forcing him to either love or hate another creature within range of the spell. Whether the spell causes fondness or hatred is determined by the caster at the time of casting.

Fondness: This causes the target to become fonder of a creature of the caster's choosing within range. For the duration of the spell, the target will not attack that creature, and that creature gains a +10 bonus on Diplomacy checks made against that creature. If the chosen creature attacks the target in any way, the effect ends immediately.

Hatred: This causes the target to feel an

intense dislike for a creature of the caster's choosing within range. If the target was already hostile towards the creature, he attacks that creature to the best of his ability, prioritizing them above attacking any other enemies. He will not expose himself to unnecessary danger to reach the creature, however (*for example, he would not jump across a pit of lava to reach the creature, especially if it was unlikely that he could successfully make it across*). If the target was previously any attitude besides helpful towards the creature, he becomes hostile for the duration of the spell, though he does not necessarily attack the creature. If he was previously helpful, he becomes indifferent for the duration of the spell.

BEND LIGHT

School illusion (glamer); **Level** alchemist 4, bard 3, inquisitor 3, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, F (a transparent prism worth at least 50 gp)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

This spell allows the caster to bend light around the subject, either rendering the target invisible, or else making it sparkle and glow brilliantly. The caster determines which version of the spell to use as the spell is cast.

Illuminate: This version of the spell makes the target more visible. If the target is invisible, they become normally visible (in the case of creatures that are naturally invisible, they appear as a solid mass of gleaming and shifting rainbow colors), negating any bonuses to Stealth and any concealment that would have been granted by being invisible. If the target was already visible, they suffer a -20 penalty on Stealth checks, and attacks made against the target gain a +2 circumstance bonus. The target is unable to become invisible for as long as the spell is in effect.

Invisibility: This version of the spell makes

the target invisible, as the spell *invisibility*.

BLOODSCRY

School divination (scrying); **Level** inquisitor 4, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a few drops of the target's blood, a bowl or pool of pure water)

Range see text

Effect magical sensor

Duration 1 round/level

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

This spell was developed by a wandering mage who often found himself desiring to scry on individuals, but did not carry an expensive mirror with him in his travels. It functions as the spell *scrying*, except as noted here.

First, while the spell does not require a 1,000 gp silver mirror, it does require that the caster possess a few drops of the target's blood, which are expended as part of the casting. Without this component, the spell fails, even if the caster possesses the Eschew Materials feat, or is otherwise able to compensate for a lack of material components in other spells. Second, while the spell allows the caster to observe the target regardless of distance, the spell fails if the target is on another plane of existence. Third, there are no modifiers to the target's Will save: possessing the target's blood does not impose a penalty, nor does the caster's knowledge of the subject provide benefits or penalties.

BOLSTER UNDEAD

School necromancy; **Level** cleric 4, sorcerer/wizard 4, witch 5

Casting Time 1 standard action

Components V, S, F (the skull of a humanoid creature)

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

Target one undead creature per level, no two of which may be more than 30 feet apart

Duration 1 min./level

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

This spell strengthens undead creatures, filling them with necromantic energies. Each corporeal undead affected by the spell gains a +4 enhancement bonus to its Strength score and a +4 bonus to its natural armor. Each incorporeal undead affected by the spell gains a +4 enhancement bonus to its Charisma score, and its channel resistance (if any) increases by +2.

BOUNDLESS INSPIRATION

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 5, paladin 3, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action; **Segmented** 1 or more segments

Components V, S

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

Target one or more creatures

Duration 1 min./level

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

This spell fills the targets with boldness and bravery, spurring them to do great and heroic deeds.

Unlike most segmented spells, *boundless inspiration* can be cast with any number of segments, even just one. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

Each target gains a morale bonus to attack and damage rolls equal to 2 + the number of segments used to cast the spell. The maximum number of targets the spell can affect is equal to the number of segments used to cast it.

BRAVERY

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 4, inquisitor 4, magus 5, paladin 1, sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S, M (a single hair from a lion's mane)

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

Target up to one creature per level

Duration 1 min./level

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

Resistance yes (harmless)

This spell bolsters the affected creatures' spirits, rendering them immune to fear effects for the spell's duration. Further, the affected creatures receive a +2 morale bonus to all saving throws for the spell's duration.

CALL IMP

School conjuration (calling) [evil, lawful];

Level sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M (a pinch of sulphur and brimstone, or 5 gp)

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

Effect one called imp

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

This spell calls forth a willing imp from one of the nine hells, allowing it to enter the Material Plane. It cannot call a specific imp, but instead creates a "general invitation" that one imp can (and nearly always does) choose to follow. The imp does not have any specific information about the creature that is summoning it, or the area it is being summoned into, but it cannot be summoned into an environment that cannot support it.

The summoned imp is under no obligation whatsoever to obey the caster, and can help him, hinder him, or even attack him as the imp sees fit. As with all spells of the calling subschool, the imp can also return to its home plane at any time. Typically, the called imp must be bribed in order for it to agree to aid the caster, although threats can sometimes be effective, especially if the caster can prevent the imp from returning to its home plane (such as with *dimensional anchor*).

The imp can remain on the Material Plane for up to 1 day per caster level, after which it is automatically whisked back to whence it came.

CHANGELING TRANSFORMATION

School transmutation; **Level** alchemist 1, bard 1, druid 1, inquisitor 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 round

Components V, S, M (hair, skin, or similar from the race you want to transform into)

Range personal

Target you

Duration 10 min./level or 1 hour/level; see text

This spell allows the caster to make a partial transformation into another humanoid race. This transformation can take one of two forms: it can either be a visual transformation, or an essential transformation. The two transformations do different things, and the caster must choose which version of the spell to use as the spell is cast.

Essential Transformation: This version of the spell lasts 10 minutes per cast level, and creates a more subtle transformation in the caster, granting him a specific racial feature of the chosen race, although his appearance remains unaltered. The exact benefit depends on the race chosen, as outlined below:

- *Dwarf:* A character transformed into a dwarf in this way gains the stonemasonry racial ability.
- *Elf:* A character transformed into an elf in this way gains the elven immunities racial ability.
- *Gnome:* A character transformed into a gnome in this way gains the illusion resistance racial ability.
- *Half-Orc:* A character transformed into a half-orc in this way gains the orc ferocity racial ability.
- *Halfling:* A character transformed into a halfling in this way gains the halfling luck and sure-footed racial abilities.

Visual Transformation: This version of the spell transforms the caster's external appearance to match that of another humanoid race of the same size. The caster is not able to adjust the particulars of his appearance: he looks like a version of himself from the chosen race (*for*

example, the human wizard Raxen Dale could alter his appearance to match that of a dwarf or an elf. He would still have the same black hair and brown eyes he had as a human, and will still be relatively tall for a member of the chosen race, even though, if he were to transform into a dwarf, he would be much shorter than he was as a human. He would still have relatively pale skin, and be somewhat on the thin side, etc.).

CHARGE BOLT

School evocation; **Level** magus 1, sorcerer/wizard 1
Casting Time 1 standard action; **Segmented** 1 or more segments
Components V, S
Range short (25 ft. + 5 ft./2 levels)
Effect one ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

This spell focuses magical energy into a single point and causes it to fly through the air and slam into the target, dealing damage on a successful hit.

Unlike most segmented spells, *charge bolt* can be cast with any number of segments, even just one. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

The amount of damage the spell deals depends on the number of segments that were expended when the spell was cast, as indicated on the table below:

Segments	Damage
1	1d8
2	2d6
3	3d6
4	3d10
5	5d8
6	7d6
7-8	9d6
9-10	10d8
11-13	10d10

14-16	12d10
17-20	12d12
+5	+2d12

CHARM PLANT

School enchantment (charm) [mind-affecting];
Level druid 1, ranger 1, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one plant
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This spell causes a single plant to view the target favorably. The spell is specifically designed to function on the primitive minds exhibited by plants such as an assassin vine or a yellow musk creeper, and so functions normally on plant creatures, even though such creatures would normally be immune to mind-affecting spells. Because of this, however, the spell only works on unintelligent plants (plants with no Intelligence score or an Intelligence score less than 3).

If the spell is successful, the target will not attack the caster for the duration of the spell. If the plant is capable of combat, it will defend the caster from attackers with the same enthusiasm it would use to defend itself. Even if the plant is capable of movement, it will not follow the caster or otherwise do the caster's bidding. If the caster attacks the plant for any reason, the spell immediately ends.

COMMAND OF THE ANCIENTS

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7, witch 8
Casting Time 1 full round
Components V, S, F (an oak staff made from a tree that was at least 100 years old when the staff was created)
Range close (25 ft. + 5 ft./2 levels)
Target one creature; see text
Duration see text
Saving Throw Will negates; **Spell Resistance** yes

This powerful spell taps into the natural deference to elders that is ingrained in most creatures, forcing the subject to do the caster's bidding. It functions as the spell *dominate person*, except as noted here. Its effectiveness is based on the relative difference in age between the caster and the target, as indicated below:

If the target is one or more age categories older than the caster, it gains a +4 bonus on its saving throw, and the spell's duration is reduced to one round per level. This version of the spell can only affect humanoid creatures.

If the target is the same age category as the caster, or either the caster or the target do not age (such as constructs, undead, outsiders, etc.), the spell's duration is one hour per caster level, and it can affect animals, humanoids and monstrous humanoids.

If the target is one age category younger than the caster, the target suffers a -1 penalty on its saving throw, the duration is increased to six hours per caster level, and it can affect animals, humanoids, magical beasts, monstrous humanoids, and vermin.

If the target is two age categories younger than the caster, the target suffers a -2 penalty on its saving throw, the duration is increased to one day per caster level, and it can affect animals, fey, humanoids, magical beasts, monstrous humanoids, and vermin.

If the target is three age categories younger than the caster, the target suffers a -3 penalty on its saving throw, the duration is increased to two days per caster level, and it can affect any creature (though creatures immune to mind-affecting effects or compulsions will still be immune to it).

Creatures that are more than 1,000 years old are immune to this spell, regardless of their age category. Creatures and NPCs whose age category is not specified are assumed to be adults, though the GM is the final arbiter of the age category of monsters and NPCs.

CONSUME YOUTH

School necromancy [death]; **Level** sorcerer/wizard 9, witch 9
Casting Time 1 minute
Components V, S, F (an ebony mask worth at least 10,000 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell drains the life from the target, using it to restore youth to the caster. If the target fails his saving throw, he immediately takes 10 points of damage per caster level (to a maximum of 200 points of damage at 20th level). If this slays the target, the caster can then steal some of the target's youth: for each age category younger than venerable that the target was, the caster's age is reduced by 10 years. The caster may choose when to stop this de-aging process, if desired, choosing an age between his current age and the age that the spell would normally make him. This spell cannot reduce the caster to an age category younger than adult.

CORPSEDANCE

School necromancy [evil]; **Level** cleric 2, sorcerer/wizard 2, witch 3
Casting Time 1 full round
Components V, S, F (a malachite gem in the shape of a skull, worth at least 150 gp)
Range touch
Target one or more corpses touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

This spell functions as *animate dead*, except as noted here. At the end of the spell's duration, the corpses return to lifelessness, collapsing to the ground where they stand.

Unlike *animate dead*, this spell cannot create undead creatures that would have more than 4 Hit Dice. The caster can still animate a total number of Hit Dice of undead equal to twice his caster level, and with multiple castings can control a number of Hit Dice of undead equal to 4 times his caster level. Undead

controlled with *corpse dance* do not count against the number of undead the caster can control with *animate dead* and similar effects.

CORPSERIDE

School necromancy; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components S

Range touch

Target Small or Medium corpse or willing corporeal undead creature touched

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

This spell allows the caster to transfer his soul into an unresisting corpse. The target must either be the mostly intact corpse of a Small- or Medium-sized creature, or a willing corporeal undead creature of Small or Medium size. Mindless undead are not considered “willing” unless they are under the control of the caster. If the target is already inhabited by another creature, or would otherwise have some means to resist the spell, and chooses to do so, the spell automatically fails.

Once the caster has successfully inhabited the target, he keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. If the target was undead, it retains its Strength and Dexterity scores, natural abilities, and automatic abilities. It keeps its hit points, adjusted by the caster’s Charisma score, losing hit points if the caster’s Charisma is lower than the target’s, or gaining temporary hit points if the caster’s Charisma is higher. If the target is a corpse, it gains the zombie template, and then is affected as above.

In either case, a body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than he would normally be able to make, and the caster cannot choose to activate the body’s extraordinary or supernatural abilities. The target’s spells and spell-like abilities (if any) do not stay with the body.

While inhabiting the host body, the caster has complete control of its actions (except as noted above). If the target was sentient, it remains aware of the caster’s actions, and can communicate with the caster telepathically, but has no control and cannot end the effect. Meanwhile, the caster’s body is lifeless, and appears to be unconscious or dead (a successful DC 15 Heal check reveals that the caster is in a deep trance). The caster is not aware of anything that is happening near his body unless he has some other way of gaining such information.

The caster can return to his body as a standard action, though this ends the spell. When the spell’s duration ends, or if the host body is slain, the caster immediately returns to his body, regardless of distance, as long as he is on the same plane of existence. If the effect is successfully dispelled (with *dispel magic* or similar, cast on the target’s body), the caster immediately returns to his body. If he is not on the same plane of existence as his body when he would normally return to his body, he dies. If the caster’s body is slain while he inhabits the host body, he dies when the spell ends.

CREATE USEFUL ITEM

School conjuration (creation); **Level** bard 2, cleric 3, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a single copper coin)

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

Effect one mundane item no larger than 3 cubic feet and no more costly than 5 gp per caster level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell creates a single mundane item (such as a sword, or a sheet of paper, or a lantern, etc.). The item appears in the designated square. Each casting of the spell produces only a single item, so a lantern created in this way would not contain any oil, and a quiver would appear without arrows, etc.

Items created in this way are not magical in any way, and do not radiate a magic aura. At the end of the spell’s duration, the item dissolves

into nothingness.

DAYBLAST

School evocation; **Level** cleric 2, druid 3, inquisitor 3, paladin 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (crushed sunflower petals)

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

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

This spell releases a torrent of brilliant golden flames from the caster's outstretched hands, scorching everything in the area. The flames draw some of their power from daylight, and so the spell is more effective if cast in sunlight. If the spell is cast while the caster is in an area of natural sunlight (a *daylight* spell will not suffice for this purpose), then each creature in the blast takes 1d6 points of fire damage per caster level (maximum 10d6 at 10th level). Otherwise, each creature in the blast takes 1d6 points of fire damage per two caster levels (minimum 1d6, maximum 5d6 at 10th level).

Regardless of whether the spell is cast in sunlight or not, unattended objects in the area also take the listed damage, and the flames set fire to combustibles in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *dayblast* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

DEMONFLESH FORM

School transmutation; **Level** sorcerer/wizard 5

Casting Time 1 standard action; **Segmented** 1 to 3 segments

Components V, S, M (a mixture of sulphur and brimstone, swallowed by the caster)

Range personal

Target you

Duration 1 min./level (D)

This spell transforms the caster's body piece by piece into a hideous, demonic hulk, granting a number of different benefits until he becomes an engine of abyssal destruction.

Unlike most segmented spells, *demonflesh form* can be cast with any number of segments from one to three. After each segment is cast, the effect of that segment takes effect. He may then stop casting the spell, or, if he wants to continue, may cast another segment of *demonflesh form* in order to produce the effect provided by the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (a full round, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the effect provided at higher-numbered segments.

First Segment: Once the first segment is cast, the caster's arms transform. The muscles in the caster's arms grow to double their size, and bulge with oversized red veins, while the caster's fingernails transform into deadly, wicked claws like knives. The caster gains a +6 enhancement bonus to his Strength score, and gains two primary natural claw attacks, each of which deal 1d8 points of damage on a successful hit, and threaten a critical hit on a roll of 18 - 20. These claws are treated as chaotic and evil for the purposes of overcoming damage reduction.

Second Segment: Once the second segment is cast, the caster's skin transforms. It turns a deep crimson, and begins to stink heavily of brimstone and corpses. The caster's natural armor bonus to AC increases by +6, and he gains resistance to electricity 10, as well as resistance to acid 5, cold 5, and fire 5. Finally, he gains damage reduction 5/cold iron.

Third Segment: Once the third segment is cast, the caster grows to Large size. This results in a +4 size bonus to his Strength and Constitution scores, a +1 size bonus to CMB and CMD, and a -1 size penalty to attack rolls and AC. His natural armor bonus increases by an additional +4, and his claws now deal 1d12 damage with each successful hit. Finally, he

gains a pair of demonic wings, which grant him a fly speed equal to twice his base land speed with average maneuverability.

DETECT HERETIC

School divination; **Level** cleric 2, inquisitor 2, magus 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

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

Target one living creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell allows the caster to learn the target's alignment, and, if that alignment is opposed to the caster's, empowers the caster's attacks against the target. The caster immediately learns the target's exact alignment (such as lawful good, or neutral, or chaotic evil, etc.). Additionally, if the alignments of the caster and the target are opposed on a single alignment axis, the caster gains a +2 morale bonus to attack and damage rolls for the duration of the spell. If the alignments of the target and the caster are opposed on both alignment axes, this bonus increases to +4 (*for example, if a lawful good caster cast detect heretic on a succubus, which is chaotic evil, he would gain a +4 morale bonus. If he cast it on a pit fiend, which is lawful evil, or a satyr, which is chaotic neutral, he would gain a +2 morale bonus, instead. If he cast it on a grizzly bear, which is neutral, or a solar, which is neutral good, he would learn the target's alignment, but gain no morale bonus*).

DISCHARGE

School evocation [electricity]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a thin copper wire)

Range 60 ft. or 10 ft.; see text

Area 60-ft. line or 10-ft. radius burst; see text

Duration instantaneous

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

This spell releases a powerful burst of electrical energy in one of two ways, chosen as the spell is cast. At the caster's discretion, the

spell either takes the form of a 60-foot line beginning at the caster's fingertips, or it takes the form of a 10-foot radius burst centered on the caster. In the latter case, the caster is not affected by the spell.

Regardless of the method chosen, the spell deals 1d10 points of electricity damage per 2 caster levels (to a maximum of 5d10 at 10th level) to each creature within the spell's area. The energy sets fire to combustibles in the area and damages any objects in its path. It can melt metals with a low melting point, such as bronze, copper, gold, lead, or silver. If the damage caused to an interposing barrier shatters or breaks through it, the bolt (or blast) may continue beyond the barrier if the spell's range permits. Otherwise, it stops at the barrier.

DISGUISE OBJECT

School illusion [glamer]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components S

Range touch

Target one touched object whose volume is no greater than one 1-ft. cube per caster level

Duration 1 hour/level

Saving Throw none, see text; **Spell**

Resistance no

With this spell, the caster causes a small, inanimate object to take on the appearance of another small, inanimate object. The new object can be anything: as long as it is inanimate and within the size requirements of the spell, it need not even be the same size as the actual object. Any creature that touches the object, or examines it closely in any way, receives a Will save to disbelieve the illusion.

DRAGON'S MIGHT

School transmutation; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a single dragon scale)

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

Target one or more creatures within range

Duration 1 round/level

Saving Throw Fortitude negates (harmless);



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Spell Resistance yes

This powerful spell can greatly improve any aspect of an individual. Its exact effect depends on which version of the spell is cast, chosen by the caster at the time of the casting. One version of the spell can greatly increase a single aspect of the caster, while the other can more subtly increase every aspect of a much larger group.

Group: This version of the spell grants a +2 enhancement bonus to every ability score to up to one creature per caster level within range, no two of which may be more than 30 ft. apart.

Self: This version of the spell grants the caster a +8 enhancement bonus to a single ability score of his choice.

DRAIN YOUTH

School necromancy; **Level** cleric 8, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S, F (an ebony gauntlet worth at least 3,000 gp, worn while the spell is cast

and when the target is touched)

Range touch

Target living creature touched

Duration instantaneous and 1 round/level; see text

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

With a touch, this spell draws the vital life force from the target and uses it to replenish the caster's own energy. The touched creature immediately ages 1d4 years per caster level (to a maximum of 15d4 years at 15th level). If this causes the creature's age to move it into a new age category (such as middle-aged, old, or venerable), only the adjustments made to physical ability scores are applied, and the target does not gain the normal bonuses to her mental ability scores. These additional years are permanent. If the target's new age is equal to or greater than her maximum age, she dies. Even creatures immune to death effects are not immune to this, unless they are also immune to dying of old age.

Further, the stolen years bolster the caster, who gains a +1 enhancement bonus to his Strength, Dexterity, and Constitution for every 10 years the target was aged. This bonus is temporary, and only lasts for 1 minute per caster level. Bonuses from different instances of this spell do not stack. Finally, in addition to the temporary physical boost, the caster's age is reduced by one year per 10 years that the target was aged. This effect is permanent (although the caster will continue to age as normal). If the caster does not age, this last aspect of the spell has no effect.

