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#### My Dearest Student,

As ever, I remain very pleased and impressed with the reports I hear of your activities and accomplishments at Aubergrave academy. Your second year there was, by all accounts, at least as impressive as the first, and my contacts at the academy, including Dean Revis, tell me that you are making quite a name for yourself despite still being an underclassman.

While your mother has officially required that I reprimand you for that bit of mischief around the equinox, I understand that boys will be boys, and can recall certain incidents from my own time at the academy that ended similarly, although the dean in my youth was a somewhat less understanding man than Dean Revis. Remember to be cautious: you don't want to be expelled.

Further, I can't help but be proud of the fact that you mastered the spell that you used for that incident. I continue to underestimate your ability to make use of the advanced spells that I provide you at every turn. After seeing the results of your final exam for your second year, however, I am now confident that, even though the book I am including with this letter contains spells even more complex and intricate than those in either of the previous books, that you will reward my faith in you by mastering this book's content as well.

Be warned, however, that in order to truly master the spells in this book, you may need to relearn much of what you have been taught about magic. Last year you will have learned about metamagic practice, and altering spells by changing the means by which you prepare them. What your curriculum won't have covered, however, is that you can alter spells with other spells, as well, as outlined in this book. Perhaps even harder to wrap your head around will be the ascension spells, which are spells that are simultaneously more than one spell level. They are both powerful, and versatile.

I have also found that opportune spells—another group of spells in this book, which can be cast more easily when a specific "trigger" condition occurs—can be invaluable to the mage who learns to plan ahead, which is a valuable lesson in and of itself. Finally, the arcane well spells in this book allow you to gain magical ability from spells you haven't even cast, and are potentially even more useful, and a greater source of renewable spell energy, than the fountain spells of the first tome I gave you.

Your mother and I send our love, as always,

Sincerely, ~Alastro

# A Foreword by the Compiler of this Tome

What is a spell? What does magic truly *do*? These seem like simple questions, the sort that would be asked of youths still learning basic runes and years away from attempting to cast real spells, rather than something that need be pondered by any true mage<sup>1</sup>. But the fact of the matter is that these questions have plagued theologians, philosophers, and arcane researchers for centuries.

To Constellar Parnissal Sellivus, one of the greatest and most accomplished mages ever to be a member of the Council of Stars<sup>2</sup>, believed that magic is "an expression of the individual will on the world around us. It is the mind mastering matter, and energy, and every other aspect of reality, to bend and shape it to our will. It is the ultimate triumph of both mind and soul, to transcend reality and rewrite it in a way that is better."<sup>3</sup> By contrast, Aurastilon the Enlightened, who was the first known mage to postulate the theory of metamagic<sup>4</sup>, famously stated that "magic is poetry of the soul, it is the spirit of the caster reconnecting to the greater cosmos from which it was severed. Magic travels two ways, both from the caster and into him. Magic does not truly change the world, any more than looking at a tree from a different angle changes the tree."5 Rogsvald the Unwise famously believed that magic "is not controlled by the wizard, but rather the wizard is an instrument of magic. The arcane is an entity unto itself, and each time a spell is cast, it is this global over-entity of arcana that is working through the caster and compelling him to cast his spell and bring itself into being. While the wizard has the illusion of control and choice, he is no more than a puppet who dances on the strings of sorcery."6

<sup>&</sup>lt;sup>1</sup> This, of course, is pure folly. No mage worthy of the name would be so closed-minded as to simply dismiss any topic as being unworthy of consideration. Magic is a discipline of the mind, and is the only real means of mortals to enter into direct dialogue with the very fabric of the cosmos itself. The very act of consideration is, in and of itself, worthy of the time spent on it, regardless of any result that may come of that consideration. A true mage internalizes this concept, and remains open to the mysteries of the multiverse.

<sup>&</sup>lt;sup>2</sup> As the *Advanced Arcana* series seems to be reaching more and more distant lands with every printing, it's possible that you may not have heard of the Council of Stars. This organization of powerful wizards serves as a sort of protector over the nine kingdoms of Ternassion. Though the council is only officially recognized by the governments of three of those kingdoms, its members are all sworn to come to each other's' aid in the event of a great magical threat, as well as to uphold the general peace against such incursions, and the threat of a dozen or so of the world's most powerful mages is enough to keep most would-be mage tyrants at bay.