DREAD POLYMORPH

School transmutation; **Level** sorcerer/wizard 6
Casting Time 1 standard action; **Segmented** 1 to 3 segments
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Fortitude negates, Will partial, see text; **Spell Resistance** yes

This spell functions as *baleful polymorph*, except that if more than one segment is used to cast it, it becomes harder to resist. Unlike most segmented spells, *dread polymorph* can be cast with any number of segments from one to three. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

If two segments are used to cast the spell, the target suffers a -4 penalty on its Fortitude save to resist the effect. Additionally, if the caster desires, he can choose to allow the target to automatically succeed (but not automatically fail) on the Will save in order to retain its mental faculties. Finally, the caster can allow the target to be able to speak in its new form, even if it would not normally be able to.

If three segments are used to cast the spell, the target suffers a -8 penalty on its Fortitude save to resist the effect. Additionally, the target is no longer allowed a secondary Will save in order

to retain its mental faculties: instead, if the target fails its Fortitude save, the caster can pick and choose which, if any, of the target's extraordinary, supernatural, and spell-like abilities it retains. The caster can also choose if the target retains its spellcasting abilities (if any), its alignment, its Intelligence, Wisdom, and Charisma scores (selected individually), and so on.

Additionally, if three segments are used to cast the spell, the caster can choose to transform the target into any Medium-sized or smaller animal whose Hit Dice does not exceed 1 per 4 caster levels. For each Hit Dice in excess of 1 the animal normally has, the target loses one class level, and all benefits that class level granted. The caster cannot transform the target into an animal that has more Hit Dice than the target has class levels. Finally, the caster may choose to grant the target the ability to speak, even if it would not normally be able to.

DREAMWRACK

School enchantment (compulsion) [mind-affecting]; **Level** cleric 9, sorcerer/wizard 9, witch 9
Casting Time 1 full round
Components V, S, M (belladonna mixed with goat's milk)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

This powerful spell causes the target to fall into a magically-induced slumber, wherein her dreams are controlled by the caster. During this period, nothing can wake the sleeper, including being attacked. The magic of the spell sustains the target's body, and causes most of its functions to stop. The target does not need to eat, drink, or even breathe, and a successful Heal check (DC 20) is required to even determine that the target is still alive. The target continues to age normally, and can still be harmed by other means.

As long as he is within 100 feet of the target,

while the spell is in effect, the caster can concentrate on the spell as a standard action to directly control the target's dreams, with his imagination dictating the events and images that the target experiences while asleep. Even when not concentrating on the dream directly, the caster can dictate a general idea of what sort of dreams the target is having, such as "terrible nightmares about being eaten by giant spiders" or "pleasant fantasies about beautiful women," or "my memories of a specific event or series of events."

These dreams are especially vivid, and can have a lasting effect on the target. When the target awakens, he is affected as though by one of the following spells (chosen by the caster when the target awakens): *atonement*, *charm person*, *geas/quest*, *insanity*, *legend lore*, *modify memory*, or *suggestion*. The target is entitled a new saving throw for this spell, as though it were being cast on him separately.

ELECTROBLAST

School evocation [electricity]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a scrap of metal)

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

Target one creature

Duration instantaneous

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

This spell calls down a blast of magical lightning on the target, inflicting 1d6 points of electricity damage per caster level (maximum 15d6 at 15th level). Additionally, if the target takes damage, he must succeed on a Fortitude save or be paralyzed for 1 round per 4 caster levels (rounded down, minimum 1).

ESSENCE SHIELD

School abjuration; **Level** alchemist 6, cleric 6, inquisitor 6, paladin 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a crystal shard)

Range touch

Target creature touched

Duration 1 min./level

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

This spell draws on the target's own spirit to provide potent magical defenses. The exact nature of these defenses depends on the target's alignment.

Lawful good: If the target's alignment is lawful good, he gains a competence bonus to all saving throws equal to 1/3 the caster's caster level for the duration of the spell.

Neutral good: If the target's alignment is neutral good, he gains DR 10/evil for the duration of the spell.

Chaotic good: If the target's alignment is chaotic good, he is immune to ability damage, ability drain, energy drain, and mind-affecting effects for the duration of the spell.

Lawful neutral: If the target's alignment is lawful neutral, he gains spell resistance equal to 11 + the caster's caster level. If the target already possesses spell resistance, use the higher of the two spell resistance values +5.

Neutral: If the target's alignment is neutral, his natural armor increases by an amount equal to 1/4 the caster's caster level, rounded down, for the duration of the spell.

Chaotic neutral: If the target's alignment is chaotic neutral, he gains resistance 10 to the following energies: acid, cold, electricity, fire, and sonic.

Lawful evil: If the target's alignment is lawful evil, he gains a deflection bonus to AC equal to 1/3 the caster's caster level, rounded down, for the duration of the spell.

Neutral evil: If the target's alignment is neutral evil, he gains DR 10/good for the duration of the spell.

Chaotic evil: If the target's alignment is chaotic evil, he gains fast healing for the duration of the spell. The amount of fast healing is equal to 1/4 the caster's caster level, rounded

down.

ETERNAL SLUMBER

School enchantment (compulsion) [mind-affecting]; **Level** druid 7, sorcerer/wizard 7, witch 7

Casting Time 1 full round

Components V, S, M (a miniature pillowcase filled with sand from an hourglass)

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

Target one living creature

Duration permanent; see text

Saving Throw Will negates, see text; **Spell**

Resistance yes

This spell puts the target into a state of deep and enchanted sleep, from which he may never wake. If the target fails his initial saving throw, he immediately falls into a state of suspended animation (as the spell *temporal stasis*, except that the target continues to age).

After 2d6 hours, the target may make a second Will save. If he succeeds, he immediately awakens, and the spell's effect is ended. Otherwise, he continues to rest until 24 hours have passed from the time the spell was first cast, at which point he is entitled a third Will save. As with the second, if this save is successful, he awakens. Otherwise, he continues to sleep until a week has passed from the time the spell is first cast, at which point he may make a fourth Will save in an attempt to awaken. A fifth Will save is allowed one month after the spell was first cast, after which point the target may continue to make a Will save to awaken each month until a year has passed from the time the spell was first cast. After this, the target is only allowed to make one Will save to awaken per year.

If the caster desires, he may specify a single condition which will cause the spell to end (such as the target being kissed by her true love, etc.). Otherwise, the only way to end the spell is if the target succeeds on a Will save, the magic is successfully dispelled, or with a *wish* or *miracle* spell. If the target is slain and returned to life, the effect is also ended.

FLEXIBLE WARDS

School abjuration; **Level** cleric 7, druid 8, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level or until discharged

This spell covers the caster in a shimmering field of magical and protective energies, which protect him from either magical or physical attacks. The caster chooses which version of the spell to use as part of the spell's casting.

Magical Protection: This version of the spell grants spell resistance equal to 10 + caster level for the duration of the spell, or until it prevents a total number of spell levels equal to twice the caster's level, at which point the protection ends.

Physical Protection: This version of the spell grants DR 15/adamantine for the duration of the spell, or until it prevents a total amount of damage equal to 15 points of damage per caster level, at which point the protection ends.

FORCE BURST

School evocation [force]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

Range 60 feet

Effect one or more force missiles, or a 60-ft.-radius burst of force, centered on you

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell can channel force energy in one of two ways, both optimized for destruction. The exact nature of that destruction depends on which version of the spell is cast, and is chosen by the caster at the time of the spell's casting. One version of the spell creates a number of force missiles that strike unerringly, while the other version unleashes a deadly blast of force around the caster.

Blast: This version of the spell causes a massive wave of force energy to explode from the

caster, dealing 1d6 points of force damage per caster level (to a maximum of 20d6 at 20th level) to everything within a 60-ft. radius burst centered on the caster. This blast never harms the caster himself, but may harm his allies, or other unintended targets. A successful Reflex save halves this damage.

Missiles: This version of the spell functions like magic missile, except that it creates 1 missile per two caster levels (to a maximum of 10 missiles at 20th level), the missiles deal 2d4 points of damage each, and the missiles can only strike targets within a range of 60 feet of the caster.

FOREWARNING

School divination; **Level** cleric 3, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 immediate action

Components V

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

Target one creature

Duration instantaneous or 1 min./level; see text

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

This spell gives the caster a flash of insight into his future interactions with the target, though exactly what kind of information it gives him depends on which version of the spell he casts, chosen as part of casting the spell.

Get a Hunch: This version of the spell is typically used when meeting a person for the first time, giving an indication of whether dealings with the target will be friendly or hostile. This is identical to the hunch use of the Sense Motive skill, except that it is automatically successful.

Predict an Attack: This version of the spell is only useful in combat, and gives the caster an idea of the target's next attack against him, giving him a leg up on avoiding that attack. The caster gains a +4 competence bonus to AC as well as a +2 competence bonus to all saving throws versus the next attack, spell, or special attack the target makes against him. This effect lasts until it

is expended or until 1 minute per caster level has passed, whichever comes first.

FREEZING GRASP

School necromancy; **Level** magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a vial of water from a glacier)

Range touch

Target living creature touched

Duration 1 round/level

Saving Throw Fortitude partial; **Spell**

Resistance yes

The caster's touch fills his target with life-draining energies, harming him and physically weakening him. This can manifest in two different ways, depending on whether the caster wants to focus on doing more harm or on disabling the target. The caster determines which of the following versions of the spell to use as the spell is cast.

Debilitating: This version of the spell focuses on disabling the target. It inflicts 2d4 points of damage, and the target is stunned for 1d4 rounds.

Harmful: This version of the spell focuses on dealing damage to the target. It inflicts 1d4 points of damage per caster level (maximum 10d4 damage at 10th level). Additionally, the target is staggered for one round.

FRIGHTFUL PATTERN

School illusion (pattern) [fear, mind-affecting];

Level bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Effect twisting shadows in a 20-ft.-radius spread

Duration see text

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

A shifting nexus of shadows and hazy but menacing outlines ripples through the air, frightening creatures within it. The spell affects

each creature according to its Hit Dice.

5 or less: Unconscious for 2d20 minutes.

6 to 10: Panicked for 1d6 minutes, then frightened for 2d12 minutes, then shaken for one hour.

11 or more: Frightened for 1d6 minutes, then shaken for 3d10 minutes.

The spell is more powerful when cast in areas of dim or darker illumination. If the entire effect of the pattern is within such an area, increase the number of Hit Dice required for each step by five (for example, a creature with 10 or less Hit Dice would fall unconscious, and a creature with 11 to 15 Hit Dice would be panicked, frightened and shaken, and a creature with 16 or more Hit Dice would be frightened and shaken).

GLAMERTURF

School illusion (glamer); **Level** bard 6, sorcerer/wizard 6

Casting Time 1 standard action; **Segmented** 1 or more segments

Components V, S

Range touch

Area varies; see text

Duration 2 hours/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell functions as *mirage arcana*, except as noted here. Unlike *mirage arcana*, this spell can create illusory creatures within the spell's area, as well as disguise the appearance of willing creatures in the spell's area.

Unlike most segmented spells, *glamerturf* can be cast with any number of segments, even just one. When each individual segment is cast, its caster may choose whether to complete the spell or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

The spell's area depends on how many segments are used to cast it, as indicated on the table below. The spell's area is always centered on the spot touched.

Segments	Area of Effect
1	100-ft.-radius spread
2	200-ft.-radius spread
3	300-ft.-radius spread
4	500-ft.-radius spread
5	1,000-ft.-radius spread
6	2,000-ft.-radius spread
7-8	1-mile-radius spread
9-10	2-mile-radius spread
11-12	5-mile-radius spread
+1	+1 mile to the radius

GRASP OF THE HYDRA

School transmutation; **Level** druid 6, sorcerer/wizard 6, summoner 5, witch 6

Casting Time 1 full round

Components S

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

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** none

This spell allows the caster to transform a large area of rock, dirt, or packed earth into a hydra-like construct, which he can then attack with. As this spell is cast, the caster plunges his hand into a nearby surface of stone, dirt, or packed earth, which must be at least 15 square feet. The hand passes through the material as though it were water, and the caster must keep his hand submerged in the earth for the duration of the spell, preventing him from leaving the square he is currently in. His other hand is free, and can be used to wield a weapon, hold an item, cast spells, etc.

Once the caster's hand is submerged in the earth, a Huge five-headed hydra construct made of the same material emerges from the same surface, within the spell's range. The construct has an AC of 22 (+14 natural, -2 size), a Strength score equal to the caster's primary spellcasting ability score (Intelligence for wizards, Charisma for sorcerers, etc.), a Dexterity of 10, 10 hit points per caster level, and hardness 15. This construct can move at a speed of 15 feet per round, though it must always remain in contact with the same type of material that it is made of (for example, a hydra created on a limestone cave could move freely throughout the limestone surface, even

outside the cave, but could not move onto an area of muddy turf outside the cave).

Each round, as part of concentrating on the spell, the caster can move the hydra up to its speed, and have it make up to five bite attacks. Each of these attacks uses the caster's base attack bonus with a -2 size penalty and an additional -2 penalty to all attacks if the hydra attacks more than once in a turn. On a successful hit, the hydra deals 2d6 + its Strength modifier points of piercing damage.

For every 2 points of damage that the hydra construct suffers (after hardness), the caster takes 1 point of damage as well. Additionally, if the hydra takes damage equal to 1/5 its maximum hit points in a single round, one of its five heads is severed. This reduces the number of attacks the hydra can make each round by 1. Additionally, when the spell ends, for each of the hydra's heads that was severed, one of the caster's fingers on the hand that was submerged in the earth is injured as well. For each finger damaged in this way, the caster suffers a cumulative 5% spell failure on any spells that have a somatic component. This effect lasts until the caster next prepares spells, or until the damage the caster took as a result of the spell is healed, whichever comes first.

HERIDUS'S EMERGENCY WARD

School abjuration; **Level** cleric 2, magus 3, paladin 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a miniature golden shield, engraved with the caster's personal rune)

Range personal

Target you

Duration 1 round/level

This spell surrounds the caster with a protective aura that shields him from harm, and is more potent when he is nearer to death. Under normal circumstances, the wearer is granted a +4 armor bonus to AC, and gains a +2 competence bonus on all saving throws.

If the caster is reduced below 1/2 his

maximum hit points, however, the spell's protection strengthens. The armor bonus to AC is increased to +6, and now also applies to touch attacks. Further, the subject gains acid, cold, electricity, and fire resistance 5.

This increased protection applies itself automatically and immediately if the caster is reduced below 1/2 his maximum hit points at any time during the spell's duration, or immediately as the spell is cast if the caster is already reduced below that point. If at any point during the duration of the spell, the caster is restored to above 1/2 his maximum hit points, the benefits revert to the spell's normal benefits.

HERIDUS'S INVULNERABILITY

School abjuration; **Level** alchemist 6, cleric 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (crushed diamond dust worth at least 500 gp)

Range personal

Target you

Duration 1 round/level or until discharged

This spell grants the caster invulnerability to blows, cuts, stabs, and slashes. For the duration of the spell, the subject ignores any damage that it would take from natural or manufactured weapons. Once the spell has prevented a total of 15 points of damage per 2 caster levels (maximum 150 points at 20th level), it is discharged.

HERIDUS'S PANIC ROOM

School abjuration; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (an engraved adamantine cube two inches to a side, worth at least 1,000 gp)

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

Effect extradimensional fortification up to one 10-ft. cube/level

Duration 10 min./level (D)

Saving Throw Will partial, see text; **Spell**

Resistance yes; see text

This spell creates a temporary pocket dimension to serve as a stronghold in times of

crisis. As the spell is cast, the caster can choose to either remain where he is, or automatically be transported to this pocket plane, as the spell *planeshift*, except that he always appears in the exact center of the plane.

The pocket plane has only a single entrance, which appears as a 5-ft.-tall, 5-ft.-wide door of solid steel. The door bars passage to all except those that the caster designates, and uninvited guests must succeed on a DC 35 Strength check to open the door, and also succeed on a Will save in order to pass through it into the panic room, rather than simply walking through an empty doorway. Creatures inside the pocket plane can open the door from the inside and exit with ease.

The borders of the pocket plane are transparent, and allow those inside to look out into the Material Plane as though they were windows. This vision is one-way, and is spatially linked, meaning that if one looks out of a “window” 10 feet to the west of the pocket plane’s entrance, the view will be the same as if the observer were on the Material Plane standing 10 feet west of the pocket plane’s entrance. Those in the pocket plane cannot hear, smell, or otherwise sense anything on the Material Plane except what they see through these borders.

The pocket plane is furnished with simple but serviceable chairs and tables, as well as three days’ worth of basic rations per two caster levels. It also contains a single shield guardian iron golem, which loyally protects the caster from anything that attempts to harm him while he remains in the pocket plane. This shield guardian does not have a control amulet, but instead always treats the caster as its master. The shield guardian is incapable of leaving the pocket plane, and evaporates into nothingness if it tries.

The pocket plane also contains an escape route, a secondary exit that allows the caster to escape. This second exit is one-way, and typically appears as a plain door printed bright red. Anyone who opens this door and steps through it is deposited on the Material Plane 2d20 miles in a random direction from the pocket plane’s



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entrance.

At the end of the spell, all creatures and objects in the pocket plane are deposited in the Material Plane in the same place (so a creature 15 feet south of the entrance on the pocket plane would be deposited on the Material Plane 15 feet south of where the entrance was). If this would cause a creature or object to arrive in a place that is already occupied by a solid body, that creature or object takes 1d6 points of damage and is shunted to the nearest unoccupied square within 100 feet. Creatures and objects that were created as part of the spell are not deposited in the Material Plane this way.

HERIDUS'S PERFECT PROTECTION

School abjuration; **Level** sorcerer/wizard 9

Casting Time 1 full round; **Segmented** 1 to 6 segments

Components V, S, M (powdered adamantine dust, worth at least 300 gp)

Range personal

Target you

Duration 1 min./level

This spell creates powerful wards of protection which can keep the subject safe from nearly any threat. For the duration of the spell, the caster gains some amount of damage

reduction, energy resistance, and spell resistance, and he gains a deflection bonus to AC as well. The damage reduction cannot be overcome except by adamantine weapons, and the energy resistance applies to acid, cold, electricity, fire, and sonic damage.

The exact strength of these wards depends on the number of segments used to cast the spell. Unlike most segmented spells, *Heridus's perfect protection* can be cast with any number of segments from one to six. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

The amount of damage reduction, energy resistance, and spell resistance, as well as the deflection bonus to AC, are determined by the number of segments used to cast the spell, as outlined on the table below.

<i>Segments</i>	<i>AC</i>	<i>DR</i>	<i>SR</i>	<i>Energy Resistance</i>
1	+4	2	17	5
2	+6	3	19	7
3	+8	5	21	10
4	+10	6	23	12
5	+12	8	27	15
6	+16	10	31	20

IMMOLATION

School evocation [fire]; **Level** cleric 6, druid 7, magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (1 oz. of charcoal dust per caster level)

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

Target one creature

Duration instantaneous or 1 round/level; see text

Saving Throw Fortitude half; **Spell**

Resistance yes

This spell causes flames to erupt from within the target's body, burning him alive from the inside. At the caster's option, these flames can either burn with great intensity, in which

case they do not last long, or they can burn more slowly, ultimately doing more damage to the target. The caster chooses which version of the spell to use as the spell is cast.

Fast: This version of the spell deals 1d8 points of fire damage per caster level to the target (maximum 15d8 at 15th level). A successful Fortitude save halves this damage. This version of the spell is instantaneous.

Slow: This version of the spell deals 1d8 points of fire damage per four caster levels to the target each round (maximum 4d8 at 16th level). Each round, the target may attempt a Fortitude save to take only half damage that round. If the target succeeds on two such saves in a row, the spell ends (the target still takes half damage for that round). This version of the spell lasts for 1 round per caster level.

INNER TALENT

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

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

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

With a touch, the caster invokes a special power or ability in the touched creature. The exact nature of this special power depends on the creature's highest ability score, as outlined below.

Strength: If the target's highest ability score is Strength, he gains a swim speed equal to his land speed for the duration of the spell.

Dexterity: If the target's highest ability score is Dexterity, he gains a fly speed equal to his land speed (average maneuverability) for the duration of the spell.

Constitution: If the target's highest ability score is Constitution, he gains DR 2/adamantine for the duration of the spell, or until his damage

reduction has absorbed 20 points of damage, whichever comes first.

Intelligence: If the target's highest ability score is Intelligence, he gains a +8 competence bonus to a single skill of his choice for the duration of the spell.

Wisdom: If the target's highest ability score is Wisdom, he gains darkvision 60 feet for the duration of the spell. Additionally, he can see invisible and ethereal creatures and objects as though they were normally visible for the duration of the spell.

Charisma: If the target's highest ability score is Charisma, he gains the ability to disguise himself, as *disguise self*, for the duration of the spell. Using this ability is a swift action, and the effect remains until he uses a swift action to remove it. When the spell effect ends, any disguises in effect last for 1d4 minutes before abruptly ending.

If the target has two or more ability scores tied for highest, the caster chooses which of those ability scores will be used to determine what benefit the target receives.

KABAZ'S CURFEW

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, druid 2, sorcerer/wizard 1, witch 1

Casting Time 1 full round

Components V, S

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

Area one or more living animals or humanoids within a 10-ft. radius burst

Duration instantaneous

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

This spell causes a magical slumber to befall a number of animals or humanoids. The spell draws upon a creature's natural instinct to sleep in the nighttime, and so the magic is most effective at night. If the spell is cast while the sun is up, between sunrise and sunset, it affects a number of Hit Dice of creatures equal to the caster's level (maximum 5 Hit Dice), and can

affect only creatures whose Hit Dice are no greater than 1/2 the caster's level (rounded down, minimum 1).

By contrast, if the spell is cast at night, between sunset and sunrise, it affects a number of Hit Dice of creatures equal to twice the caster's level (maximum 12 Hit Dice), and can affect only creatures whose Hit Dice are no greater than the caster's level (maximum 4 Hit Dice).

In all cases, the spell affects creatures with the fewest Hit Dice first, and among creatures with equal Hit Dice, those closest to the spell's origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures affected by this spell fall into an enchanted sleep, and are helpless. Slapping or wounding an affected creature awakens it, but normal noise does not. Awakening a creature is a standard action (an application of the *aid* another action).

KABAZ'S PERSONAL BARRIER

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

This spell creates a powerful protective barrier around the caster. This barrier can take one of two forms, either manifesting as translucent and weightless armor which encases the caster but leaves him perfectly mobile, or as a shimmering dome of force which seals the caster away from the rest of the world. The caster chooses which version of the spell to use as he casts the spell.

Armor: This version of the spell encases the caster in glowing, spectral armor that resembles full-plate, including a helmet and a shield. This armor grants the caster a +12 armor bonus to AC. The armor created this way is weightless, and does not impose an armor check penalty, arcane spell failure chance, or speed reduction. The

shield does not need to be held, but instead moves along with the caster's arm. Because the armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Dome: This version of the spell creates a dome of pure force around the caster, with a diameter of 5 feet, and is just tall enough to accommodate the caster. Any other creatures in the caster's area when the spell is cast are pushed into an adjacent square. Other than its dimensions, the wall functions identically to a wall of force.

KABAZ'S ZONE OF PEACE

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

Casting Time 1 standard action

Components V, S

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

Area 20-ft. radius burst

Duration 1 hour/level

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

This spell creates an area which is filled with positive mental images, relaxing those who enter it and making them friendlier, more reasonable, and generally willing to compromise. All creatures within the area of effect gain a +10 bonus to Diplomacy checks, as long as both they, and the creature they are using Diplomacy on, are within the spell's area.

Upon entering the spell's area, a creature is entitled to a Will saving throw. If he succeeds, he is immune to the subtle charming effect the zone creates, and does not grant (nor gain the benefit of) the +10 bonus on Diplomacy checks listed above. This saving throw is made the first time the creature enters the zone, and leaving and re-entering the zone does not require or allow a new saving throw.

MAGE'S STRENGTH

School transmutation; **Level** alchemist 3, bard 3, cleric 3, druid 3, magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, F (a miniature exercise

weight)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

Though this spell can technically enhance a variety of different ability scores, its name comes from the fact that, to many wizards and sorcerers, it is often a source of instant strength. It grants a +8 enhancement bonus to the target's lowest ability score for the duration of the spell. If the target has two or more ability scores tied for lowest, the caster chooses which of those ability scores will receive the enhancement.

MAGIC CIRCLE AGAINST ENERGY

School abjuration; **Level** cleric 2, druid 3, sorcerer/wizard 2, summoner 3, witch 2

Casting Time 1 full round

Components V, S, M (100 gp worth of amethyst, emerald, ruby, or sapphire dust)

Range touch

Area 10-ft. radius emanating from the touched point

Duration concentration + 1 round/level (maximum 1 min./level)

This spell creates an area that is magically protected from one of the following energies, chosen when the spell is cast: acid, cold, electricity, or fire. Creatures and objects within the area are immune to the chosen element, and take no damage from effects that deal damage of that type.

If a creature within the circle attempts to cast a spell with the same element descriptor as the chosen element, or if the target or effect of a spell with the same element descriptor as the chosen element would be contained entirely within the circle, the spell fails. If the spell's area would partially overlap the area of the circle, but not be contained entirely within it, the spell functions normally, but has no effect inside the circle.

Finally, ranged attacks or blasts of the chosen energy type cannot pass through the

circle (for example, if a magic circle against energy was cast with acid as the chosen element, and a black dragon fired its breath weapon through the circle, not only would the creatures inside the circle be completely protected, but the line would not be able to pass through the circle, protecting creatures on the other side, as well).

MIDNIGHT BOLT

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

Casting Time 1 standard action

Components V, S, M (a stone that has spent a night beneath a full moon)

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

Effect one ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell causes a ray of necromantic energy to fly forth from the caster's hand at a target. The blast draws its power from the powers of darkness and night, and so is more effective when the sun is down. During the day, between sunrise and sunset, the bolt deals 1d6 points of negative energy damage per two caster levels on a successful hit (maximum 5d6 at 10th level). At night, however, between sunset and sunrise, it deals 1d8 points of negative energy damage per caster level (maximum 5d8 at 5th level).

A *midnight bolt* has no effect on undead creatures or constructs.

MOONSCRY

School divination (scrying); **Level** druid 5, sorcerer/wizard 5, witch 5

Casting Time 1 hour

Components V, S, F (a pool of water)

Range see text

Effect magical sensor

Duration 1 hour/level

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

This powerful scrying spell draws on the power of the moon, and functions as the spell *scrying*, except as noted here. First, the target does not receive bonuses to its saving throw from being on another plane of existence. Second, the

target does not gain any bonuses based on the caster's connection to it, though it can still suffer any penalties to its saving throw described in the scrying spell's description, if they are applicable.

Unfortunately, because the spell draws on the power of the moon, it only functions at night, while the moon is visible in the sky. If cast when the caster is unable to see the moon (whether because the caster is underground, or it is daytime, or it is too cloudy to see the moon), the spell fails.

MORIVAR'S BODYGUARD

School conjuration (summoning); **Level** sorcerer/wizard 2, summoner 2

Casting Time 1 full round action

Components V, S, M (a drop of the caster's blood, mixed into a lump of clay)

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

Effect one summoned armor or creature; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell summons a special sort of homunculus, and has two versions, allowing the caster to either summon the homunculus to fight on his behalf, or to summon it in a twisted and altered form, allowing him to wear it as a sort of gruesome armor. The caster determines which version of the spell to use as it is cast.

Armor: If the homunculus is summoned as a suit of armor, it appears on the caster's person. If the caster is already wearing armor, it appears at his feet. The armor is clearly alive, and made of flesh, but cannot move while in this form. It can speak, however, granting the caster a +2 bonus to initiative checks by warning him of impending danger. More importantly, it grants a +6 armor bonus to AC, although it does have a maximum Dexterity bonus of +3, and imposes an armor check penalty of -1, and has arcane spell failure 5%. Such armor has 20 hit points and no hardness. The armor vanishes when the spell ends.

Servant: If the homunculus is summoned as a servant, this spell functions as *summon*

monster II, except that it always summons a homunculus.

MORIVAR'S DARK FURIES

School conjuration (summoning); **Level** sorcerer/wizard 7, summoner 6, witch 7
Casting Time 1 full round; **Segmented** 1 to 4 segments
Components V, S, F (an erinyes feather encased in crystal, worth at least 4,000 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect several summoned monsters
Duration 1 round/level (D); see text
Saving Throw none; **Spell Resistance** no

This spell, invented by Morivar "Lord of the Damned" Ebonhold, was created in order to ensure that, at a moment's notice, he could always summon a squad of his favorite bodyguards and warriors: the erinyes.

This spell functions as the spell *summon monster VII*, except that it always summons one or more erinyes, and the number of erinyes summoned depends on the number of segments used to cast the spell. Additionally, when the spell ends, all of the erinyes' gear vanishes with the erinyes back to where it came. Unlike most segmented spells, *Morivar's dark furies* can be cast with any number of segments from one to four. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

The number of erinyes summoned can be determined on the table below. If two or more segments are used to cast the spell, the spell's duration increases to one minute per level. If three or more segments are used to cast the spell, the erinyes all have maximum hit points for their Hit Dice, and they are equipped with *+2 axiomatic longswords* and *+1 flaming burst composite longbows*, instead of their normal weapons.

Segments	Erinyes Summoned
1	1d2
2	1d6
3	2d6
4	3d8

MORIVAR'S INFERNAL LEGION

School conjuration (summoning) [lawful, evil];
Level sorcerer/wizard 9
Casting Time 1 full round; **Segmented** 1 to 5 segments
Components V, S, M (see text)
Range close (25 ft. + 5 ft./2 levels)
Effect one or more summoned creatures
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This spell was created by the wizard and warlord Morivar, who used it to subjugate his foes with hordes of devils before his untimely demise at the hands of an assassin sent by one of the Lords of the Nine. It summons a number of devils, which aid the caster in combat. Creatures summoned by the spell obey the letter of the caster's orders, but are free to take liberties with their interpretation, and have been known to pervert the spirit of their orders, sometimes even attacking and slaying summoners whose orders are vague enough to allow such behavior. The summoned creatures remain until they are slain, or until the spell's duration (measured from the round in which they arrived, not the round in which the first segment of the spell was cast) expires, whichever comes first, at which point they, and any equipment or possessions they had on their person, return to whence they came. This spell cannot summon creatures into an environment that cannot support them.

Unlike most segmented spells, *Morivar's infernal legion* can be cast with any number of segments from one to five. After each segment is cast, the creatures summoned by that segment appear, and can act immediately after the caster's turn. He may then stop casting the spell, or, if he wants to continue, may cast another segment of *Morivar's infernal legion* in order to produce the effect provided by the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (two full rounds, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the effect provided at higher-numbered segments.

First Segment: Once the first segment of

the spell is cast, 6d4 lemures and 2d6 imps are summoned. This segment of the spell requires a material component of a single gold coin.

Second Segment: Once the second segment of the spell is cast, 4d4 bearded devils are summoned. This segment of the spell requires, as an additional component, that the caster utter a string of blasphemies and curses against a recognizable force of good (such as a good deity, the church of such a deity, angels, etc.).

Third Segment: Once the third segment of the spell is cast, 3d4 barbed devils are summoned. This segment of the spell requires, as an additional component, that the caster consume a small piece of flesh from the corpse of a sentient creature.

Fourth Segment: Once the fourth segment of the spell is cast, 2d4 horned devils are summoned. This segment of the spell requires, as an additional component, that the caster sacrifice a living, intelligent creature. The caster can attempt a coup de grace action as part of casting the spell in order to do this, or, alternatively, can perform the sacrifice in advance in a ritual that requires 10 minutes to perform, and which requires that the subject be helpless or willing. If the sacrifice is performed in advance, the caster counts as having the sacrifice "ready" for this purpose until he expends it to cast this spell.

Fifth Segment: Once the fifth segment of the spell is cast, 1d4 pit fiends are summoned. This segment of the spell requires, as an additional component, a trapped soul of at least 15 HD (such as one trapped by soul bind or trap the soul). The soul is utterly destroyed in the process, and cannot be recovered except by a wish or miracle spell. Whatever receptacle the soul was in is destroyed, unless it has some special property that allows it to be used multiple times to capture souls.

PENTAVEIL

School abjuration; **Level** sorcerer/wizard 5
Casting Time 1 full round; **Segmented** 1 to 5 segments

Components V, S

Range personal

Target you

Duration see text

This spell creates one or more powerful defenses which protect the caster in combat. The exact nature of the defenses, as well as their duration, depends on the number of segments used to cast the spell.

Unlike most segmented spells, *pentaveil* can be cast with any number of segments from one to five. After each segment is cast, the caster gains the protection provided by that segment. He may then stop casting the spell, or, if he wants to continue, can cast another segment of *pentaveil* in order to gain the protection provided by the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (two rounds, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the information provided at higher numbered segments.

Each time an additional segment is cast, the duration of the effects of all of the previous segments of the spell reset, and they last as long as the most recent segment's effect's duration lasts. This only applies to segments sequentially before the segment last cast (*for example, if Kabaz, a 12th-level wizard, casts the fourth segment of pentaveil, he will cause the durations of the effects of the first three segments he had cast to be reset to last until 12 minutes from the time he cast the fourth segment. However, if he cast the first segment again after finishing the fifth segment, he would not reset the duration of any of the effects back to 12 rounds from the time he cast the first segment.*)

First Segment: Once the first segment of the spell is cast, the caster gains a competence bonus to all saving throws equal to 1/4 his caster level, rounded down (maximum +5 at 20th level). The duration of this effect is 1 round per caster level.

Second Segment: Once the second segment of the spell is cast, the caster gains a deflection

bonus to AC equal to $1/3$ his caster level, rounded down (maximum +6 at 20th level). The duration of this effect is 2 rounds per caster level.

Third Segment: Once the third segment of the spell is cast, the caster gains resist energy 15 to one of the following energies of his choice: acid, cold, electricity, fire, or sonic. This energy resistance lasts until the spell ends, and there is no limit to the total amount of energy the spell can prevent. The duration of this effect is 4 rounds per caster level.

Fourth Segment: Once the fourth segment of the spell is cast, the caster's form becomes misty and shrouded, and he is more difficult to hit. Attacks against the subject suffer a 30% miss chance. The duration of this effect is 1 minute per caster level.

Fifth Segment: Once the fifth and final segment of the spell is cast, the caster gains spell resistance equal to 12 + his caster level. The duration of this effect is 2 minutes per caster level.

PLANAR TRANSLOCATION

School conjuration (teleportation); **Level** sorcerer/wizard 8

Casting Time 1 standard action; see text

Components V, S, M (see text)

Range close (25 ft. + 5 ft./level)

Targets any amount of objects, terrain, or willing creatures within range, whose total weight is no more than 200 lbs per level, and whose total volume is no more than one 10-ft.-cube per level

Duration instantaneous

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

This potent planar travel spell can transport a large number of creatures, objects, and even terrain features such as trees and ponds to another plane of existence. The affected targets vanish from their current location and rematerialize in another location specified by the caster. This location can be on any plane the caster has been to, including the one that he is currently on, and the caster arrives at the desired

location on that plane without error, as though with the spell *greater teleport*.

If the target area cannot support all of the matter to be transported (whether due to size constraints, or attempting to transport creatures or objects into thin air, etc.) the spell simply fails. The exception to this is that matter can be transported into mid-air on the elemental plane of air, and similarly "empty" planes.

If the spell is transporting anything besides willing creatures and held objects (such as terrain features or large objects), it requires a material component of a specially-prepared alchemical powder, which must be sprinkled in a circle around the area to be affected. This process takes 1 round and requires 500 gp worth of the material per 10-ft.-cube of volume.

POOL OF ACID

School conjuration (acid); **Level** druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (bile from a dragon's belly)

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

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw Fortitude partial, see text; **Spell**

Resistance yes

This spell causes caustic acid to seep up from the ground in the affected area, damaging creatures and objects in contact with the ground and filling the affected area with noxious fumes. Only a thin layer of acid is created, and it does not spread from the target area.

Any creature that begins its turn in or enters the affected area takes 4d6 points of acid damage. A successful Reflex save halves this damage. Additionally, any creature that enters or begins its turn in the affected area must succeed on a Fortitude save or be nauseated for as long as they remain in the area, plus an additional 1d4 rounds thereafter. Even if they succeed on this save, creatures in the affected area are automatically sickened.

PROJECT FEAR

School illusion [fear, mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one living creature of 5 HD or less

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

This spell allows the caster to project his own fears onto another creature, focusing and magnifying them in the process. Under normal circumstances, the target is shaken for the spell's duration. If, however, the caster is particularly fearful at the time that he casts the spell, its effects are enhanced, causing the target to become frightened for the spell's duration if the caster is shaken or frightened, and causing the target to become panicked for the spell's duration if the caster is panicked.

RAINFALL

School conjuration; **Level** bard 1, cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Area 40-ft.-radius centered on the touched point

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a heavy rain to fall in the affected area. This rain imposes a -4 penalty to all ranged attacks made in or into the spell's area, as well as all Perception checks made to see into, out of, or through the affected area. Any unprotected flames in the area are extinguished, and there is a 50% chance that protected flames in the area are extinguished, as well.

If cast indoors or underground, the rain falls on the roof or the ground above. This spell cannot be used to make it rain indoors. If cast in an area that is 30 degrees Fahrenheit or colder, this spell creates snow, instead.

RAY OF COMMAND

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S, F (a jeweled scepter worth at least 500 gp)

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

Target ray

Duration varies; see text

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

This spell produces a ray of crackling emerald energy. The caster must succeed on a ranged touch attack in order to affect the target. If the ray hits, the target must succeed on a Will save or fall under the caster's control.

As the spell is cast, the caster can choose to adjust the difficulty of the spell's saving throw by adjusting the spell's duration. The longer the spell will last, the easier it is to resist, as indicated on the table below. The caster must determine which duration the spell will have before the creature's saving throw is made.

<i>Duration</i>	<i>DC</i>
1 round/level	+4
1 min./level	+2
10 min./level	+0
1 hour/level	-4
1 day/level	-8

A creature under the influence of this spell is affected as though by the spell *dominate person*, except that the spell does not grant any special means of giving orders to the target: though the target can understand the caster's verbal commands regardless of whether it can speak the caster's language, the caster cannot telepathically issue commands unless he has a separate ability to do so.

READ FORTUNE

School divination; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 full round; **Segmented** 1 to 7 castings

Components V, S, F (tarot cards, a glass orb, a



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bowl of water, or similar prop)

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

Target one living creature

Duration instantaneous

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

This spell is very popular with hedgemages and others who offer their spellcasting services primarily to local townsfolk, though it also has uses for the more magically-minded. It reveals specific information to the caster about the target, with the exact amount and nature of that information depending on how many segments were invested in the spell's casting.

Unlike most segmented spells, read fortune can be cast with any number of segments from one to seven. After each segment is cast, the caster gains the information provided by that segment. He may then stop casting the spell, or, if he wants to continue, can cast another segment of read fortune in order to gain the information provided by the next segment. As

with all segmented spells, if the caster allows twice the spell's casting time (two rounds, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the information provided at higher numbered segments.

First Segment: After the first segment of the spell is cast, the caster learns the target's name. If the target has an alias, or goes by many names, the caster learns only the name the target most identifies with (that is, the name they most consider to be their "real" name, not the name they give most often).

Second Segment: After the second segment of the spell is cast, the caster learns a single, defining characteristic of the target. Generally this is not something that would be obviously apparent (such as declaring that a knight in full plate armor and bearing his heraldic crest is an adventurer, or even a knight in specific), though sometimes it is something that could have been

guessed or observed normally, especially in the case of simplistic targets. Common defining characteristics involve a target's family, a specific event in their past, their profession, their temperament, a major secret they hold, etc.

Third Segment: After the third segment of the spell is cast, the caster learns one of the target's goals or ambitions. These are not immediate goals (such as "get something to eat" or "have some fun this afternoon"), nor are they extremely long-term goals (such as "gain power and influence" or "settle down and have a family someday"). Instead, they are typically somewhere in between. Typical examples might be "find and defeat the Black Knight," "poison the king," "uncover the lost treasure of the dwarven lords," or "rescue my kidnapped sister."

Fourth Segment: After the fourth segment of the spell is cast, the caster learns the identity and a description of an important love interest of the target. This may be someone that the target is already involved with, or just someone the target admires. In some cases, it is actually someone that the target has not yet met, but is likely to, and will prove a romantic interest at that time. The caster also gains a fairly good idea of whether this relationship is likely to end well.

Fifth Segment: After the fifth segment of the spell is cast, the caster learns the nature of an upcoming success that the target will have. This can sometimes be a specific success (such as "you will defeat the Black Knight," or "you will find the lost treasure of the dwarven lords"), or may indicate a general success in a specific field ("you will become a mighty warrior," or "you will become a famous blacksmith, and people will travel for miles to purchase your goods").

Sixth Segment: After the sixth segment of the spell is cast, the caster learns something about the target's death. This may be the time (typically presented cryptically, such as the time of day but not the date, or the day of the year but not the year, or even just "soon."), or it may be the manner. In cases where the manner is revealed, it is generally more specific than "death in battle," but is rarely specific enough to provide

direct advice in avoiding it.

Seventh Segment: After the seventh and final segment of the spell is cast, the caster learns the answer to a single question of his choosing about the target. This answer is given in the form of a simple "yes" or "no," or, at most, a short sentence no more than five words in length. The answer to this question is always true, to the best of the spell's ability.

The caster always learns this information suddenly, with the knowledge simply appearing in his head. Such information often, but not always, appears in the form of visions, and the caster often lacks some of the context of such visions (for example, when learning a single defining characteristic of the target, if the result were that the character had been cast out from a wealthy merchant family, the caster might see the a vision of the character leaving the family manor, their father looking on with stern disapproval, etc.).

In the case of information about the future (segments four and up), the information provided is likely to be true, but may not be. The spell always provides information about the future that is most likely to occur. If something happens to change what is most likely, then a new casting of the spell may provide different information.