<sup>&</sup>lt;sup>3</sup> The Nature of Magic: A Beginner's Guide to the Arcane, by Parnissal Sellivus, pg 7

<sup>&</sup>lt;sup>4</sup> Although Aurastilon did not live long enough to see his theories be proven fact, there is no doubt in my mind that without his work we would be centuries beyond where we are in the development of metamagic, to say nothing of the way that the understanding of metamagic has led to an explosion of new spells relative to the times before the discovery of metamagic.

<sup>&</sup>lt;sup>5</sup> Teachings of Aurastilon, by Gerald Resbourne, pg. 789

<sup>&</sup>lt;sup>6</sup> The Conspiracy of Magic, by Rogsvald Quersikon, pg. 33

Perhaps it was Archmagister Weslyn the Wise, of my own Siribellion academy of magic, who put it best when he said that "magic is the greatest mystery of mankind. It seems unlikely that we will ever truly know everything there is to know about magic, or unlock each and all of its myriad secrets. But that doesn't mean that we won't try—for even if one sets aside the various wonders that we owe to our ever-expanding knowledge of spellcraft, the search is its own reward. It sharpens the mind, it strengthens the spirit, and, for those such as myself, at least, it quickens the soul. Were we ever to truly understand every last detail of what magic is and how it works, I fear we would be left adrift."<sup>7</sup>

There are those that would claim that magic, by its very nature, is unknowable, and does not follow rules, and cannot be understood. While this sentiment is certainly wrong,<sup>8</sup> that does not mean that there might not be areas of magical theory, such as what precisely magic even *is*, will remain beyond our grasp. While there are many things we know about magic, its nature is one that has always eluded us. Some believe that magic is an imposition of mental or spiritual will on the world around us. Others believe that it is a plea or request from some external power.<sup>9</sup> Others still believe that magic is an ingrained part of the multiverse, a set of laws that have been ingrained into the fabric of the cosmos since the beginning of time, where anyone who performs a certain set of seemingly-random actions will produce a pre-specified result.<sup>10</sup>

Please do not make the mistake of thinking that, with this book, I hope to forever answer the question of what magic is. I don't even propose to forward a theory. Rather, I have compiled an extensive collection of spells that I believe challenge our existing notions of what spells are and what they are not, and what they can and cannot do. These spells will not clarify the question of what magic is, but rather are likely to further muddy the waters and confuse those who would try to find the answer.

<sup>&</sup>lt;sup>7</sup> The Quest for Magic, by Weslyn Tolmes, pg. 9

<sup>&</sup>lt;sup>8</sup> The very idea that magic does not follow rules is the product of wild ignorance and incredible arrogance, no doubt started by drunken farmers who could not fathom the possibility that something they did not understand could possibly make sense or follow rules. One needs only to look at any book on magical theory, let alone a book on applied magic, to realize that magic clearly does follow a great many rules, and that we have identified and codified a great number of them. Even if some of these models—such as that of Astochthese's spell nodes—turn out to be wrong, the fact that spells work in such a reliable way that that theory seemed correct for hundreds of years is proof enough that magic is internally consistent, and follows its own rules.

<sup>&</sup>lt;sup>9</sup> Some would argue that this is fact, not theory, when it comes to divine spellcasters, but I remain unconvinced. Erick Windbane's study *Faithful and Faithless*, which indicates that priests and clerics who do not associate themselves with deities are just as capable of casting divine spells as those who do, indicates that the relationship between cleric and deity may not be as directly related to spells as one would think.

<sup>&</sup>lt;sup>10</sup> This theory was almost certainly disproven by Jarold Tivizar in his work *The Science of Magic*, where he instructed a handful of fishermen in the exact actions required to cast a *fireball* spell, but they still failed to produce any results upon casting it.

That said, these spells are, I believe, crucial to the eventual solution of this agesold question. Though they make the task of finding the right answer more difficult, because any theory which explains the nature of magic must now explain spells that exist at multiple "spell levels,"<sup>11</sup> spells that alter other spells,<sup>12</sup> and even spells that can provide benefits without being cast,<sup>13</sup> the knowledge of these spells will, ultimately, be necessary to find the true answer to this ages-old mystery.

Even more to the point, these discoveries indicate that magic can, in fact, do many things that we didn't think that it could do before, and begs the question of what other things that we think are impossible might simply be a matter of finding the right answer. This book is evidence that the horizons of magic have shifted, and things that once sat upon distant, seemingly unreachable hills are now here and within our grasp. What will be the next great leap forward? What other discoveries will our search for the truth about the nature of magic lead us to? What things, impossible today, will be common practice in a century?