RESONANCE BOLT

School evocation; **Level** magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a small glass tube filled with mercury)

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

Effect one ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

With this spell, the caster releases a bolt of pure, magical energy from his fingertip. By default, this ray deals 1d4 points of damage per caster level (maximum 5d4 at 5th level) on a successful hit. However, if the caster cast a spell with the acid, cold, electricity, or fire descriptor

since the beginning of his last turn, then the resonance bolt absorbs the lingering essence of that spell, taking on some of its characteristics. In this case, the ray deals 1d6 points of damage per caster level (maximum 5d6), and it deals damage of the same energy type (acid, cold, electricity, or fire) as the descriptor of the previous spell.

RESONANCE WARD

School abjuration; **Level** alchemist 3, cleric 3, druid 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a vial of mercury)

Range touch

Target creature touched

Duration 1 min./level or until discharged

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

This spell wards its target from various energies, absorbing them and transforming them into a shield that protects its target. The spell can potentially protect against acid, cold, electricity, fire, and sonic damage. When the spell is first cast, if the target took at least 5 points of damage of any of those energy types since the beginning of his last round, he becomes immune to that energy type for the duration of the spell. Similarly, as long as the spell is in effect, once the target takes at least 5 points of damage of any of the listed energy types, he becomes immune to that energy type for the duration of the spell. (For example, Raxen Dale is in a mage duel with another wizard. That wizard casts an acid arrow at Raxen, who takes 5 points of acid damage. On his next turn, Raxen casts resonance ward, and gains immunity to acid. On the enemy wizard's next turn, he casts fireball, and Raxen takes 18 points of fire damage. Resonance ward now protects Raxen from both fire and acid).

When the spell absorbs 10 points per caster level of energy damage (total, from amongst all energy types; to a maximum of 150 points at 15th level), it is discharged.

RESTORE YOUTH

School transmutation; **Level** druid 9, sorcerer/wizard 9

Casting Time 24 hours

Components V, S, M (special incense and oils worth 5,000 gp)

Range touch

Target willing creature touched

Duration instantaneous

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

Resistance yes (harmless)

This spell returns the target to the prime of his youth instantaneously. Determine the target's new age by rolling on table 7-1: Random Starting Ages in the *Pathfinder Roleplaying Game Core Rulebook*, using the target's race and class. If the target has multiple classes, he may choose which class to use when rolling on the table. If the target was middle-aged or older before the spell was cast, he loses all penalties to his physical ability scores that are a result of aging. He retains any bonus to his mental ability scores from aging, but cannot gain age bonuses from the same age category more than once (for example, if the middle-aged wizard Balthavius cast this spell and was returned to the prime of his youth, he would no longer suffer a -1 penalty to his physical ability scores, but would retain his +1 bonus to his mental ability scores. When he naturally reached middle-age again, he would once again suffer a -1 penalty to his physical ability scores, but would not gain a further bonus to his mental ability scores. If he allowed himself to age to the old age category, he would gain the normal bonuses and penalties for that age category).

Each time this spell is cast, there is a 10% chance that it fails. If it does, the target can no longer be affected by *restore youth*. Even a *wish* or *miracle* spell cannot prevent this chance or allow a character to be affected by the spell once this has occurred, though direct intervention by deities or creatures of similar power might.

SAFEHOLD

School abjuration; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 full round

Components V, S

Range touch

Area 60-ft.-radius emanation centered on the spot touched

Duration see text

Saving Throw Will negates, see text; **Spell**

Resistance yes, see text

This powerful spell wards an area against violence, protecting those sheltered within from harm. For as long as the spell remains active, creatures within its area cannot attack, cast spells that deal damage or require the target to make a saving throw (unless the spell is denoted as harmless), or take any action requiring a combat maneuver check unless they succeed on a Will save. This save is made each time the creature attempts a hostile action, and even if a creature succeeds on its saving throw it must make a new save the next time it attempts a hostile action. Creatures specifically attempting to harm the caster (as opposed to other creatures in the area) suffer a -5 penalty on this saving throw. Additionally, when the spell is cast, all grapples within the effect of the spell end immediately, and the participants may each make a five foot step as an immediate action when the grapple ends.

Attacks made from outside the area of this spell against subjects within the area of the spell automatically miss, and any hostile spells whose target or effect is entirely within the safehold's area automatically fail. Hostile spells whose target or effect is partially within the safehold's area do not function within the safehold, but function normally in the rest of their area or for the rest of their targets, as appropriate.

SHADOW DRAGON

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

Casting Time 1 standard action

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

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

Effect one shadow creature

Duration instantaneous

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

Resistance yes

This spell creates a dragon made of pure shadow-stuff, which either breathes a torrent of fire or frightens the caster's foes, and then immediately vanishes. The caster chooses which of the two actions the dragon will perform as the spell is cast. Regardless of which version is chosen, the dragon is only 50% real, and any creature that would be affected by either of its abilities is entitled to a Will save to disbelieve it, in addition to any other saving throws allowed. Information on what happens if an effect is disbelieved is included under each effect.

Fire Breath: If the caster chooses to have the shadow dragon use its breath weapon, it creates a 60-foot cone of fire which deals 10d8 points of fire damage to each creature in the area. A successful Reflex save halves this damage. Creatures who disbelieve the dragon take only 50% of the damage, rounded down, meaning a creature that disbelieves the dragon and succeeds on the Reflex save would take roughly one quarter the normal damage. This version of the spell is a fire spell in addition to its other descriptors.

Frightful Presence: If the caster chooses to have the shadow dragon use its frightful presence, it simply roars, potentially terrifying all nearby creatures. All creatures besides the caster within range of the spell must succeed on a Will save or become panicked. Creatures who disbelieve the dragon have a 50% chance of being immune to this effect (but a 50% chance of being panicked as normal if they fail their saving throw). This version of the spell is a mind-affecting fear effect in addition to its other descriptors.

SHADOW GORGON

School illusion (shadow); **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (a gorgon's horn)

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

Effect one shadow creature

Duration instantaneous

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

Resistance yes

This spell creates a gorgon made of pure shadow-stuff, which attempts to petrify a single creature within the spell's range with its baleful stare, and then immediately vanishes. The gorgon is only 40% real, and the target is entitled to a Will save to disbelieve it. If the target succeeds on the saving throw, it disbelieves the gorgon, but because the gorgon is partially real, there is a 40% chance the target is affected anyway. If the target fails to disbelieve, or is affected anyway, it must succeed on a Fortitude save or be petrified, as the spell *flesh to stone*.

SHADOW SPIDER

School illusion (shadow); **Level** sorcerer/wizard 3

Casting Time 1 standard action

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

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

Effect one shadow creature

Duration 1 round/level

Saving Throw Will disbelief (if interacted with), see text; **Spell Resistance** see text

This spell allows the caster to create a Large spider from shadow-stuff, which proceeds to trap the caster's enemies in shadowy, web-like strands. This spider has 40 hit points, a movement speed of 40 feet, and uses the caster's AC and saving throws. Any effect which would damage or target the spider has a 60% chance of doing nothing to the spider, as the spider is only 40% real.

The spider acts on the caster's turn each round (including the round that the spell is cast), spraying its shadowy webbing at a single Large-sized or smaller creature of the caster's choice within 60 feet. This is a ranged touch attack that uses the caster's base attack bonus and the caster's spellcasting ability score (Intelligence for wizards, Charisma for sorcerers, etc.) instead of Dexterity to determine whether or not the attack hits. These webs are only 40% real, and so any creature hit by a web may make a Will save to disbelieve the effect. If the save is successful, there is a 60% chance that the web has no effect. Once a creature has successfully disbelieved one web attack, it automatically disbelieves any other web attack that the spider

attempts, but there is still a 40% chance per web attack that it will have its normal effect. Finally, if the creature possesses spell resistance, each web attack must overcome that resistance in order to affect the creature.

A creature that is successfully affected by the spider's web effect gains the pinned condition. It can attempt to break free each round by making a combat maneuver check or Escape Artist check, with the web's CMD being equal to the caster's caster level + the caster's spellcasting ability score modifier + 6. If it successfully breaks free, it becomes grappled. Another successful attempt frees the creature completely.

The spider does not possess natural attacks, and cannot make attack rolls except with its web ability.

SORVITHAL'S INEVITABLE DOOM

School necromancy [death]; **Level** cleric 9, sorcerer/wizard 8, witch 8

Casting Time 1 month; **Segmented** 1 to 3 segments

Components V, S, M (a black diamond worth at least 1,000 gp per hit dice of the target)

Range see text

Target one living creature

Duration instantaneous or permanent; see text

Saving Throw none; **Spell Resistance** no

This powerful spell is incredibly difficult to resist, and has proven the death of many a great hero. The target can be any distance from the caster, and the two need not even be on the same plane, but in order to cast this spell, the caster must know the target's name, and must have either met the individual in question, or have a possession of the target worth at least 100 gp.

Unlike most segmented spells, *Sorvithal's inevitable doom* can be cast with any number of segments from one to three. After each segment is cast, the caster causes a specific harmful effect to befall the target. He may then stop casting the spell, or, if he wants to continue, can cast another segment of *Sorvithal's inevitable doom* in order to accomplish the more powerful malign



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effect provided by the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (two months, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to achieve the effects provided at higher-numbered segments.

First Segment: Once the first segment of the spell is cast, the target's body slowly begins to rot. Each day, at midnight, the target takes 1 point of damage, plus 1 point per previous time the target has taken damage in this way. This damage cannot be healed naturally, and is resistant to magical healing: in order to heal this damage with a spell, the healer must succeed on a caster level check (DC 11 + Sorvithal's inevitable doom's caster's caster level), otherwise the magical healing has no effect.

As soon as the first segment is cast, the target also immediately becomes aware of the fact that he has been cursed, and becomes aware of the fact that the only way to truly stop the curse is to find and slay the individual who cast the spell. No

mortal magic can end the curse once cast, not even *wish*, *miracle*, or *mage's disjunction*. The target does not gain any magical knowledge of the caster's identity or location at this point.

Second Segment: Once the second segment of the spell is cast, the rotting of the target's body becomes much more pronounced. Each day the target takes 1 point of permanent ability score drain to the ability score of the caster's choice. Like the damage caused by the spell's first segment, this ability score drain is difficult to heal magically, and anyone attempting to do so must succeed on a caster level check (DC 11 + *Sorvithal's inevitable doom's* caster's caster level), otherwise such magical healing has no effect.

As soon as the second segment of the spell is cast, the target immediately becomes aware of the caster's name, as well as the direction and relative distance to the caster (such as "near," or "far," and not nearly precisely enough to accurately teleport to the caster's location). This knowledge cannot be blocked or fooled by magic

that blocks or otherwise interferes with divination effects.

Third Segment: Once the third segment of the spell is cast, the target's body immediately melts into a pile of black ichor, slaying the target outright. Because of the psychic trauma this spell imparts on its victims, characters that have died this way and are later resurrected have a 50% chance of becoming permanently insane, as the spell *insanity*.

SORVITHAL'S UNDEAD ARMY

School necromancy; **Level** cleric 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action; **Segmented** 1 or more segments

Components V, S, M (a black pearl worth at least 10 gp per HD of the undead to be created)

Range touch

Target one or more corpses touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell allows the caster to create a large number of more powerful undead. Unlike most segmented spells, *Sorvithal's undead army* can be cast with any number of segments, even just one. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

The exact type of undead that the caster can create with this spell depends on how many segments were used to cast the spell, as indicated on the table below. If the caster is creating more than one undead creature, he can choose to have them be the same type of undead, or different types of undead, and he can choose for one or more of the undead created to be of a type allowed by a lesser number of segments.

Segments	Available Undead
1	Ghoul, skeleton, zombie
2	Ghast, juju zombie, skeletal champion

3	Ghost, revenant ¹ , shadow ² , wight ²
4	Mummy, nosferatu ^{1,2} , vampire ² ,
5+	Banshee, spectre ² , vurdulak ³

1. This creature can be found in *Liber Vampyr*.

2. Undead of this type created by this spell are not capable of controlling any spawn that they create. If they create spawn, those spawn count against the total number of Hit Dice you can control with this spell. Any spawn which exceed the Hit Dice you can control are uncontrolled.

3. This creature can be found in *A Necromancer's Grimoire: Marchen der Daemonwulf II*

The maximum number of hit dice of undead creatures created also depends on how many segments were used to cast the spell, as outlined on the table below. These hit dice can all be in a single undead creature, if it would normally have that many, or can be divided among as many individual undead creatures as the caster desires.

Segments	Maximum Hit Dice of Undead
1	1 per caster level
2	2 per caster level
3	3 per caster level
4+	4 per caster level

As with *animate dead*, the caster can control no more than 4 HD worth of undead per caster level with this spell, and undead controlled with *Sorvithal's undead army* count against the number of HD of undead the caster can control with *animate dead*, and vice versa.

SORVITHAL'S WITHERING HEX

School necromancy; **Level** cleric 6, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a scrap of flesh from a corpse)

Range touch

Target living creature touched

Duration instantaneous

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

With a touch, the caster causes dark energies to fill the target's body, causing tremendous and possibly permanent damage.

This spell has two forms, depending on whether the caster wants to focus on damaging the target, or would rather cripple him. The caster chooses which version of the spell to use as the spell is cast.

Crippling: The target must succeed on a Fortitude save or take 2d4 points of ability drain to the physical ability score of the caster's choice (Strength, Dexterity, or Constitution). Even if the save is successful, the target still takes 1d4 points of ability score damage to the chosen ability score. The ability score to be damaged must be chosen before the saving throw is made.

Damaging: The target takes 1d6 points of damage per caster level (maximum 15d6 at 15th level). Unless the target succeeds on a Fortitude save, this damage is incredibly difficult to heal. It does not heal naturally, and anyone attempting to heal it magically must first succeed on a caster level check (1d20 + caster level), with the DC being 11 + the caster level of the character that cast Sorvithal's withering hex, or else the magic has no effect. In the case of magic items (such as potions), the caster level of the item's creator is used. If the magic only heals some of the damage from Sorvithal's withering hex, then future attempts to heal the damage must still succeed on a caster level check or have no effect.

SPRIT SIGHT

School necromancy; **Level** bard 2, cleric 1, druid 2, inquisitor 2, sorcerer/wizard 1, witch 2

Casting Time 10 minutes

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level

This spell allows the caster to see and speak with the spirits of recently departed humanoids. These spirits appear as hazy and translucent versions of the creature as it appeared in life, and remain near its body, or the spot that it died, or another location of significance to the departed creature. The longer since the creature's death, the more hazy and translucent it appears, and the more distant its voice sounds. The caster is able to see and speak to humanoids that have

been dead for no more than one hour per caster level (maximum 10 hours).

The departed spirits have the same knowledge and personality that they had in life. They are under no compulsion to reveal any information to the caster, but may if he can persuade them to do so. The spirits cannot touch or physically interact with the caster in any way, nor he them. They speak the languages they knew in life.

Creatures whose souls were captured (such as with the *soul bind* spell), or destroyed, or are otherwise unavailable, do not leave spirits for the caster to find in this way, though even those bound for a particular afterlife often linger long enough for the purposes of this spell.

SPREAD DISEASE

School necromancy; **Level** cleric 2, druid 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of diseased flesh)

Range touch

Target creature touched

Duration instantaneous or 1 day/level; see text

Saving Throw none, see text; **Spell**

Resistance yes

This spell inflicts a disease on the target. Though the spell can be cast by a healthy mage, it is far more potent when cast by one who is currently under the effects of the disease he is trying to spread.

The touched creature contracts one of the following diseases: filth fever, leprosy, red ache, or shakes. If the caster is currently suffering from the effects of the chosen disease, the target suffers its effects immediately (the onset period does not apply), and she continues to be afflicted by the disease until she dies or is successfully cured of it. If the caster is not currently suffering from the chosen disease, however, then the target is not affected by the disease until the normal onset period has passed, and is automatically cured of the disease after a period of 1 day per caster level (maximum 10 days at 10th level). In either case, the target can still make

saving throws to resist the effects of the disease, as normal.

Creatures that are immune to a disease can still count as “suffering from the effects” of a disease if they are acting as a carrier for the disease.

SUMMON CRAB

School conjuration (summoning); **Level** cleric 4, druid 4, ranger 4, sorcerer/wizard 4, summoner 3

Casting Time 1 full round

Components V, S, M (a fish's head)

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

Effect one or more summoned creatures

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons a number of crabs to the caster's location. The number and type of these crabs, as well as the amount of control the caster has over them, depends on which version of the spell the caster uses, chosen as the spell is cast. The spell can either be used to summon a lesser force of crabs, which the caster can control, or it can be used to summon a greater force of crabs, which he cannot.

Lesser: This version of the spell functions as *summon monster IV*, except that it always summons a single crab swarm (found in the *Pathfinder Bestiary*).

Greater: This version of the spell summons two crab swarms, as well as 2d4 giant crabs (found in the *Pathfinder Bestiary*). The summoned creatures appear in unoccupied squares in range, and immediately begin attacking everything in sight, including the caster, in a maddened frenzy. The caster has no control over creatures summoned by this version of the spell, and they attack all targets indiscriminately, not favoring one target over another unless given a reason to (*for example, if one target looks more dangerous than another, or another smells strongly of fish*).

SUMMON MEPHITS

School conjuration (summoning); **Level** sorcerer/wizard 6, summoner 5, witch 7

Casting Time 8 hours

Components V, S, M (assorted gems, coins, and art objects worth at least 600 gp)

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

Effect one summoned mephit per two caster levels

Duration 1 day/level

Saving Throw none; **Spell Resistance** none

This spell summons a number of mephits, which serve the caster loyally for the duration of the spell. Though the mephits do serve the caster, they are bound by magic contract, and the caster does not have direct control over their actions, though they will generally obey the caster's commands. They will not engage in combat with creatures that are exceptionally more powerful than they are (CR 5 or greater), but will perform chores, scout, carry messages, and the like.

The type of each summoned mephit is determined separately. If the caster succeeds on a Spellcraft check (DC 20) as he casts the spell, he can choose the types of mephits he summons. Otherwise, each mephit's type is determined by rolling on the table below:

d%	Mephit Type
01 - 10	Air
11 - 20	Dust
21 - 30	Earth
31 - 40	Fire
41 - 50	Ice
51 - 60	Magma
61 - 70	Ooze
71 - 80	Salt
81 - 90	Steam
91 - 100	Water

The caster can only benefit from one instance of *summon mephits* at a time. If the spell is cast again before its duration ends, the caster has two options: he can either release the previously summoned mephits (in which case they return to the planes they came from), or else he can extend the previous casting's

duration, causing it to last until one day per caster level from the time of the second casting.

SUMMON WEAPON

School conjuration (summoning); **Level** cleric 5, inquisitor 5, magus 5, paladin 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (a miniature weapon of the appropriate type)

Range personal

Target you

Duration 1 min./level

This spell summons a magic weapon for the caster. The summoned weapon appears in the caster's hand, or, if the caster's hands are full, appears on the ground at the caster's feet. The caster is considered proficient with the summoned weapon, even if he would not normally be proficient with weapons of that type. The exact nature of the magic weapon is determined by the caster's alignment, as indicated on the table below.

TIDE OF FLAME

School evocation [fire]; **Level** sorcerer/wizard 5

Casting Time 1 full round; **Segmented** 1 to 6 segments

Components V, S, M (a piece of charcoal encased in candle wax)

Range see text

Effect magical blasts of flame of increasing size

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance**

yes

This spell creates one or more blasts of flame, centered on the caster and expanding outwards in all directions, damaging each creature besides the caster in the area. The exact size of these blasts, as well as the amount of damage they deal, depends on how many segments are used in casting the spell.

Unlike most segmented spells, *tide of flame* can be cast with any number of segments from one to six. After each segment is cast, a blast of flame erupts around the caster, covering an area and dealing damage appropriate to that segment. He may then stop casting the spell, or, if he wants to continue, may cast another segment of *tide of flame* in order to produce another blast of flame, this time the size and intensity of the next segment. As with all segmented spells, if the caster allows twice the spell's casting time (two rounds, in this case) to pass without casting another segment, the spell "resets," and the caster must begin again from the beginning in order to get the results of higher numbered segments.

The area and damage of the blasts are given on the table below.

<i>Segment</i>	<i>Area</i>	<i>Damage</i>
First	20-ft. radius	1d6/level (max 10d6)
Second	25-ft. radius	1d6/level (max 15d6)
Third	30-ft. radius	1d8/level (max 15d8)
Fourth	35-ft. radius	1d10/level (max 15d10)
Fifth	40-ft. radius	2d6/level (max 30d6)
Sixth	50-ft. radius	2d8/level (no max)

<i>Alignment</i>	<i>Summoned Weapon</i>
Lawful Good	+1 holy axiomatic longsword
Neutral Good	+1 merciful holy defending warhammer
Chaotic Good	+1 holy anarchic rapier
Lawful Neutral	+1 flaming burst* axiomatic halberd
True Neutral	+1 brilliant energy shortsword
Chaotic Neutral	+1 vicious keen falchion
Lawful Evil	+1 unholy axiomatic dagger
Neutral Evil	+1 unholy wounding flail
Chaotic Evil	+1 unholy anarchic greataxe

*The caster may choose to substitute either icy burst or shocking burst, instead.

TIMESCRY

School divination (scrying); **Level**

sorcerer/wizard 9

Casting Time 1 hour; **Segmented** 1 or more segments

Components V, S, F (a crystal mirror worth at least 25,000 gp)

Range see text

Effect magical sensor

Duration 1 min./level

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

Resistance yes (object)

This spell functions as *scrying*, except as noted here. First, the spell can be used to observe a specific object or location, rather than a specific creature. In the case of creatures, the normal saving throw modifiers listed for *scrying* apply. Locations do not receive a saving throw, but objects that can make a saving throw (such as magic items) use the following modifiers.

<i>Knowledge</i>	<i>Will Save Modifier</i>
None*	+10
Secondhand (caster has heard of or seen the item)	+5
Firsthand (caster has held or touched the item)	+0
Familiar (caster had the item in his possession for at least one week)	-5

*The caster must have some sort of connection (see below) to an item he has no knowledge of.

<i>Connection</i>	<i>Will Save Modifier</i>
Likeness or picture	-2
A fragment or piece of the item	-4
Caster is currently in possession of the item	-10

Additionally, *timescry* allows the caster to observe the target at a previous time, instead of only in the present. Exactly how far into the past the caster can observe is determined by the number of segments used to cast the spell. Unlike most segmented spells, *timescry* can be cast with any number of segments, even just one. When each individual segment is cast, the caster



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may choose whether to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell. Use the following table to determine how far into the past the caster is able to observe.

<i>Segments</i>	<i>Time Range</i>
1	Present only
2	Up to 1 hour/level ago
3	Up to 1 day/level ago
4	Up to 1 week/level ago
5	Up to 1 month/level ago
+1	Up to an additional year ago

No matter how far into the past the caster can observe, he must still specify a specific time (including date, year, time of day, etc) from which the observation will begin, and he can then observe the target for an amount of time equal to the spell's duration from that time, as though what he was viewing were happening in the present. He cannot choose to "skip ahead," nor can he observe the target for a longer period of time than the spell's duration.

TRUE SPEECH

School divination; **Level** bard 5, cleric 7, druid 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

This spell causes the caster to be able to speak in a truly universal language that anything can understand. The caster can speak with and understand any creature, even if that creature does not have a language and cannot normally speak (such as a chicken). If the creature does not normally speak, the caster is magically able to intuit meaning from any body language, grunts, growls, or squawks. The spell also allows any creature who hears the caster to understand his speech perfectly as though it were in their own language. This effect applies to creatures which cannot normally speak or understand speech, as well.

Because this language is truly universal, the caster's ideas are communicated more effectively than normal, granting a +10 bonus on all Diplomacy checks, even with creatures who speak the caster's language.

Any creature that is immune to mind-

affecting effects is also immune to the effects of this spell. This prevents the creature from magically understanding the caster's speech, and the caster from magically understanding the creature's response, and also negates the +10 bonus to the caster's Diplomacy checks made against that creature. This does not prevent the caster and the creature from communicating if they could normally do so.

Though the spell allows the caster to intuit responses from creatures without them speaking, it does not allow the caster to read the creatures' minds. The caster cannot learn anything that the "speaker" does not specifically intend to tell the caster. Note that creatures with an Intelligence score of 2 or lower will have extremely limited thoughts, will likely be preoccupied with topics like "food" and "danger," and may not be able to carry on a conversation very well. Though the spell translates the meaning of the words, it does not grant any ability to better grasp complicated concepts.

VELTANNIA'S BETTER BODY

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

Casting Time 1 standard action

Components V, S, F (a stone ring)

Range personal

Target you

Duration 10 min./level or until discharged

This spell can alter the caster's physical makeup in one of two ways, both designed to offer better protection. One version of the spell makes the caster gaseous and insubstantial, while the other version hardens his body to rock. The caster chooses which version of the spell to use as it is cast.

Insubstantial: This version of the spell functions as gaseous form, except that the caster's fly speed is 30 feet, rather than 10 feet, and the DR granted by the spell is equal to 10/magic. Further, the caster gains resist cold 10, resist electricity 10, and immunity to acid. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points at 15th level, and including damage prevented by

both energy resistances and immunities), it is discharged.

Hardened: This version of the spell grants the caster DR 10/adamantine for the duration of the spell. Once the spell has prevented a total of 10 points of damage per caster level (maximum 200 points at 20th level), it is discharged.

VELTANNIA'S FIVEFOLD ILLUSION

School illusion (figment); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action; **Segmented** 1 to 5 segments

Components V, S

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

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (D)

Duration concentration + 1 min./level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

At its most basic, this spell functions as *silent image*, creating the visual illusion of a creature, object, or force, as envisioned by the caster. Unless it is further enhanced (see below) it does not create sound, smell, texture, or temperature. The caster can move the image within the range of the spell as part of concentrating on the spell, or as a move action if he is no longer concentrating on the spell.

Veltannia's fivefold illusion is a segmented spell, however, and by adding additional segments to the spell as it is cast the caster can add additional components to the illusion. Unlike most segmented spells, *Veltannia's fivefold illusion* can be cast with any number of segments from one to five. When each individual segment is cast, its caster may choose whether or not to complete the spell, or continue with another segment. Once he chooses to complete the spell, use the standard rules for casting a segmented spell.

For each segment beyond the first that is used to cast the spell, the caster may choose one of the following components to add to the

illusion: sound, smell, taste, temperature, or texture. A brief description of what can be done with each element is listed below.

Sound: As the spell ghost sound, except that the caster can change the nature of the sound as part of concentrating on the spell, or as a move action if he is no longer concentrating on the spell. Additionally, the spell can create intelligible speech, in addition to raw noise.

Smell: The illusion smells exactly as the caster imagines it. In the case of scents that would normally have mechanical effects, such as a troglodyte's stench, the odor is decidedly unpleasant, and recognizable as what it is intended to be, but does not have the same debilitating effect.

Taste: The illusion tastes exactly as the caster imagines it. This is generally useless without texture, though it could be used, for example, to make one food item look and taste like another food item.

Temperature: The illusion feels as hot or cold as the caster can imagine. No matter how hot or cold the illusion feels, it does not deal fire or cold damage, and does not cause any of the other hazards associated with high or low temperatures.

Texture: The illusion feels exactly as the caster imagines it. It cannot support weight of any kind, and can only resist very small amounts of force, and then only briefly. For example, a character who knocked on an illusory door would feel wood as he knocked, and the illusion might even cause him to think he was leaning on the door when in fact most of his weight was not on the door at all and he was supporting himself, and he would even be able to turn the knob and open the door (if the illusion allowed), but a character who attempted to walk through the door would have no trouble doing so. Similarly, an illusory bridge could not be crossed, and the texture component would not make it any more difficult for a creature attempting to cross such a bridge to realize his mistake and catch himself.

VELTANNIA'S TIMELY COMPULSION

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance**

yes

This spell draws on the power of the tide and the movements of the sun and moon, and can produce a variety of different compulsion effects. The exact effect depends on the time of day, as indicated on the table below.

Time of Day	Effect
Sunrise to Noon	Dominate
Noon to Sunset	Morale
Sunset to Midnight	Calm
Midnight to Sunrise	Enrage

Calm: The creature is affected as though by the spell *calm emotions* for the duration of the spell.

Dominate: The creature is affected as though by the spell *dominate person* for the duration of the spell. If the creature is not a humanoid, this has no effect.

Enrage: The creature regards the caster, or another creature of the caster's choice that the target has at least passing knowledge of, as a hated and untrustworthy enemy (treat the target's attitude as hostile).

The spell does not automatically cause the target to attack the hated creature, but he does perceive the words and actions of that creature 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.

Morale: The affected creature gains a +4 morale bonus on attack rolls, ability checks, skill checks, and saving throws for the spell's duration. Alternatively, at the caster's option, the affected creature suffers a -4 penalty to those things, instead.

The times listed above are not exact, and there is some overlap. If the spell is cast close to the time of day when its effect would change, the caster can choose between the two different available effects (*for example, if Veltannia casts the spell anytime from an hour or so before sunset to an hour or so after sunset, she can choose to have the spell grant a morale bonus or penalty, or she can choose to have it calm her target. If she casts it several hours after sunset but several hours before midnight, however, her only option is to have it calm the target*). Any decisions about the spell's mode must be made as the spell is cast, before the target makes its saving throw.

VISIONS OF YESTERYEAR

School illusion (phantasm) [mind-affecting];

Level sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (an empty locket)

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

Target one living creature

Duration see text

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

This spell causes the target's entire life to pass before his eyes in front of him. Though to the target it seems like an entire lifetime passes, for everyone else it is only a relatively brief amount of time, during which the target appears to stare off into nothingness. For the spell's duration, the target is completely unaware of his surroundings, and is considered blinded, deafened, and generally unaware of his surroundings.

The duration of the spell depends on the target's age category, as outlined on the table on the next page.

<i>Age Category</i>	<i>Duration</i>
Young	1 round
Adult	1d4 rounds
Middle-aged	2d6 rounds
Old	1d4 + 1 minutes
Venerable	2d4 minutes

When the vision ends, the intense depictions of its life may change its moral outlook. The target is affected as though by the redemption or temptation version of the *atonement* spell, except he can choose to change one or both of aspects of his alignment to the opposite of whatever it currently is, rather than having his alignment change to match the caster's.

WALL OF WATER

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

Casting Time 1 standard action

Components V, S

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

Effect an opaque sheet of water up to 10 ft. long/level, 5 ft. thick and 10 ft. high

Duration 1 round/level

Saving Throw Fortitude negates (see text);

Spell Resistance no

Under normal circumstances, this spell creates a wall of water 10 feet high, which makes passing through the wall difficult. The wall is fairly opaque, and obscures all sight, including darkvision, beyond 5 feet. Passing through the *wall of water* requires a Strength check (DC 13) to move through the wall, and even then any space the *wall of water* takes up is treated as difficult terrain. The water constantly churns and froths, and it is impossible to make an attack of any kind (ranged or melee) through the wall.

The spell is particularly sensitive to latent magical energies, however, and mages have determined that with a careful combination of spells, it can have dramatically different effects. If the caster cast a spell with the fire descriptor no more than one round before casting *wall of water*, then the wall created is composed of steam, instead. In this form, the wall does not restrict movement or directly interfere with attacks, but blocks vision and grants

concealment as the spell *obscuring mist*, but in the area indicated above. Additionally, any creature passing through the wall takes 2d4 points of fire damage.

If the caster cast a spell with the cold descriptor no more than one round before casting *wall of water*, however, then the wall created is composed of ice. In this form, the wall functions as the spell *wall of ice*, except that it must be anchored to the floor, and has the area and duration indicated above. Additionally, unlike a *wall of ice*, if the *wall of water* is breached while in this form, it does not deal any damage to creatures passing through it.

WARD OF NAMES

School divination; **Level** sorcerer/wizard 8, witch 8

Casting Time 1 minute

Components V, S, F (the caster's name, engraved on a crystal plaque)

Range personal

Target you

Duration 24 hours

This powerful spell causes the caster to instantly become aware of any creature speaking his name anywhere within the multiverse. Whenever any creature speaks the caster's name in reference to him personally, he immediately becomes aware of it, and may choose to view that person remotely for a number of minutes equal to his caster level. This remote viewing functions identically to the spell *scrying*, except that the viewing is psychic and requires no focus or concentration, it can view creatures on a plane other than the one the caster is on, and there is no saving throw to resist its effects. It is not retroactive, however, and so the caster will not view the conversation that led up to his name being spoken. The caster does not gain any other information about the speaker, such as his name or location, though may be able to learn such things by viewing them.

Deities, as well as certain other powerful entities, and anyone under the effects of a *mindblank* spell, are immune to this effect. Creatures in conditions that block *scrying* (such

as someone in a place lined entirely with lead) still alert the caster if they speak his name, but are still immune to being viewed.

WINDBLAST

School evocation [air]; **Level** druid 4, magus 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 20 ft.

Area 20-ft.-radius emanation centered on you

Duration instantaneous

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

This spell causes a powerful blast of air to erupt around the caster on all sides, pushing away creatures and objects in the area. This has a number of effects.

First, each creature in the area besides the caster takes 5d6 points of damage. Second, the spell makes a bull rush attempt against each creature and object in the area, attempting to push them to the edge of the effect. The spell's CMB for this effect is equal to the caster's caster level + the caster's spellcasting ability score modifier (Intelligence for wizards, Charisma for sorcerers, etc.) + 4. The caster rolls only a single bull rush attempt, and applies it to each affected creature and object. Creatures that are successfully bull rushed are knocked prone at the end of this movement. A successful Reflex save halves the damage, and prevents the creature from being knocked prone, but does not stop the bull rush.

Finally, if the caster was prone as the spell was cast, the wind created by the spell gently lifts him to his feet.

WINTER'S CARESS

School evocation (cold); **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a patch of winter wolf fur)

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

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex partial, see text; **Spell**

Resistance yes

This spell violently drains the warmth from the targeted area, dealing 1d6 points of cold damage per caster level to each creature in the area (to a maximum of 10d6 damage at 10th level). A successful Reflex save halves this damage.

In addition to this, the spell creates a thin layer of ice over the ground in the targeted area, making it slippery. Any creature in the area when the spell is cast must succeed on a Reflex save or fall prone. A character can walk within or through the affected area at half speed with a successful Acrobatics check (DC 15). Failure means the creature can't move that round, and must succeed on a Reflex save or fall prone. If the creature fails its Acrobatics check by 5 or more, it automatically falls prone.

Once created, the ice typically melts away in 1d4 minutes, though in particularly hot environments it might melt away as quickly as 1d4 rounds, and in cold environments it might last indefinitely. Dealing even a single point of fire damage to the ice will cause it to melt in that particular 5-foot-square area.

WINTER'S WRATH

School evocation [cold]; **Level** druid 8, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 60 feet

Area 60-ft.-radius burst centered on you

Duration instantaneous

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

This spell harnesses the power of nature to provide a potentially powerful burst of freezing cold. Because it draws its power from the turn of the seasons, its power depends on what time of year it is cast in.

If cast during the summer, this spell deals 1d6 points of cold damage per two caster levels to

each creature besides the caster in the spell's area (to a maximum of 10d6 at 20th level).

If cast during the spring or autumn, this spell deals 1d6 points of cold damage per caster level to each creature besides the caster in the spell's area (to a maximum of 20d6 at 20th level). Further, any creature that takes damage in this way must succeed on a Fortitude save or suffer 1d6 points of Strength and Dexterity damage.

If cast during the winter, this spell deals 1d8 points of cold damage per caster level to each creature besides the caster in the spell's area (to a maximum of 20d8 at 20th level). Further, any creature that takes damage in this way must succeed on a Fortitude save or suffer 2d6 points of Strength and Dexterity damage.

For the purposes of this spell, autumn begins on September 20th, winter begins on December 21st, spring begins on March 20th, and summer begins on June 21st. If your campaign setting doesn't use the Gregorian calendar (or a similar facsimile), check with your GM to determine when each season begins. The GM is the final arbiter of when each season begins and ends.

WYRM SUMMONING

School conjuration (calling); **Level** druid 9, sorcerer/wizard 8, summoner 8

Casting Time 1 standard action

Components V, S, F (an iron brazier), M (100 gp worth of sulphur, burned in the brazier)

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

Effect one summoned dragon

Duration 1 round/level

Saving Throw Will partial, see text; **Spell**

Resistance no

This potent spell allows the caster to call up a dragon, as well as limited protection from the dragon's fury. As the spell is cast, the caster chooses a type of true dragon (such as gold, silver, white, or red), and once the spell is complete a dragon of the chosen type appears in a designated point within the spell's area. If the desired location cannot support the dragon, the spell fails. The maximum age of the dragon

summoned is determined by the caster's own age, as indicated on the table below, though the caster can always choose to summon a younger dragon, if he desires.

<i>Caster's Age</i>	<i>Maximum Dragon Age</i>
Young	Juvenile
Adult	Adult
Middle Age	Mature Adult
Old	Old
Venerable	Ancient

The summoned dragon is under no compulsion to obey the caster, though it cannot take any action to harm the caster for the spell's duration. During this time, the caster can attempt to bargain with the dragon for its service. Dragons summoned in this way generally have a starting attitude of unfriendly or sometimes even hostile, though they can almost always be won over with a bribe. Typically, a payment of 1,000 gp per hit dice per week of service is accepted, though individual dragons may require more or be willing to settle for less, depending on the dragon, the alignment of the caster, the service in question, a successful Diplomacy check, and a number of other factors.

Once the spell's duration ends, the dragon can choose to return whence it came at any time. It does not need to take advantage of this ability, but if it does not do so before 24 hours have passed, the ability is lost.

If the caster desires, this spell can similarly be used to call a specific dragon known to the caster. The dragon must be a true dragon, its age must not exceed the maximum age of dragons the caster can summon, and the caster must at least know the dragon's name, or have met the dragon before. If used in this way, the dragon can resist the spell with a successful Will save, in which case the spell simply fails, and no dragon is called.

ZEPHYR SHIELD

School evocation [air]; **Level** cleric 2, druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S



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Range 10 ft.

Area 10-ft.-radius emanation centered on you

Duration 1 round/level

Saving Throw Reflex partial, see text; **Spell**

Resistance no

This spell creates a small maelstrom of wind which circles around the caster. This has two effects. First, when the spell is first cast, the winds push back creatures that are near the caster, moving them outside the spell's area. Second, as long as the winds persist, they offer the caster some protection.

When the spell is first cast, each creature within the spell's area other than the caster must succeed on a Reflex save or be pushed to the edge of the spell's effect. Creatures who fail their save by 5 or more are knocked prone, as well. After this initial burst, the wind does not impede movement, and creatures can move through the caster's square normally, whether on foot or in the air.

The winds move with the caster, and automatically attempt to divert ranged attacks made against him. For the duration of the spell, all ranged attacks made against the caster suffer a -4 penalty. Ranged attacks that the caster makes are unaffected by the wind.

Finally, the winds also make it impossible to strike the caster precisely, and for the duration of the spell he is immune to precision-based damage (though not immune to critical hits). This applies to melee attacks as well as ranged attacks.

Appendix 1: A Primer on the Contributors to this Tome

A true academic always makes an effort to be keenly aware of the nature of his sources, so that he can recognize the biases, preconceptions, and schools of thought that must come along with all sources, take them into account, and, if necessary, safeguard against them. This book has a wide variety of sources, and draws its spells from a great number of contributors beyond my own magical research. As such, it seems only fitting that I share a little bit of what I know about those spellcasters and arcane researchers who provided the more substantial contributions to this book.

In the previous *Advanced Arcana*, I included a lengthy description of my own trials and travels in order to acquire the information I did from the various mages that I consulted. Though I have been assured by many readers that this information was quite entertaining, I fear that such a detailed account is sensationalist, rather than academic, and would serve to push this book into the realms of base entertainment, rather than raw academia. Besides, while there were certainly some extensive difficulties and adventures involved in tracking down some of the information for this book, that is not what I would call attention to. Rather, know that most of the spells included in this book were gleaned either through my own experimentation, or through painstaking research through old and dusty tomes, or by canvassing minor hedge-wizards and local witches and collecting local spells that had been passed down through generations or were developed through simple country ingenuity.

Of course, some of the spells came from specific and talented spellcasters, either directly, through personal interviews, or indirectly, through personal spellbooks that, in one way or another, made their way into my care. There are seven such spellcasters who contributed enough to this tome that I feel their backgrounds and personalities should be addressed here.

Ardesalf, the Ancient Sage: I first became acquainted with Ardesalf while doing research for the original *Advanced Arcana*, and he was instrumental in that book's creation, for in addition to helping me unlock the secret of fountain spells, he also donated a number of spells to the book. A detailed description of that encounter can be found in *Advanced Arcana*, but I will tell you a bit about the man here, as well.

Ardesalf is an ancient and seemingly ageless sage who has retired from the world to live in a personal demiplane, which he uses as his home and magical laboratory. He knows much of arcane lore and is, in my estimation, one of the most knowledgeable magic scholars still living. Though he has achieved an immortal lifespan, I fear that the years are taking their toll on his mind: he tends to speak in constant streams, often jumping excitedly from one idea to the next, and, more to the point, going on at length about even the most remotely-related tangents, as though the knowledge within him was straining to escape. While, as a fellow scholar, I often found these tangents fascinating, it does make interviewing and working with him somewhat more trying.

While Ardesalf claims that there are numerous entrances to his demiplane, the one that I know of is a small temple at the top of Mount Garagus, in the Ontipputa mountain range. He is easily identifiable: he wears a long, grey beard and spectacles, and dresses in a thick white woolen robe. More to the point, he has a disconcerting habit of constantly walking on air, about a foot above the ground. He is friendly, and enjoys visitors, and his library and his own repository of knowledge should be invaluable to any researcher. I am proud to be able to call him my friend.

Balthavius N. Blackmont IV: Sadly, the world has no shortage of talented spellcasters who allow their skills to go completely to waste, bending the universe to their will for petty or shortsighted endeavors. In a few rare and ironic cases, however, such unseemly things can occasionally inspire otherwise lazy and talentless men to heights that they would not otherwise achieve, and contribute to the greater good. I believe that the example of Balthavius N. Blackmont IV is just such a case.