I cannot answer those questions, but you, gentle reader, can. Do not look at this book as merely a collection of spells to use as-is, but take it as the challenge that it is. Experiment. Study. Push back the boundaries of ignorance and uncertainty, and challenge the common conception of what is and is not possible. It is only by doing these things that we can grow and move forward towards the time when, perhaps, if we are lucky, we will have shed light in every corner, overturned every stone, unlocked every secret, and finally understand what, exactly, magic is.

~ Kabaz M. Anvitz, Dean of Metamagic Studies, M.S.O

<sup>&</sup>lt;sup>11</sup> If, after the first *Advanced Arcana*, there was any doubt about the validity of the Astochthan model of spellcasting, these spells surely shatter that illusion. Still, I have yet to find a better alternate model which can accurately explain all the data, so for now I will continue to referring to the relative amount of energy a spell takes up by its Astochthan "level."

<sup>&</sup>lt;sup>12</sup> A feat that was, until quite recently, considered impossible amongst the magic community. There were some attempts, by Gerald Isthtorres, before his death in BR 927, to develop spells that could apply metamagic effects during the time of spell preparation, and he met with some amount of success, but these spells tended to have short durations, and would cause all kinds of havoc on the modified spell if they were allowed to run out before the spell was cast.

<sup>&</sup>lt;sup>13</sup> This last one I am especially proud of, as I discovered the effect myself. Depending on how widely the principle can be applied to different magical effects, I believe that these spells, more than any other in this book, could revolutionize the way that magic is practiced.

# Introduction

In previous volumes of the Advanced Arcana series, we have explored different questions and theoretical territories with the content of the book. In the first Advanced Arcana, for example, we asked the question "what is the cost of a spell," and attempted to find the answer through spells that were both more and less than a single spell slot. In the sequel, we examined how we could make spells more mutable and changing by introducing spells who acted differently under different conditions, or which could be cast in a variety of different ways. For Advanced Arcana III, we decided to challenge the very role of what, exactly, a spell is.

The first and most obvious way in which we did this is with **metamagic spells**, which, as the name implies, are spells that function similarly to metamagic feats, and alter the nature of another spell. On their own, these spells do nothing, but when cast in conjunction with any other spell, they can supplement and augment it in a variety of ways. Not only do we keep these spells fresh and distinct from metamagic feats by ensuring that their effects are different from (and, we feel, more interesting than) those feats, the way that these metamagic spells works means that they are as easy to apply to a oth-level spell as they are to a 1st-level spell, so they can always be used on the highest-level of spell available to the caster, something that really shines at low levels.

Another group of spells which pushes the envelope of what spells are supposed to do is the arcane well spells, which essentially grant a power or special ability to the caster as long as the spell remains prepared, but which is lost once the spell itself is actually cast. In general, these abilities are thematically similar to, but notably weaker than the actual spell itself. Loosely inspired by certain feats from previous editions, these spells effectively grant you a benefit for holding a spell in reserve. In some cases, the caster will gain more benefit from never casting the spell at all, in other cases the arcane well ability will not be much of a concern, but most of the time it should fall somewhere in between and present difficult and engaging choices for players using these spells.

In many ways, **opportune** spells are similar to our quick spells, from *Advanced Arcana*, and conditional spells, from *Advanced Arcana II*, as they are spells that can be cast with a much shorter action (like "free" or "immediate") when certain conditions are met. In practice, this allows the spells to do things that spells can't normally let you do, responding to certain specific events and countering or taking advantage of them. Because they have the potential to be cast for basically no action, they are also potentially very powerful, though this is dependent on the condition laid out by the spell being met.

Last, but in no way least, are **ascension spells**, which have less to do with the question of "what is the role of a spell," and more to do with "what is the role of a spell's level." In essence, an ascension spell is one spell that is at the same time many different levels, and has different effects depending on what level it is cast at, but in a way that keeps it tied together as a single spell. These spells offer an almost unprecedented level of versatility, and help to keep games more fresh and interesting by giving spellcasters more options.

Mixed in with all of these are a number of spells that may not tie directly into a specific mechanic, but which are designed to be fun, flavorful, and exceedingly enjoyable spells. Many of these are spells that, when we thought of them, we wondered to ourselves "now, why didn't anyone else think of that?" Others are ones that just seemed like awesome ideas.