When I first heard of Balthavius, it was from a group of aspiring young students who had eaten up rumors of the mage's great deeds, dashing adventures of derring-do, and his good looks, wealth, and pedigree. They assured me that Balthavius was a powerful, clever, and accomplished mage who would be invaluable in my studies.

I decided to look into the matter, and was disappointed to discover that the students seemed sorely mistaken. The Blackmont family was, in fact, a well-established family in arcane circles (even if they do seem to have bent most of their magical talent to the acquisition of wealth, land, and prestige), but Balthavius himself seemed a poor bet on the best of days, having dropped out of the prestigious Restalov University and seemingly having accomplished little in the intervening time.

Apparently Balthavius devoted most of his time to the pursuit of women. He spends the majority of his time in bars, taverns, brothels, and other low places seeking out his next conquest, when he isn't busy waxing his facial hair or otherwise attending to his appearance. He is obsessed with his own fashion, and reputedly crafted magical garments for himself which always change to suit the latest designs. This was apparently a practical decision to save money, as before its invention he supposedly never wore the same clothes twice.

My time with Balthavius was thankfully brief: when I eventually tracked him down in an alehouse, he seemed as dismissive of research as I was of the possibility he would have much to offer. When I mentioned that the results would be put in a book, and his name included, he changed his mind. He wasn't willing to spend any more time in an interview—he had more pressing matters in the form of a blonde and a brunette, I fear—but he did agree to loan me his spellbook for a few days. Though most of his spells were foppish and, to be frank, complete wastes of magical talent, he had actually invented a few spells that I felt would be of great utility to a variety of mages, and so have included them here.

Heridus the Unassailable: Also known as Heridus the Insecure, this enigmatic mage was one of the most difficult for me to reach, and I suspect that he has since found ways to make even that difficult method an impossibility.

I first became aware of Heridus during my research, chancing upon his name in an archive in reference to Sorvithal, another of the contributors to this book. The source told me that Heridus had actually battled Sorvithal during the latter's rise to power, and that the battle had ended with a draw, as Sorvithal was forced to admit after seven days that he would be unable to penetrate Heridus's defenses, and gave up the fight.

This piqued my interest, as it certainly made out Heridus's defensive magic to be powerful indeed, and no doubt versatile as well, for everything I'd heard of Sorvithal told me he was no one-trick pony. My curiosity became even stronger, however, when I discovered that Heridus seemed to all but disappear from the records after that encounter.

I feared that perhaps the chronicle had been incorrect and Heridus had, in fact, fallen to Sorvithal. Earlier sources also indicated that Heridus had associated with some lower-planar creatures in his youth, and it seemed conceivable that one such an acquaintance had eventually caught up to the wizard. I had to be sure, though, so I set out to Heridus' tower, which he had not, himself, been inside in over fifty years.

I was admittedly somewhat surprised to find a wizard living in the tower: a local hedge-wizard who had no idea who the previous owner had been, and had simply moved into the tower when he discovered it was abandoned. He used only a few rooms on the lower floors, and was afraid to explore the rest of the tower—he knew that much of it remained protected by powerful wards. Even now, I doubt he knows the secret the tower holds, or how I was able to reach Heridus.

The details of reaching Heridus I'll keep to myself, in case the reclusive mage has not yet prevented that method's use. Suffice to say that he dwells in an inaccessible and well-defended demiplane, where he apparently plans to live out the rest of eternity shut off from the world. A small man with neat brown hair and a clean-shaven face, Heridus doesn't look a day over 40, although he is surely at least 100 years old. He wears serviceable cream-colored clothing (albeit heavily laced with protective enchantments) and speaks with a remarkably high voice.

He did not appreciate being intruded upon, but when I explained the reason for my visit he was willing to share some of his knowledge. The man is a defensive genius, as evidenced by the fact that the spells I include here are the ones he did not care about, for he said he would not risk his "important" spells being published so that they could be deconstructed and weak points found. In exchange, he asked me for information about a devil named Kelvorimaeron, and I suspect that his self-imposed exile may be in order to avoid paying his end of a deal with this devil.

Kabaz M. Anvitz: As I have said, I myself have contributed a number of whole spells directly to this tome, which I discovered through research and experimentation, and

I don't want to give the false impression that my only part in this book was to compile existing spells. In addition to those that bear my name, a number of other spells in this book were created by me as well, either from scratch or by adjusting an existing spell.

It is difficult, if even possible, for me to completely account for my own biases and preconceptions. Allow me to tell you that I am a Mage of the Ivory Order, and that I have served as the Dean of Metamagic Studies at Sirribellion for the past five years, and before that as head librarian of that university for nearly thirty years (not counting the intervening ten years, during which the university was closed). In addition to this book, I have penned *Advanced Arcana*; *Local Lore: Spell Variants in Isolated Communities*; *Reflections on Spell Development*; *Shaping Magic: a Novice's Guide to Basic Metamagic*; *The Truth About Spell Nodes*; and *Universal Arcana*, among several others.

Morivar “Lord of the Damned” Ebonhold (a.k.a. Thomas Fisher): It is entirely possible that you are already quite familiar with Mr. Fisher, better known by his assumed name as Morivar Ebonhold, the self-titled Lord of the Damned. He made a bit of a stir ten or twenty years ago during his brief rise to power, and, in fact, at his height had control of no less than three kingdoms. He made use of a number of infernal pacts and other means to summon entire legions of devils, rightly expecting that such shock troops would easily overwhelm the armies of most mortal kingdoms.

Morivar fell from power (and the public eye) even faster than he had risen to it, however, and to many his sudden disappearance, and the subsequent collapse of his fledgling empire, was something of a mystery. It was actually not for this book, but in the pursuit of history that I began research on that petty and shortsighted mage. It did not take me long to discover (primarily through consultation with various otherworldly entities) that the devils which Morivar had thought he had duped, and which he believed he controlled, had, in fact, gotten the better of him, and that an infernal assassin had ended his life, both to collect the soul that would be due upon his death as payment for certain deals, and also to stop the indignity that they felt he was subjecting them to.

Accounts of Morivar from the time paint him as a man drunk on power, who reveled at the romance of his own perceived position as a “dark lord.” He used borrowed power to obtain dubious ends, and, ultimately, was little more than an adult child playing a large game with living pieces. My own encounter with the man, or rather his shade, which, with the help of a powerful medium I was able to get in contact with for a brief interview, only confirms this assessment, and I fear that however irresponsible and contemptible he may have been in life, the fate that he suffers now is far worse than even he deserves.

If you will allow me a moment to moralize, I believe that Morivar sets an important example for all of us that magic is not a toy or a plaything, not something to be squandered, but rather a gift that must be cherished and used appropriately. Do not believe for a moment that I have included spells such as Morivar's or Sorvithal's because I expect them to be used. Far from it. They are here for academic purposes, to illustrate ways by which similar—but less morally bankrupt—spells might be created or devised. It

is possible that you will ignore this warning, and seek to use such spells for your own morally questionable objectives. If so, consider the reward that Morivar received for doing exactly that, and whether you want to risk the same fate.

Sorvithal the Defiler: No doubt this contributor needs no introduction, for anyone versed enough in spellcraft to be reading this book will surely have heard of him and the bloody swath he cut through the ranks of arcane practitioners, which ended just over fifty years ago. If some of the others in this list have misused magic, whether by taking it for granted or by bending it for material gain, Sorvithal's use of magic took a much darker turn, though it cannot be said, even by me, that he did not appreciate its value.

By all accounts Sorvithal was not a terribly impressive sight: pale skin, somewhat gaunt, with messy dark brown hair. The only things remarkable about his appearance were his eyes, which were said to be almost alight with an inner wrath. There can be no doubt that he was talented in the study and use of magic, though the world would be a much better place, I think, if he had not been, or better still if he possessed a sense of morality that would have allowed him to use that talent for good, rather than evil.

Sorvithal became obsessed with the idea of stealing other mage's power, draining their life force, consuming their essence, and somehow gaining some fraction of their magical talent. He began a sort of dark crusader, murdering any spellcasters of reasonable talent he could find in order to hoard their abilities for himself. A necromancer of the blackest sort, he would often cruelly animate his victims afterwards, forcing them to serve their killer after death.

As he slew mage after mage, taking both their power and their spellbooks, he soon became quite powerful, and started harboring ambitions of political power, as well as magical. Through a mix of guile, cunning, and outright intimidation he made his way into the courts of several prominent kingdoms, and began secretly raising armies of undead which he planned to use to quickly overthrow those kingdoms in a grand coup after using his political position to create a large enough distraction.

His plans were thwarted by the Ivory Order, whose investigations into the sudden rash of deaths amongst powerful mages was eventually able to link those deaths to Sorvithal, and who also uncovered the base of his growing undead force, wiping it out in Sorvithal's absence. It took the combined effort of over a dozen mages to be able to subdue the rogue necromancer, and even then four of their number were slain in the battle. Sorvithal himself was tried and executed for his numerous crimes.

It took a lot of reflection on my part before I determined that I would, in fact, include some of Sorvithal's spells in this book. The reasons not to were obvious, of course: these are dangerous and deadly spells, which should really never be used, and naturally I don't want anyone to make the mistake that his inclusion in this tome is in any way a vindication or support of his actions. But just because those spells, as such, should not be used, does not mean that the knowledge and example they provide, in terms of

pure spellcraft, could not be used to create other, more acceptable spells. Sorvithal was a disturbed individual, and his actions were clearly unjustified, but his ability with magic was quite impressive, and it is not my place to deny the world the results of the man's magical labors.

Veltannia de Muerva: Veltannia de Muerva is a talented, if not precisely scrupulous, young sorceress and dilettante. I have met her on more than one occasion, and I must say that rumors about her beauty are entirely understated, and rumors of her conduct likely are as well. I do not take any pride in gossip, especially about someone that I thought was likely to prove an outstanding example of a woman's ability to make a name for herself in the world of arcane academia, but I feel I should mention, for the reasons listed above, that Veltannia, once the Baroness of Isla de Muerva, lost that title in a gambling match with a local fisherman, much to the shame of her family.

Veltannia has a knack for getting herself into trouble, but, it must be said, she also has a knack for getting back out of it again—provided that she truly wants to. I have no doubt that she could have regained her title in any number of ways, but I think that perhaps she actually desired to be rid of it, as she quickly took the opportunity to become an archaeologist, as she calls herself. She apparently feels this means that she has free license for the unsavory activities she undertakes in that profession's name, such as theft, tomb-robbing, and confidence artistry.

While Veltannia and I obviously don't see eye to eye on a number of matters, she possesses an uncanny knack for spellcraft, especially in forming versatile spells which allow her to prepare for a variety of situations, and so I knew that I would want to include some of her work in this tome. She was an acquaintance of mine before I wrote even the first *Advanced Arcana*, let alone this one, as we had met when her choice of "profession" led her to consult me on an ill-conceived adventure to raid the tomb of what turned out to be a powerful and temperamental lich. It was not until after the dust had settled that I learned that the excursion hadn't been about lost tomes and knowledge, as I had been told, but for raw gold.

Whatever our past, as I said, I was willing to set aside our differences in order to create a better book, and she was willing to provide some of her spells for posterity, though I regret to say that a tidy sum was required to turn her to that frame of mind.

Appendix 2: Spellbook Customization

Spellbooks are one of the most common repositories of magical knowledge, and though a number of spellcasting classes draw their magic from other sources, such books still remain an important and popular fantasy icon and appear in most games, even if only in the hands of NPCs. While the *Pathfinder Roleplaying Game Core Rulebook* presents some information on the most standard and basic of spellbooks, wizards are an eccentric lot prone to both ornamentation and experimentation, and it is no surprise that a number of more ostentatious and intricate types of spellbooks can be found quite easily, with most wizards choosing to augment their precious spellbooks in some way.

The following section provides some optional rules which allow for customization of spellbooks by altering the materials that are used to create the bindings, the pages, or the inks of a spellbook. By using these alternative materials, spellcasters can protect their spellbooks or give them additional functionality.

Special Materials

While most spellbooks are bound in plain leather and have pages made of parchment, paper, or velum, some spellcasters prefer to keep their precious spells in somewhat more specialized materials. In general, the materials used to create a spellbook can be divided into three sorts: the binding, the pages, and the ink. With the exception of ink, a spellbook's special materials are determined when it is created, and cannot thereafter be changed. Special inks have unique rules governing their use, as outlined under Ink, below.

Binding

The binding, or cover, of a book is the outer layer, which protects the pages within from harm, and holds the book together. In addition to standard leather bindings, a number of more specialized and exotic materials can be used to

bind a spellbook.

In general, a book's binding determines its hardness, though some bindings may have other effects, as well. Unless a special binding material's entry indicates to the contrary, acid and fire deal full damage to spellbooks (minus the book's hardness), sonic damage is halved (before applying hardness), and cold and electricity damage are quartered (before applying hardness).

A spellbook can only benefit from a single type of binding, even if a binding is created that is a composite of multiple materials.

Material	Hardness	Cost
Adamantine	20	1,500 gp
Bone or Ivory	5	3,000 gp
Crystal	+1	2,000 gp
Dragonhide	10	250 gp
Iron or Steel	10	25 gp
Leather or Hide	2	-

Adamantine: Spellbook covers made of adamantine are prized for the exceptional defense that they provide. The front, back, and spine of the book are each a single sheet of adamantine, often engraved or embossed with fantastic or dire images. Hinges where the front and back connect to the spine allow the book to be opened. Additionally, the front of the book has a number of adamantine panels that interconnect with grooves in the back of the book when it is closed, completely sealing the contents on all sides like a box. This renders the book not only watertight, but also airtight.

Acid damage that would be dealt to a spellbook bound in adamantine is halved, and fire damage that would be dealt to it is quartered. Finally, all spellbooks with adamantine bindings automatically come with masterwork locks.

Bone or Ivory: Spellbooks bound in bone or ivory typically use those materials on the front

and back covers, and have spines made of leather or hide. While ivory covers tend to be an expression of the owner's wealth more than anything else, a book bound in bone is likely to contain forbidden spells, especially of the necromancy school, and the more macabre necromancers have a wont to bind their spellbooks in the bones of intelligent humanoids. Such books tend to have covers made from a number of smaller bones (such as ribs, finger bones, and the like) bound together with leather cords.

Regardless of whether the book is bound in ivory or bone, it is particularly susceptible to necromantic energies. As an alternate use of the Command Undead or Turn Undead feats, a spellcaster who is preparing his spells from such a book can expend a daily use of channel energy to treat any single spell he is preparing as though it were from the necromancy school. This affects anything that cares about the spell's school, such as the Spell Focus feat, or any special resistances or weaknesses the target might possess. A wizard with the necromancy school's power over undead ability may use that ability for this purpose. Regardless of how many channel energy uses the caster possesses, only one spell may be prepared in this way per spellbook per day.

Crystal: Books bound in crystal rarely have entire covers made of crystal. Instead, such books typically have normal leather covers and spines, but have a large crystal dome or similar adornment embedded in the front or both covers. This gem is magically resonant, and combines with the latent arcane energies from the spells contained in the book in order to create a faint magical field around the spellbook, which grants it limited resistance to spells. A book with such protection gains SR 5 + the spell level of the highest-level spell contained within. Additionally, the book counts as a magic item for the purposes of making saving throws to resist damaging spells and effects, except that its bonus to saves is equal to 4 + the minimum caster level required to cast the highest-level spell the book contains.

If the book ever fails a saving throw, or its SR

is overcome by 10 or more, the crystal shatters, dealing 1 point of damage to each creature within 5 feet (a successful DC 13 Reflex save negates), and ceases offering protection. A replacement crystal can be installed for the same price. Unlike most bindings, a book can benefit from having a crystal binding and another binding, though crystal bindings cannot retroactively be added to spellbooks not created for such adornments. A book with a crystal binding and another binding uses the other binding's hardness plus 1. If the book has no other binding, it is assumed to be bound in leather.

Dragonhide: Books bound in dragonhide are sometimes difficult to tell from books made of particularly fine leather or other reptilian hides, although any dragon that sees one can immediately identify it, typically earning its owner the dragon's undying enmity. If the dragonhide comes from a dragon that had immunity to a specific energy type, the book's hardness is doubled before applying it to attacks that deal damage of that energy type, regardless of the type of material the book's pages are made from.

Iron or Steel: Books bound in iron or steel typically have iron or steel plates for their covers, with leather or a similar material serving as a spine. The back cover typically has a number of additional leather flaps on the inside, which can be stretched over and secured to the front cover of the book, effectively rendering its contents waterproof. Acid and fire damage that would be dealt to an iron- or steel-bound spellbook is halved.

Leather or Hide: The standard bindings for a spellbook, leather or hide is serviceable and flexible. Sometimes the leather is dyed various colors, to the owner's taste, or has images engraved or embossed on the cover. While leather provides enough protection for mundane books, and is still used by those who cannot afford better, most spellbook owners prefer a little more protection.

Pages

The pages of a spellbook are the individual sheets of material on which the spell formulae are written, or, in some cases, engraved. A standard spellbook holds 100 pages, and while a customized spellbook might contain more, all of the pages must be of the same material. Most spellbooks have pages made from paper or parchment, with velum (a kind of soft and thin hide) being popular as well. Some spellbooks have more exotic materials for pages, however.

In general, the material of a book's pages determines its hit points, and can also grant it resistance to certain energies or other, unique effects.

Material	Hit Points ¹	Cost
Brass or Copper	12	1,200 gp
Gold or Silver	10	2,500 gp
Humanoid skin	5	5,000 gp
Iron or Steel	30	50 gp
Paper or Parchment	2	-
Silk	3	100 gp

1. Per 100 pages

Brass or Copper: Spellbooks with brass or copper pages have thin, paper-like sheets of those metals, in place of normal parchment. As long as they receive proper care and maintenance, books with brass or copper pages can be exposed to water without risk of damaging their contents. They are somewhat resistant to heat, and ignore the first five points of fire damage dealt to them, but are also somewhat susceptible to melting: if at least five points of fire damage is dealt to the book (after applying its fire resistance), there is a 30% chance its contents are destroyed.

Brass and copper in particular are highly receptive to spells with the electricity descriptor, and such spells can be written into the spellbook for 1/2 the normal cost.

Gold or Silver: Spellbooks with gold or silver pages have thin, paper-like sheets of those metals in place of the normal parchment. As long as they receive proper care and maintenance, books with gold or silver pages can be exposed to

water without risk of damaging their contents. They are somewhat resistant to heat, and ignore the first five points of fire damage dealt to them, but are highly susceptible to melting: if at least one point of fire damage is dealt to the book (after applying its fire resistance), there is a 30% chance its contents are destroyed.

Spellbooks with gold and silver pages are favored not only for their opulence, but also because they are exceptionally receptive to spells of all sorts. It costs only 1/2 the normal amount to copy a spell into a spellbook with gold or silver pages. Additionally, it takes only 1/2 the time normally required to do so.

Humanoid Skin: Pages made from the skin of a humanoid are just that: thin sheets of hide or leather that was once part of a living, breathing, intelligent creature, such as an elf, a dwarf, or a human. Though they are almost universally outlawed, and the crime of owning such a book typically carries the death penalty, they are favored especially by necromancers, but other evil characters sometimes opt for them as well, especially non-humanoid spellcasters.

Spellbooks with humanoid-skin pages are exceptionally receptive to necromancy spells, and such spells can be copied into the book for only 1/2 the normal cost. Additionally, spells stored in such a book can be more effective when used on humanoids of the same race as the pages are made of (such as elf, halfling, gnome, etc). If the book's owner has the Command Undead or Turn Undead feat, by expending a daily use of channel energy as he prepares a spell from the book, the caster can increase that spell's DC (if any) by +2 against any humanoids with the same subtype as the creature whose skin makes the book's pages. If he does so, the DC for that spell is reduced by 1 against any creature without that subtype. A wizard with the necromancy school's power over undead ability may use that ability for this purpose.

Iron or Steel: Spellbooks with iron or steel pages have relatively thin sheets of those metals in place of the normal parchment. Books with iron or steel pages can be exposed to water

without risk of damaging their contents. They are quite resistant to heat, and ignore the first ten points of fire damage dealt to them.

Paper or Parchment: The standard pages for a spellbook, these are simple sheets of paper, bound together and to the book's covers.

Silk: These pages are generally woven from the silk produced by various giant spiders, giant worms, and other monstrous creatures, and are favored by the drow and other subterranean races. Their flexibility makes them difficult to damage with sonic attacks, and the material is resistant to acid, causing them to ignore the first 10 points of acid or sonic damage that would be dealt to them. They are somewhat susceptible to fire, however, and take twice as much fire damage as they normally would.

Ink

While most spells are written with simple inks and dyes that serve only to mark the spell's formulae on the pages, there exist a number of more exotic substances which, when used to record a spell in a spellbook, can alter the spell's effect when it is cast. These inks are highly prized by wizards, who recognize the power and versatility that such inks can provide.

The prices given below are for enough ink to record a single page of a spell, and are in addition to the normal cost required to scribe a spell into a spellbook. Because a spell takes up a number of pages equal to its spell level, one dose of the ink must be used for each spell level of the spell to be recorded. The entire spell must be recorded with the same type of ink in order for it to have any special effect, and a single spell therefore cannot benefit from more than one type of ink, although the author could, if desired, record the same spell in his spellbook multiple times, each with a different ink. The ink in question must be provided as the spell is scribed, and a spell cannot have special ink added to it retroactively (except, again, by making another copy of the spell).

Many of the inks here alter the spells that they are used to record in a manner similar to

metamagic feats. Unlike spells altered by metamagic feats, spells altered by special inks do not take up higher-level spell slots than they normally would, part of the reason why such inks are so rare, exotic, and expensive. Rather, any time a spellcaster prepares a spell that has been recorded with such an ink, the spell he prepares is altered in some way from the normal version, and when he casts the spell that augmentation takes effect. This applies only to instances of the spell prepared from that particular writing.

If, for example, a wizard prepares a *magic missile* that was written with *goodberry oil ink*, then when he casts that *magic missile* it will have the effect provided by the *goodberry oil ink*. If he also prepares a *magic missile* from another spellbook that was written in normal ink, that *magic missile* will be unaltered when it is cast. There is no special limit on how many times a spell prepared with special inks can be prepared each day (as long as the spellcaster has enough available spell slots), however, so there is little reason for a wizard to prepare a *magic missile* from another source unless that other instance of *magic missile* was written in a different special ink.

Additionally, spells written in special inks can be used in conjunction with other effects that modify spells, such as metamagic feats. These other adjustments function as normal (in the case of metamagic feats, causing the spell to take up a higher-level spell slot). If the special ink mimics a metamagic effect (such as *banshee's tears ink*, which causes a spell to be treated as though augmented by the Silent Spell metamagic feat), that specific metamagic feat cannot be applied to the spell, unless the spellcaster could normally "double up" that metamagic feat and apply it to the same spell twice.

The special inks included here are inherently magical, and radiate a faint magic aura which can be detected with *detect magic*. A successful Spellcraft check (DC 20), in conjunction with *detect magic* or a similar effect, allows the effects of the ink to be identified. Even without the use of *detect magic*, a somewhat more difficult Spellcraft check (DC 25) will still

identify the ink's properties.

Material	Cost
Alchemical Mercury	250 gp
Arcanum Extract	3,000 gp
Bane Blood	1,250 gp
Banshee's Tears	3,000 gp
Conjurer's Aid	4,000 gp
Distilled Energy, Acid	3,500 gp
Distilled Energy, Cold	3,500 gp
Distilled Energy, Electricity	3,500 gp
Distilled Energy, Fire	3,500 gp
Elysian Ink	1,500 gp
Enduring Ink	3,000 gp
Goodberry Oil	500 gp
Gorgon Blood	3,500 gp
Lich Bile	2,500 gp
Magebane	2,000 gp
Miser's Ink	5,000 gp
Nightlight Ink	300 gp
Sorcerer's Blood	9,000 gp
Titan's Ink	4,000 gp
Warmage's Ink	5,000 gp
Wizard's Ink	-

Alchemical Mercury: This silvery ink seems to shift and glimmer in the light, and is a specially-prepared alchemical variant of more mundane mercury. When a spell written in *alchemical mercury ink* is cast, its caster gains a +2 bonus on all caster level checks made to overcome spell resistance for that spell.

Arcanum Extract: This brilliant emerald-green ink is prepared from a blend of different alchemical substances and rare herbs. The saving throw DC to resist a spell written in *arcantum extract ink* is increased by 1. If the spell does not allow a saving throw to resist its effects, this ink has no effect on the spell it is used to record.

Bane Blood: This dull red ink is mixed from the blood of a specific type of creature, and allows spells to be more effective against that specific type of creature. Each dose of *bane blood ink* is associated with one of the creature types from the ranger favored enemies table in the *Pathfinder Roleplaying Game Core Rulebook*. Whenever a spell written in *bane blood ink* is cast, if it deals

damage to a creature of that creature type, it deals 1 additional point of damage per damage dice to that creature. Additionally, if the spell offers a saving throw to resist its effects, creatures of that type suffer a -1 penalty on their saving throw.

In order for the *bane blood ink* to have an effect, all of the pages of the spell must be written with ink that corresponds to the same creature type. Mixing and matching creature types will result in the *bane blood ink* having no effect.

Banshee's Tears: This pale blue ink is prepared from the ectoplasmic remains of a banshee that has been destroyed or put to rest. When a spell written in *banshee's tears ink* is cast, it is automatically treated as though it had been altered by the Silent Spell metamagic feat, except that it doesn't take up a higher-level spell slot or increase the amount of time required to cast the spell.

Conjurer's Aid: This rich purple ink is created from the bone marrow of various outsiders, alchemically prepared with a variety of different chemicals and reagents. Any creatures summoned, called, or created by a spell written in *conjurer's aid ink* automatically have the advanced template applied to them. This applies to spells like *animate dead* and other spells that create permanent creatures as much as to *summon monster I* and *lesser planar binding* and spells that only call them temporarily.

Distilled Energy, Acid: This yellow-green ink is created by specially concentrating and then diluting special acids found only on the Elemental Plane of Earth. Any damage that is dealt by a spell written in *distilled acid energy ink* is acid damage, instead of its normal damage type.

Distilled Energy, Cold: This white-blue ink is created from a special mixture of glacier water and frost salts from the Elemental Plane of Water. Any damage that is dealt by a spell written in *distilled cold energy ink* is cold damage, instead of its normal damage type.

Distilled Energy, Electricity: This bright orange ink is created from a mix of finely-ground motes of charged metals, mixed with rainwater from the Elemental Plane of Air. Any damage that is dealt by a spell written in *distilled electricity energy ink* is electricity damage, instead of its normal damage type.

Distilled Energy, Fire: This brown-black ink is created from tar and ash from the Elemental Plane of Fire, and looks as though the spell had been burned into the page, rather than written. Any damage that is dealt by a spell written in *distilled fire energy ink* is fire damage, instead of its normal damage type.

Elysian Ink: This golden-yellow ink is distilled and prepared from the rich honeyed meads and ambrosia drunk by the eternal heroes in Elysium. When a spell written in *elysian ink* is cast, in addition to the spell's normal effects, its caster gains a resistance bonus to all saving throws equal to the cast spell's level. This bonus lasts for 1 round.

Enduring Ink: This steely-grey ink is created from a concoction of special herbs and reagents mixed with diamond dust. When a spell written in *enduring ink* is cast, it is automatically treated as though it had been altered by the Extend Spell metamagic feat, except that it doesn't take up a higher-level spell slot or increase the amount of time required to cast the spell.

Goodberry Oil: This purple-red ink is specially prepared from crushed goodberries. When a spell written in *goodberry oil ink* is cast, in addition the spell's normal effect, its caster immediately heals 1 hit point per spell level of the cast spell.

Gorgon Blood: This pale white-green ink is not actually made from the blood of a gorgon or medusa, but is rather specially prepared from condensation on petrified creatures. When a spell written in *gorgon blood ink* is cast, it is automatically treated as though it had been altered by the Still Spell metamagic feat, except that it doesn't take up a higher-level spell slot or

increase the amount of time required to cast the spell.

Lich Bile: This purple-black ink can be made from the bodily fluids of a lich if desired, but is generally made from a mixture of a number of other ingredients, no less exotic but typically safer to obtain. When a spell written in *lich bile* is cast, if it has a single target, that target suffers a penalty to all attack rolls equal to the spell's level. This penalty lasts for 1 round. If the spell does not have a single target, the *lich bile* has no effect.

Magebane: Unlike most of the inks presented here, this plain-looking black ink does not alter a spell's effect as it is cast, but rather protects a spell from being used by anyone but the author. When the spell is written into the spellbook with *magebane ink*, the author mixes a bit of his blood in with the ink. Once the spell is written, if anyone besides the person whose blood was used attempts to copy, prepare, or even read the spell (with read magic or a Spellcraft check; simply looking at the page is not sufficient), they are affected as though by the spell *insanity*. A successful Will save (DC 10 + the level of the spell being read + the author's Intelligence modifier) negates this effect, allowing the spell to be copied, prepared, and read as normal. If the reader succeeds on his save, he becomes immune to the effects of the *magebane ink* used for that particular spell.

Miser's Ink: This gold-colored ink is, in fact, made primarily of gold, mixed and prepared with a number of other special alchemical ingredients. Spells written in *miser's ink* which have a material component that costs less than 100 gp per spell level can be cast without that material component. Similarly, if the spell requires a focus that costs less than 500 gp per spell level, the spell can be cast without that, as well. If the spell does not require a material component or focus, the *miser's ink* has no effect.

Nightlight Ink: This pale purple-blue ink glows faintly in the dark, and is harvested from luminescent subterranean fungi and insects.



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When a spell written in *nightlight ink* is cast, in addition to the spell's normal effect, the caster is enveloped in a bright light which increases the light level to normal light in a 10-foot-radius around the caster, and increases the light level by one step (up to normal) for an additional 10 feet beyond that. This light lasts for 10 minutes per level of the spell.

Sorcerer's Blood: While this scarlet-red ink can be made from the blood of a powerful sorcerer, recent alchemical breakthroughs allow it to be made from a collection of slightly less exotic materials, instead. When a spell written in *sorcerer's blood ink* is cast, it is automatically treated as though it had been altered by the Empower Spell metamagic feat, except that it doesn't take up a higher-level spell slot or increase the amount of time required to cast the spell.

Titan's Ink: This minty-green ink is not named because it was discovered or created by titans, but rather because of the effects it has on

the spellcaster. When a spell written in *titan's ink* is cast, in addition to the spell's normal effect, the caster gains a +4 enhancement bonus to his Strength score for 1 round per spell level.

Warmage's Ink: This reddish-brown ink is made from a variety of different alchemical substances, but also contains a mixture of blood and iron filings. When a spell written in *warmage's ink* is cast, in addition to the spell's normal effect, the caster gains an insight bonus to his next attack roll equal to the level of the spell. This bonus lasts for 1 round or until expended, whichever comes first.

Wizard's Ink: Sometimes simply referred to as "ink," this is the standard material used for putting spells to paper. Though it is by no means the same sort of plain ink that fills non-magical texts and can be found in typical market stalls, it is notably more mundane than the other inks provided here. There is no additional cost to scribe a spell in wizard's ink.

Appendix 3: Alternate Familiars

The following are new familiars, which can be selected instead of the ones presented in the *Pathfinder Roleplaying Game Core Rulebook*. They are presented in alphabetical order.

Biteme Swarm

Benefit: You gain a +2 bonus on Concentration checks. Additionally, a biteme swarm's swarm attack never damages you or causes you to become distracted as a result of being within the swarm.

Description: A biteme swarm is made up of a large number of small, mosquito-like insects which are gathered together by arcane energy and bound to a mage. While a biteme swarm is somewhat smaller than a typical insect swarm, their numbers are still quite staggering and their painful biting can be lethal to small mammals and even poorly prepared humanoids. Given their small size and great numbers, a biteme swarm's natural defenses are formidable, and when enhanced by the powerful magic that protects all familiars, they are a force to be reckoned with on the battlefield.

While these swarms make for powerful combatants and are often favored by mages with a battle-oriented mindset, those who elect a biteme swarm for their familiars often find their temperament to be more trouble than it was worth. Bitemes have simple minds and are driven heavily by instinct, particularly the instinct to feed, and these swarms have a bad tendency to attack bystanders, livestock, and even the mage's own allies unless carefully supervised. Even diligent masters find these swarms require almost constant reminding to follow commands, and at least in the case of younger and less experienced mages, a biteme swarm's master may truly have their hands full trying to keep control over their own familiars!

A biteme swarm familiar has the following statistics before familiar traits are applied.

BITEME SWARM FAMILIAR CR 1/2

XP 200

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 3 (1d8-1)

Fort +2, **Ref** +2, **Will** +0

Defensive Abilities swarm traits, vermin traits

OFFENSE

Speed fly 20 ft.

Melee swarm (1d6)

Space 5 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 14, **Con** 8, **Int** -, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** -6; **CMD** 6

SQ lesser swarm

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Lesser Swarm (Ex): A biteme swarm only occupies a single 5-foot-cube.

Bookworm

Benefit: You gain a +5 bonus on Spellcraft checks made to decipher magical writings, and can write a spell into your spellbook in half the normal amount of time.

Description: Typically no larger than an earthworm, these wriggling semi-magical creatures can often be found in libraries or other places where large stacks of the parchment they subsist on are common. Many aspiring wizards actually discover these creatures eating from their first spellbook and bond over a like desire to devour knowledge. Bookworm familiars tend to be somewhat more selective in their dietary choices than non-familiar bookworms.

Bookworm familiars love to spend time around their master, particularly when he's

studying, and have scholarly, reserved personalities. Being small enough to fit in a wizard's pocket, and incapable of keeping up with a man traveling at walking pace, bookworm familiars often insist on being kept on their master's person at all times, something squeamish wizards find to be a significant liability. Bookworms are also quite insistent on being fed, and consider magical writings such as scrolls, or even just pieces of paper with an *arcane mark* on them, to be great treats, which improves their ordinarily stony disposition immensely.

A bookworm familiar has the following statistics before familiar traits are applied.

BOOKWORM FAMILIAR	CR 1/16
XP 25	
N Fine vermin	
Init +2; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 22, touch 22, flat-footed 18 (+4 Dex, +8 size)	
hp 1 (1d8-5)	
Fort -3, Ref +6, Will +0	
Defensive Abilities Vermin Traits	
OFFENSE	
Speed 5 ft. burrow 5 ft. climb 5 ft.	
Melee bite +3 (1d2-5)	
Space 1/2 ft.; Reach 0 ft.	
STATISTICS	
Str 1, Dex 18, Con 1, Int -, Wis 10, Cha 10	
Base Atk +0; CMB -13; CMD 1	
ECOLOGY	
Environment any	
Organization solitary	
Treasure none	
SPECIAL ABILITIES	

Decidragon

Benefit: You gain a +4 bonus on Will saving throws made to resist fear effects.

Description: A decidragon resembles a miniature version of a true dragon, except that it is slightly smaller even than a pseudodragon. Close examination of a decidragon reveals that there are small but noticeable differences from the true

dragons they so closely resemble. These differences manifest themselves in different ways from individual to individual, and may be a subtle as having catlike retractable claws rather than those typical of dragons, or as dramatic as having butterfly-like wings rather than the scaly wings of their larger draconic kin. Some decidragons have many deviations, though most have only one, but all are unusual in some way.

While decidragons resemble true dragons, and indeed share at least some of the personality traits of the true dragon whose color they share, decidragons have several distinct traits unique to themselves. Firstly, decidragons are extremely playful, although whether this means subtly encouraging their master to join them in a game, looking for things to collect, or playing cruel tricks, depending on the decidragon's personality. Secondly, decidragons are incredibly loyal to their masters; even decidragon familiars disposed to betrayal and mayhem will focus on those around their master rather than cause him harm personally. Finally, decidragons tend to be greedy. They love to be rewarded, and respond positively to monetary reinforcement.

A decidragon familiar has the following statistics before familiar traits are applied.

DECIDRAGON FAMILIAR	CR 1/2
XP 200	
N Diminutive dragon	
Init +2; Senses darkvision 60 ft., lowlight vision; Perception +4	
DEFENSE	
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)	
hp 11 (1d12+5)	
Fort +4, Ref +4, Will +2	
Defensive Abilities dragon traits, resist fire 5	
OFFENSE	
Speed 10 ft., fly 30 ft. (good)	
Melee Bite +3 (1d2-2)	
Space 1 ft.; Reach 0 ft.	
Special Attacks flame jet (Su)	
STATISTICS	
Str 6, Dex 14, Con 14, Int 4, Wis 10, Cha 14	
Base Atk +1; CMB -5; CMD 7	
Feats Toughness	

Skills Fly +11, Perception +4

SQ dragon traits

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Flame Jet (Su): All decidragons possess an ability to breathe fire. Once every 1d4 minutes, a decidragon can unleash a hot jet of fire, striking a single target within 10 feet and dealing 1d6 points of fire damage. A successful Reflex save (DC 10 + ½ the decidragon's Hit Dice + the decidragon's Constitution modifier halves this damage.

Dog

Benefit: Dog familiars only grant a +1 bonus on Perception checks, but are more powerful in combat than many familiars, and automatically know every trick presented in the *Pathfinder Roleplaying Game Core Rulebook*.

Description: Dogs are furry, four-legged creatures related to wolves, and come in a wide variety of distinct breeds. Dog familiars tend to be of the terrier variety, small and fit animals suitable for hunting rats and other pests, but can be of any breed. Dog familiars tend to be slightly larger and healthier-looking than other dogs of their breed, and always have glossy coats which do not shed.

While ordinary dogs are often renowned for their intelligence, dog familiars are even more so, and have a glint of cleverness in their eye from the moment of their bonding. Loyal to a fault, dog familiars will actively seek to further their master's agenda and often do so with a surprising lack of concern for their own well-being, something their masters might find frustrating. They have level-headed personalities, which lend themselves well to planning and tactics. As such, they tend to undertake actions with a surprising level of guile. In combat they guard their masters fiercely unless giving a direct order to perform some other task.

See the *Pathfinder Bestiary* for information on a dog's statistics before applying familiar traits.

Goldfish

Benefit: You can hold your breath 5 times longer than normal.

Description: These miniscule freshwater fish can be found in many rivers and ponds around the world. The typical goldfish familiar, however, has been bred in captivity, usually by wizards, for the purpose of serving as a familiar. Being somewhat smaller than their mundane cousins, goldfish familiars are typically exotic-colored and feature unusual patterns in their scales. They must be carried in a bowl filled with water while on land; however, unlike their mundane kin, goldfish familiars are at home in either fresh or saltwater and can survive in climates ranging from cold to tropical.

Being longer-lived and vastly more intelligent than their more ordinary relatives, goldfish familiars make highly suitable companions and have a personable, friendly disposition matched by few familiars. Unlike their mundane brethren, they have long memories and are renowned for their ability to remember obscure information, and often serve their masters by remembering things that they don't have time to think about. Of course, this doesn't prove useful to masters who cannot speak to their familiars.

A goldfish has the following statistics before familiar traits are applied.

GOLDFISH FAMILIAR **CR 1/16**

XP 25

N Fine animal (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 22, touch 22, flat-footed 18 (+4 Dex, +8 size)

hp 1 (1d8-5)

Fort -3, **Ref** +6, **Will** +0

Defensive Abilities vermin traits

OFFENSE

Speed 5 ft. swim 15 ft.

Melee bite +3 (1d2-5)

Space 1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 18, **Con** 1, **Int** 1, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** -9; **CMD** 5

Feats Skill Focus (Swim)

Skills Swim +10

ECOLOGY

Environment any aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Ooze

Benefit: You gain acid resistance 5.

Description: All ooze familiars are tiny creatures comprised of an exceptionally astringent liquid. The color and precise consistency of these creatures varies widely from individual to individual, though many seem to reflect their master's personality in their appearance. Though incapable of vocalization, ooze familiars can use their amorphous physiology to express their rudimentary thoughts and feelings with a startling array of body language, and more intelligent ooze familiars can even alter their forms to communicate by forming complex images to express themselves, using a sort of sign language reminiscent of a game of charades.

In terms of temperament, ooze familiars are often highly energetic and clingy, exuberantly following their masters wherever they travel. Ooze familiars enjoy being held or being allowed to perch on their master's shoulder, and tend to sulk when not allowed to do so. When faced with danger, ooze familiars are surprisingly pragmatic, engaging foes that seem unthreatening and exercising caution when faced with a more dangerous situation. These basic tactics often lead mages to assume that the ooze familiar's simple attitudes may belie a greater intellect.

An ooze familiar has the following statistics before familiar traits are applied.

OOZE FAMILIAR

CR 1/2

XP 200

N Tiny ooze

Init +2; **Senses** blindsight 60 ft.; **Perception** +0

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 9 (1d8+5)

Fort +2, **Ref** +2, **Will** +0

Defensive Abilities ooze traits, astringent body

OFFENSE

Speed 20 ft., climb 20 ft.

Melee Slam +2 (1d2-4 plus 1d4 acid)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 14, **Con** 14, **Int** -, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** -6; **CMD** 6

Feats Toughness^B, Weapon Finesse^B

SQ amorphous form, blind, blindsight 60 ft., familiar's intelligence

ECOLOGY

Environment underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Amorphous Body (Ex): An ooze familiar's body is amorphous and highly articulate, allowing it to change its form into any shape and alter its dimensions as it wishes, provided it maintains the same mass. For instance, it might become half as long and twice as wide or hold the shape of a sphere or a cube. This ability never affects its space or reach, but does allow it to squeeze into any space larger than a 1-inch diameter.

Astringent Body (Ex): The body of an ooze familiar is acidic, dealing damage to any surface it touches. Whenever a creature deals damage to an ooze familiar with an unarmed or natural attack, it suffers 1d4 points of acid damage.