Finally, after all the spells, there are a number of appendices with further things that may be of use to spellcasters. The first appendix contains a number of variations on potions, scrolls, and wands, allowing them to act in unusual and exciting ways while still performing their normal functions. The second appendix contains new bloodlines for sorcerers, with a focus on providing flavorful information and something resembling a real bloodline, instead of simply a "power source" and mechanics. The third appendix takes a similar approach to witch's patrons, expanding them into something radically different, with extensive flavorful and



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and roleplaying information for patrons, as well as a whole new set of optional mechanics for a more involved bond between witch and patron. Finally, the bibliography section actually contains flavor information on the various mages whose names grace many of the spells in this book, as well as full game statistics information for each of them.

Taken together, we hope that Advanced Arcana III will have you re-examining what it is, precisely, that spells can and cannot do, and what their role is in your game, if not necessarily in your game world. Sometimes, breaking the rules can be fun.

# 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. In Advanced Arcana Volume II, we introduced 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 these books, without warping either the mechanics or the background and flavor of their campaign. The following section is a slightly updated and notably expanded version of those optional rules, with several new optional rules added. 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, and, ideally, to discuss the matter with their players and come to a group consensus on how to handle non-standard spells.

### 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 the theory behind the spell, 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 three days).

At the GM's discretion, divine casters might use Knowledge (religion) instead, druids in specific might use Knowledge (nature), as might possibly 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 one week, plus one day per spell level, though for every point by which he exceeds the Spellcraft DC, that time is reduced by one day (to a minimum of 1 day). If the result is successful, he learns the spell. If he uses a spellbook, or similar, he can scribe it into the spellbook for free. If he is a spontaneous caster, he replaces one of his spells known of the same level with this spell (or, at GM discretion, simply adds the spell to his list of spells known). If he has access to the entire spell list for his class (such as clerics and druids) he simply has access to the spell from that point on.

For both the Knowledge check and the Spellcraft check, each day during that time, 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 resume study afterwards, picking up where he had left off.

**Example:** The wizard Kabaz wants to discover for himself how to perform the 3rd-level spell *Veltannia's disappearance*. 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 week, he need only spend 7 days forming the magical theory (28 days in a month minus three times the amount by which he beat the DC).

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.

### New Spells Must Be Found

Most GMs don't have time to populate their game world with new spells from various different sourcebooks, but for those that do it can greatly enhance a player's enjoyment not only of the game, but also of the sourcebook. The GM might rule that spells from alternate sources can only be acquired by finding them in the game world, and then proceed to scatter wands, scrolls, potions, spellcasters, and, of course, spellbooks that use those spells throughout the game world. This makes the spells feel less like something picked out from a catalogue, and more like wondrous and inexplicable magical phenomenon.

On the other hand, this approach has numerous downsides. The first of which is that it requires extensive work on the part of the GM, which could be going to other things, so this method is really best for GMs who have a lot of time for extra polish on the game. Second, players who really want to use the book's contents may grow frustrated if they have difficulty finding the spells that they want. Third, while spellbooks allow wizards to learn and use these spells, spontaneous spellcasters can only hope to stumble across a wand, and classes with access to their entire spell list will feel cheated if they aren't allowed access (and, again, will be unable to learn the spell through spellbooks). If you do intend to pursue this option, strongly consider allowing these spells to be learned by anyone who finds a spellbook or scroll of the spell in question (and, in the case of sorcerers, seriously consider allowing them to add it to their list of spells known without having it count against their total number of spells known).

In general, we don't necessarily recommend this approach unless it is the GM, rather than the players, who is particularly interested in using content from the book, because it takes too much control over access to these spells away from the players.

### Non-Standard Spells are Difficult

Many of the spells presented in this book are somewhat more complicated than the spells presented in 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 we strongly recommend against using this rule in conjunction with the "rare spells cost more" option. 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 level in wizard, and so is entitled to learn two new spells. One of the spells he chooses to learn is *zone of arcane immunity*, a 9th-level spell. Because *zone of arcane immunity* 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*.

### Non-Standard Spells are Illegal

It's possible that the reason that spells from other sourcebooks are rare or unheard of is not because they are unknown, but because they are disallowed. Whether this takes the form of an actual law in the kingdom, or whether the local arcane guild has simply decided it doesn't like the spells and refuses to associate with anyone who uses them (let alone teaching them), or even if it is a divine mandate from one or more of the setting's deities, it's possible that these spells have been deliberately driven underground.

This would mean that finding the spells would require some kind of "black market" contact who can grant access to the forbidden material, and it also means that characters using such spells openly would carry risk of repercussions of one sort or another (assuming the spell is identified and the caster is identified as the one casting it). These sorts of considerations will fall largely into the realm of roleplaying, and will vary depending on the setting and what exactly caused the spells to be banned in the first place. For GMs who do choose to pursue this option, however, you'll want to make sure that it is reasonably possible for a PC (or NPC, if desired) to cast such spells and get away with it (or deal with the consequences), or else players will quickly become frustrated with using non-standard spells at all.