Familiar's Intelligence: An ooze familiar that has been bonded as a familiar becomes intelligent, using the intelligence score dictated by its master's level, as outlined in the *Pathfinder Roleplaying Game Core Rulebook*.

Sprite

Benefit: Sprites are somewhat more intelligent than an ordinary familiar and can speak Sylvan, conversing with their master or other creatures which understand that wild tongue.



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Furthermore, even though the sprite can only speak Sylvan, it understands any language its master speaks, and can obey commands issued in virtually any dialect. Finally, once per day the mage can consult the sprite on matters of occult lore by speaking to it for at least ten minutes, effectively granting the mage a +2 bonus on the next Knowledge skill check he makes.

Description: A sprite is a miniscule fey, roughly 1 inch tall, which resembles an attractive, sky blue elf. Despite their small size, sprites often dress in elaborate tunics and robes created from flower petals and similar natural materials. While the sprite's tiny size makes it virtually invisible under most circumstances, when the tiny creature takes to the air a powerfully bright azure light surrounds it with a radiant aura, leaving little doubt as to its presence.

While the personalities of sprites vary drastically from individual to individual, most tend to be worldly, or at least learned, and are often eager to share their experiences with their masters. Many mages find sprite familiars to be annoyingly flirty and it is not uncommon for a sprite familiar to develop a romantic interest, bordering on obsession in extreme cases, in their masters, seemingly unbothered by the obvious complications.

A sprite familiar has the following statistics before familiar traits are applied.

SPRITE FAMILIAR CR 1/2

XP 200

N Diminutive fey

Init +7; **Senses** lowlight vision; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 7 (2d6)

Fort +0, **Ref** +3, **Will** +3

OFFENSE

Speed 10 ft., fly 30 ft. (good)

Melee Dagger +0 (1 damage)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** -8; **CMD** 5

Feats Improved Initiative

Skills Bluff +7, Diplomacy +7, Fly +12,

Knowledge (arcana) +3, Knowledge (nature) +6,

Perception +4, Spellcraft +3

Languages Sylvan

SQ faerie lights

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Faerie Lights (Ex): Whenever the sprite is flying, it glows bright azure, shedding a soft but powerful light from its body. This light raises the illumination by 1 step within 10 feet of the sprite.

Appendix 4: Alternate Arcane Bonds

Instead of selecting a bonded item or a familiar, a wizard can choose one of the following arcane bonds instead.

Elemental

Mages who choose to undertake this arcane bond select a single primal element with which they feel a special connection. As the mage hones his skills, his bond with this element strengthens and he gains additional abilities related to his chosen element. The elements a mage can choose from, as well as what abilities he gains and at which levels, are outlined below.

Air: You feel a strong connection with elemental air and have embraced the power of storms and serenity of calm winds with equal fervor.

1st level: Your ties to the element of air grant you additional spellcasting prowess. Once per day you may cast one of the following spells as a spell-like ability: *feather fall*, *jump*, or *unseen servant*. You may use this ability one additional time per day for every 2 wizard levels you possess beyond 1st until 10th level, at which point you can use this ability at will.

5th level: You gain resistance to electricity 5.

15th level: Your electricity resistance increases to 15.

20th level: You gain the air subtype and a fly speed of 30 feet with perfect maneuverability.

Earth: You feel a strong connection with elemental earth and have embraced the power of mighty volcanoes and the serenity of mountains with equal fervor.

1st level: Your ties to the element of earth grant you additional spellcasting prowess. Once per day you may cast one of the following spells as a spell-like ability: *detect secret doors*, *magic stone*, or *pass without trace*. You may use this ability one additional time per day for every 2 wizard levels you possess beyond 1st until 10th level, at which point you may use this ability at will.

5th level: You gain resistance to acid 5.

15th level: Your acid resistance increases to 15.

20th level: You gain the earth subtype and a burrow speed of 30 feet, and you may burrow through metal and solid minerals.

Fire: You feel a strong connection with elemental fire and have embraced the power of mighty infernos and serenity of a humble candle with equal fervor.

1st level: Your ties to the element of fire grant you additional spellcasting prowess. Once per day you may cast one of the following spells as a spell-like ability: *burning hands*, *endure elements*, or produce flames. You may use this ability one additional time per day for every 2 wizard levels you possess beyond 1st until 10th level, at which point you can use this ability at will.

5th level: You gain resistance to fire 5.

15th level: Your fire resistance increases to 15.

20th level: You gain the fire subtype, and any creature that damages you with a melee attack with a natural weapon or a manufactured melee weapon without reach suffers 2d6 points of fire damage.

Water: You feel a strong connection with elemental air and have embraced the power of storms and serenity of calm winds with equal fervor.

1st level: Your ties to the element of water grant you additional spellcasting prowess. Once per day you may cast one of the following spells as a spell-like ability: *chill touch*, *create water*, or *obscuring mist*. You may use this ability one additional time per day for every 2 wizard levels you possess beyond 1st until 10th level, at which point you can use this ability at will.

5th level: You can hold your breath underwater for up to one hour at a time.

15th level: You can act underwater as though you were affected by the spell freedom of movement.

20th level: You gain the water subtype and a swim speed of 60 feet.

Location

Wizards with this arcane bond have developed a magical connection with a specific physical location, which may be no more than 1 square mile and has clearly definable borders. For instance, a wizard might be bound to his family estate or specific stretch of forest between two rivers. So long as he remains within his location, the wizard can draw upon the innate magic of that place to fuel his spells. This manifests in one of three ways, as outlined below.

Font of Magic: So long as you remain within your location, you can prepare an additional spell for every spell level you can cast.

Well of Power: So long as you remain within your location, you gain a +2 bonus to the saving throw DCs of your spells.

Protected Domain: So long as you remain within your location, you gain a +4 resistance bonus on all your saving throws.

You must choose one of these benefits each day you remain within the bound location, when you prepare spells. You immediately lose the chosen benefit if you leave the bound area, and do not regain it if you later return until you have prepared spells again within your bound location.

You may change the area to which this bond applies once per month with a special ritual that takes 24 hours. You must spend the entire 24 hours within the bound area, and can take no actions other than performing the ritual. This ritual requires special incense worth 100 gp. Additionally, because more powerful mages maintain stronger bonds to their previous location, changing locations requires an additional 1,000 gp per wizard level in special oils.

Spellbook

While on the surface this arcane bond might appear to be just one incarnation of a bonded item, in truth it functions quite differently. The bond must be created with a grimoire or similar spell-filled tome, and affects only the wizard's

relation with this spellbook: if the book falls into the hands of another wizard, he gains no special bonus from it. The wizard bound to the spellbook gains a number of benefits as a result of this bond, which are outlined below.

Benefit: Firstly, the wizard may copy any spell from a scroll or another spellbook into his spellbook as a standard action, without expending any additional resources. Spells copied from scrolls still destroy the scroll as part of the process. Secondly, the wizard's spellbook can magically hold any number of spells despite ordinary limits on page count. Finally, once per day by spending 10 minutes concentrating, the wizard may exchange a single spell he currently has prepared and which he has not yet cast today for another spell of the same level contained within his spellbook. This chosen spell is stored in his mind as though prepared in the normal fashion.

Spirit

Mages with this arcane bond are often mistaken for oracles or spiritualists. In fact, many wizards who select this bond also pursue careers which involve working closely with departed spirits. The spirit to be bonded with must at one time have been living and must have a powerful emotional connection to the mage; for this reason, the aspiring wizard often chooses a former family member or close personal friend to be the subject of the bond. Spirits bound in this way are not bound or restricted from pursuing their afterlife as a result of this bond, and indeed even if the subject is restored to life the mage's bond with the spirit persists. Because of this, it is believed that the wizard only binds a shade or an imprint of the departed creature's soul, rather than the deceased's spirit itself.

The personality of the spirit is identical to its personality in life, and it possesses whatever knowledge it had when it died, as well as any insights it may have gained as a result of its death. The spirit dwells within the mage's body, and cannot leave him. It sees only what he sees, hears what he hears, and feels what he feels. See *invisibility* or *true sight* reveals the spirit as a



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translucent image superimposed on the mage, and detect magic and similar effects reveal the mage as being surrounded in an aura of the necromancy school.

The spirit in question has a limited ability to communicate with the wizard, which depends on the time of day, as outlined below.

Dawn or dusk: May say short sentences, speaking no more than once per hour, and no more than 10 words at a time.

Daylight: May speak only a single word once per hour.

Night: May speak freely, though not for a total time of more than 1 hour per night.

Benefit: This arcane bond offers the wizard two distinct benefits, firstly due to his knowledge of spirits the wizard's spells are fully functional against incorporeal creatures. Additionally the bound spirit grants additional insight into the wizard's potential, and whenever he would gain a wizard bonus feat he may instead choose any feat for which he qualifies.

Appendix 5: Optional Material Components

Presented here are extra spell components you can choose to expend when casting a spell, in addition to any normal material components. If you do so, they provide additional effects, as outlined in the individual components' description. You may apply only one extra component to a spell at a time, unless otherwise noted in the components entry. Some extra components can only be used when casting a certain type of spell, as denoted in the component's entry. They are presented in alphabetical order.

Spell Component	Price
Liquid electrum	300 gp
Spell cloud	300 gp
Caster's friend	400 gp
Golden barb	400 gp
Frost worm shard	500 gp
Incense of clarity	500 gp
Ooze blood	500 gp
Salmander's tongue	500 gp
Storm's eye	500 gp
Angel hair	750 gp
Bone dust	750 gp
Bronze dragon scales	750 gp
Doppelganger's heart	750 gp
Gilded cube	750 gp
Kraken's eye	750 gp
Nymph's tears	900 gp
Gorgon's veil	1,500 gp
Phoenix feather	2,000 gp
Gem of the elements	3,000 gp
Golem bane	3,000 gp
Shifter's friend	3,000 gp
Lillend's feather	4,000 gp
Archmage's blood	5,000 gp
Mage bane	5,500 gp
Horns of the great stag	6,000 gp
Sphinx tail	6,000 gp
Symbol of blackened ivory	6,000 gp
High mage's finger bone	8,000 gp
High priest's finger bone	8,000 gp
Tooth of the dragon	8,000 gp

Angel Hair: This silvery strand is from the head of a good outsider and must have been freely given in order to have any effect. An angel hair can be applied as an extra component to any spell with the healing subschool. Spells augmented by an angel hair are treated as though affected by the Maximize Spell metamagic feat. This does not cause the spell to take up a higher-level spell slot, or increase the spell's casting time.

Archmage's Blood: This crystal vial contains the blood of a mage capable of casting 9th-level spells and has been specially enchanted to carry even greater magical potency. Archmage's blood can be applied as an additional component to any spell. Spells augmented by archmage's blood can be cast within an *antimagic field*, albeit with a 30% chance of spell failure.

Bone Dust: This mealy powder is from the crushed skull of a human who died of natural causes and can be applied as extra component to any spell of the necromancy school. Spells augmented by bone dust make the target nauseated for 1 round, in addition to any other effects of the spell, unless he succeeds on a Fortitude save. Use the spell's save DC as the DC for the nauseated effect.

Bronze Dragon Scales: This small pouch contains 20 specially prepared scales obtained from an adult bronze dragon and can be applied as an extra component to any spell of the abjuration school. Spells augmented by bronze dragon scales are treated as though affected by the Extend Spell metamagic feat. This does not cause the spell to take up a higher-level spell slot, or increase the spell's casting time.

Caster's Friend: This potent powder is made from the ground-up horn of a unicorn and can be applied as an extra component to any spell. Spells augmented by caster's friend pierce through magical defenses, granting the mage a +3 bonus on caster level checks made to overcome spell resistance for the purposes of that spell.

Doppelganger's Heart: This alien-looking organ is the actual heart of a doppelganger and can be used to improve the effectiveness of spells which alter the physical form. A doppelganger's heart may be applied as an extra component to any spell of the polymorph subschool. A spell augmented by a doppelganger's heart grants the target an additional +4 enhancement bonus to Strength for the duration of the spell.

Frost Worm Shard: This pale blue shard is all that remains of a slain frost worm. A frost worm shard may be applied as an extra component to any spell with the cold descriptor. Spells augmented by a frost worm shard deal an additional 1 point of damage per damage dice.

Gem of the Elements: These extremely rare gems can only be mined in the calderas of active volcanoes and have a powerful magical effect. A gem of the elements can be applied as an extra component to any spell. Damage dealt by spells augmented by a gem of the elements ignores any energy resistance the target might have. This effect does not bypass immunity to any energy type.

Gilded Cube: This small cube is made from wood and gilded with gold in a ritual pattern before being left in the moonlight for at least 4 hours. A gilded cube can be applied as an extra component to any spell. Spells augmented by a gilded cube are treated as though your caster level were 2 higher than it actually is.

Golden Barb: This 7-inch piece of solid gold is wickedly barbed and can be applied as an extra component to any spell which requires a ranged touch attack. Spells augmented by a golden barb deal an additional 1 point of damage per caster level on a successful hit.

Golem Bane: This iron grey powder is extremely rare and can only be found in the most remote desert mines. Golem bane can be applied as an extra component to any spell. Spells augmented by golem bane can affect creatures with spell immunity as though they didn't have spell immunity.

Gorgon's Veil: This thin shimmering cloth came from a medusa, though any similarly difficult to acquire veil can supply a like magical effect. A gorgon's veil can be applied as an extra component to any spell of the glamor or figment subschool. Any spell augmented by a gorgon's veil cannot be disbelieved until 1 minute has passed from the time of casting.

High Mage's Finger Bone: This tiny ancient bone once belonged to a powerful wizard and is carved with minute runes. One or more high mage's finger bones can be applied to any arcane spell. When casting a spell augmented by a high mage's finger bone, you can have it be treated as though it were affected by any metamagic feat you know without increasing the casting time, so long as the modified spell level doesn't exceed the spell's actual level by more than 1. Multiple high mage's finger bones can be applied to the same spell to use a metamagic feat which would raise the spell's level higher than +1, in which case the metamagic feat to be applied cannot raise the spell's level higher than the spell's level + the number of high mage's finger bones used to augment the spell.

High Priest's Finger Bone: This tiny ancient bone once belonged to a powerful cleric and is carved with tiny runes. One or more high priest's finger bones can be applied to any divine spell. When casting a spell augmented by a high priest's finger bone, you can have it be treated as though it were affected by any metamagic feat you possess without increasing the casting time, so long as the modified spell level doesn't exceed the spell's actual level by more than 1. Multiple high priest's finger bones can be applied to the same spell to use a metamagic feat which would raise the spell's level higher than +1, in which case the metamagic feat to be applied cannot raise the spell's level higher than the spell's level + the number of high priest's finger bones used to augment the spell.

Horns of the Great Stag: These gilded horns came from a stag that died of old age, and lose their magical potency one week after the creature's death. Horns of the great stag can be applied to any spell cast by a druid. Spells augmented this way do not consume a spell slot.

Incense of Clarity: This special incense must remain at an elevation of 10,000 feet above sea level for at least one week before it is ready to be used. Incense of clarity can be applied as an extra component to any spell of the divination school. Any spell augmented by incense of clarity has its casting time reduced by half (minimum 1 standard action).

Kraken's Eye: This massive eye appears as though it could have come from a kraken or similarly large creature and has been petrified. A kraken's eye can be applied as an extra component to any spell of the conjuration school. Spells augmented by a kraken's eye are affected as though by the Widen Spell metamagic feat. This does not cause the spell to take up a higher-level spell slot, or increase the spell's casting time.

Lillend's Feather: This rainbow feather was willingly given by a lillend and loses its magical potency if the creature it came from dies or leaves the plane. A lillend's feather can be applied as an extra component to any spell cast by a bard. Spells augmented by a lillend's feather do not consume a spell slot.

Liquid Electrum: This 8-ounce vial of molten electrum can only be applied to spells of the evocation school and grants a +1 bonus to the saving throw DC of the spell.

Mage Bane: This shocking violet flower only grows on ground where a wizard or similar spellcaster is buried. Mage bane can be applied to any spell as an extra component. Spells augmented by mage bane cannot be countered.

Nymph's Tears: This clear liquid is comprised of the tears of joy from a nymph and must be used within 1 week of bottling or lose its effectiveness. Nymph's tears may be applied as an extra component to any spell of the enchantment school. Spells augmented by nymph's tears are treated as though affected by the Silent Spell and Still Spell metamagic feats. This does not cause the spell to take up a higher-level spell slot, or increase the spell's casting time.

Ooze Blood: This slimy mucus was collected from three slain grey oozes and is contained in a specially treated glass bottle. Ooze blood may be applied as an extra component to any spell with the acid descriptor. Spells augmented by ooze blood deal an additional 1 point of damage per damage dice.

Phoenix Feather: This crimson feather is from a phoenix and can be applied as an extra component to any spell. Spells augmented by a phoenix feather never cause their target to suffer negative levels as a result of the spell (for example, if you cast *energy drain* or *raise dead* augmented by a phoenix feather, the target would not gain any negative levels).

Salamander's Tongue: This slimy muscle is hot to the touch and was cut out of a salamander while it still lived. A salamander's tongue may be applied as an extra component to any spell with the fire descriptor. Spells augmented by a salamander's tongue deal an additional 1 point of damage per damage dice.

Shifter's Friend: This gleaming oil was extracted from a number of exotic fish, then mixed with wolfsbane and sprinkled with humanoid blood. Shifter's friend can be applied as an extra component to any spell of the transmutation school. Spells augmented by shifter's friend cause their target to become one size category smaller, as though affected by the spell *reduce person*, except that it can affect creatures of any creature type. A successful Fortitude save (DC equal to the saving throw DC of the spell to be augmented) negates this effect.

Spell Cloud: This powerful vapor is created by an alchemical reaction between a selection of rare salts dredged from the deepest part of the ocean. A spell cloud can be applied as an extra component to any spell. Any attempts to identify a spell augmented by spell cloud as it is being cast automatically fail.



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Sphinx Tail: This is a tail taken from a still-living sphinx and loses its potency if the creature it came from dies. A sphinx tail can be applied as an extra component to any spell cast by a sorcerer or wizard. Spells augmented by a sphinx tail do not consume a spell slot.

Storm's Eye: This tiger's eye quartz was stricken twice by lightning and smells of ozone. A storm's eye may be applied as an extra component to any spell with the electricity descriptor. Spells augmented by a storm's eye deal an additional 1 point of damage per damage dice.

Symbol of Blackened Ivory: This holy symbol is crafted from ivory taken from a beast

which no longer walks the mortal realm, and loses its magical potency one week after crafting. A symbol of blackened ivory can be applied to any spell cast by a cleric or oracle. Spells augmented by a symbol of blackened ivory do not consume a spell slot.

Tooth of the Dragon: This razor-sharp fang came from an ancient dragon. A tooth of the dragon can be applied as an extra component to any segmented spell. When you cast a spell augmented by tooth of the dragon, treat it as though an additional segment of the spell had been cast. In the case of layered segments, you only gain the benefit of the latter of these two segments.

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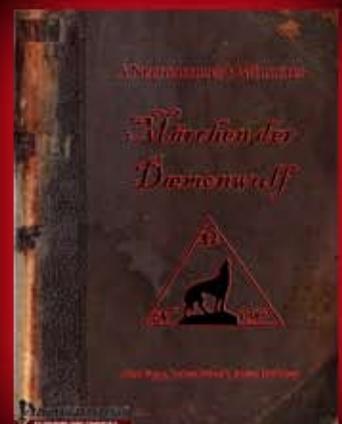
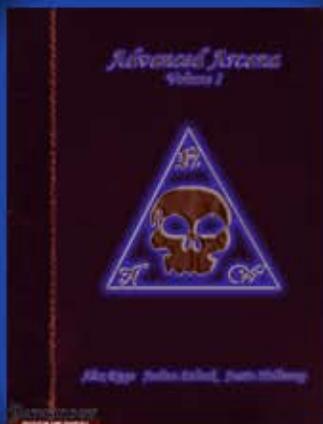


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The Only Spellbook You'll Ever Need!

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The original *Advanced Arcana* set a new standard for sourcebooks devoted to providing new spells for Pathfinder and 3.5 OGL games, by providing an overall theme into which the majority of the book's spells tied. In that book's case, the theme explored the question "what is the cost of a spell," and included a number of spells that cost more or less than a single spell slot.

Advanced Arcana Volume III continues in the proud tradition of its predecessor, though in this book the theme is not the cost of a spell, but rather an exploration of spells that can produce a variety of different effects. The popular segmented spell mechanic makes a return in the form of layered segmented spells and variable segmented spells, both new twists on the original mechanic. The book also contains modal spells (spells that can have two or more very different effects, chosen as the spell is cast), and conditional spells (spells that function differently depending on certain conditions). And, of course, a goodly number of general, all purpose spells that don't tie directly into any mechanic, but simply serve to provide support for fun and exciting concepts, and additional options for spellcasters of all sorts.

From the creators of the original *Advanced Arcana*, *Liber Vampyr: Secrets of the Blood*, and *A Necromancer's Grimoire: Marchen der Daemonwulf*, *Advanced Arcana Volume III* is the most ambitious *Necromancers of the Northwest* product yet.

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