### 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 III 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 contained in this book, 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 Spell Allowance**

With this optional rule, each character is allotted a certain number of non-standard spells to which he has access, and that is it. This allowance does not actually grant knowledge of such spells or the ability to cast them, merely the option to learn them. The exact nature of this allowance depends on your preferences, and may or may not be limited to spells known, or extend to include items like wands, scrolls, and potions. This allowance could be "built in" and automatically granted to all characters (it might vary by class, however, with wizards getting 1 non-standard spell per class level and bards getting 1 non-standard spell per 3 class levels, for example), or it might be something the character needs to "pay for" either by exchanging a class feature for a (hopefully more extensive) rare spell allowance, or taking a feat (see the Rare Spells Require Feats optional rule).

Note that we do not recommend using this in conjunction with any optional rules that makes acquiring or using non-standard spells more difficult or costly.

# **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 still 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. Once a character has successfully identified a certain spell at least once, or knows the spell himself, the DC for him to identify the spell is no longer increased, as he no longer considers it "rare."

**Example:** Kabaz has entered into a mage's duel with the necromancer Sorvithal. Sorvithal begins to cast *spell purge*, 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.

This optional rule makes alternate spells more powerful, and more difficult to counter. As a result, we especially recommend using it if you are using something that makes rare spells less powerful or more difficult to acquire, such as most of the other optional rules listed in this section.

### **Rare Spells are Harder to Counter**

Depending on the nature of how magic, magical resistance, and such things work in your campaign setting, it's possible that unusual and exotic spells may be more difficult to counter, dispel, or even resist. Any of the following could be true:

• The DC to counter a rare spell with *dispel* magic, or similar is equal to 16 + caster level, instead of 11 + caster level, and when attempting to counter a rare spell in a way that would not normally require a dispel check, a dispel check (DC 11 + caster level) is required, or else the spell is not dispelled.

• The DC of any caster level check to dispel a rare spell is increased by +5. Any attempt to dispel a rare spell that would not normally require a caster level check requires one at the standard DC (n + caster level).

• The spell resistance of any creature affected by a rare spell is treated as 5 lower than it actually is for the purposes of that spell.

• The saving throw DC to resist a rare spell is increased by +1.

Note that these effects all reward players for using non-standard spells more than standard spells and (especially the last two suggestions) are particularly powerful, so we don't really recommend this option unless you are using one of the optional rules that make non-standard spells more expensive or difficult to use.

### **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 we strongly recommend against using this optional rule in conjunction with the "non-standard spells are difficult" option.

**Example:** Kabaz the wizard is eager to get a copy of *ruckus*, 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 *ruckus* 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.

### **Rare Spells Require Feats**

You could require that players take feats in order to access the rarer and more exotic spells found in sources outside the core rulebook. These feats would not actually grant the character knowledge of the spells, or the ability to cast them, just the privilege to learn them, if desired. The exact nature of these feats will depend on just how much you want to "tax" players for using additional sources, and exactly what it is that concerns you about them.

GMs who are particularly concerned about players "cherry picking" the best spells from dozens of different books might make a feat that allows the player to pick one or two books from which his character can draw spells, and allow the feat to be taken multiple times to gain access to greater numbers of sourcebooks. This allows players access to a relatively large number of spells per feat, but forces the player to take the good spells with the bad. GMs who simply want an explanation for why PCs have access to unusual spells and no one else does, and isn't willing to take the time to give those spells to his NPCs, might create a feat that simply allowed blanket access to any spell outside the core rulebook.

Alternatively, GMs who want to severely limit access to non-standard spells might make a feat that allows access to one non-standard spell per spell level, or just 4 spells per feat (of any level). This will severely tax players for using nonstandard spells at all, and should be used with extreme prejudice.

Finally, GMs using other optional rules in this book could create a feat that allows one to simply bypass those rules, and treat the nonstandard spell as though it were a standard spell.

Note that we strongly recommend against using this optional rule in conjunction with anything else that makes non-standard spells more difficult to acquire or use (with the obvious exception of the feat that circumvents those optional rules). In fact, because this forces players to expend valuable feats in order to access spells that they should theoretically have access to already, we recommend providing some mechanical benefit to non-standard spells, such as the "Rare Spells are Harder to Identify" optional rule.

### 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	Spells in Spell List			
Level	Cleric	Druid	Paladin	Ranger
0	12	13	14	2
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	2	
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 guiding wind, 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 ruckus, he can't take it because it's not a druid spell. Those were the only 1st-level spell 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 *guiding wind.* 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 *Hidbiddle's monster ward*, 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 guiding wind and would rather have access to Hidbiddle's monster ward. He can choose to remove the first spell from his spell list and add the second, just like how he removed summon nature's ally I to get guiding wind in the first place.



# Spell Mechanics

Advanced Arcana Volume III 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 else 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.

### Arcane Well Spells

This refers to a group of spells that provide you with a special spell-like or supernatural ability as long as you have the spell prepared, which you can use over and over until the spell itself is actually cast. The special ability granted by the arcane well is denoted in a section at the end of the spell's description labeled "arcane well," and is usually a thematically-linked but dramatically less powerful effect than the spell itself (such as guided strike, which causes an attack to hit unerringly and allows you to cast true strike as a spell-like ability at will, or well of shadows, which functions as a more powerful version of shadow conjuration that also allows you to mimic 1st-level spells in a fashion similar to shadow conjuration at will).

Unless otherwise stated, any ability granted by an arcane well spell is a spell-like ability that requires a standard action to use. The caster level of the ability is equal to the caster's caster level, and any saving throw DCs are calculated as though for a spell whose spell level is half the level of the arcane well spell (rounded down, minimum 1), and use the caster's primary spellcasting ability score modifier. As spell-like abilities, the abilities granted by arcane wells do not have verbal or somatic components, even if the spell itself does, nor do they require material components. However, all arcane well spells require a focus, and the caster must use that focus in order to use the ability granted by the arcane well.

Using an arcane well ability does not expend any spell slots or other resources, and arcane well abilities can be used limitlessly as long as the spell they are associated with remains prepared. Once the spell is cast, the caster loses all access to the arcane well ability until the next time he prepares the spell in question. If the caster prepares multiple instances of the same arcane well spell, he retains the arcane well ability until each instance of the spell has been cast or expended. Technically, each instance of the arcane well spell grants a separate instance of that ability. While there is usually no benefit to this (as they are identical abilities that are not expended when used), there are some cases where it is beneficial (such as with the spell realize potential, where multiple instances of the ability allow you to provide multiple ability score enhancements at the same time, if with two separate actions).

Spontaneous spellcasters can make use of arcane well spells by preparing them the way a wizard does. This is a special action that the spontaneous caster can take to make use of these spells, and does not require any special feat, item, class feature, or other training or ability. This process takes one minute per level of the spell to be prepared, during which the spontaneous spellcaster must quietly meditate. Once this process is complete, the spell is prepared in one of the spontaneous caster's unused spell slots of the appropriate spell level. Until the next time the spontaneous caster rests and regains his spells, he cannot make use of that spell slot except to cast the prepared arcane well spell. He may not choose to "unprepared" the arcane well spell later in the day. The spontaneous spellcaster can still cast arcane well spells without preparing them, he simply does not gain the benefit of the arcane well ability unless the spell is prepared.

### Ascension Spells

This refers to a group of spells that are designed to be able to be cast at different spell levels, and which have differing effects depending on the spell level at which they are cast. Each school of magic has one spell in this book that can be cast at all nine levels, each with a different effect. There are also a number of additional ascension spells which have fewer levels at which they can be cast, usually two to four.

An ascension spell's spell block has an additional line, under school and class, labeled "multi-level," which lists the additional levels at which the spell can be cast, and for which schools. For the purposes of this book, all ascension spells are cast at the same level regardless of which class is casting the spell, but in the future this may not be the case. Entries separated by a comma (such as "wizard 5, 7") indicate that the spell is also available at those specific levels. Entries with a range (such as "wizard 2-9") indicate that the spell is available at every level in that range. The spell's description also breaks down the spell into the effect it has at each level.

In a manner of speaking, ascension spells are actually several different spells, though they are closely-related enough to be considered a single spell. There is a different, unique effect associated with each spell level at which an ascension spell can be cast. For example, the spell improved acuity grants a bonus to Perception checks when cast as a 2nd-level spell. When cast as an 8th-level spell, it not only grants the effect associated with the 8th-level version of the spell (granting you magical awareness of the presence or absence of various things within 30 feet of you), but it also has the effect associated with the 2nd-level version of the spell. In essence, each spell level of an ascension spell builds on the previous spell levels, granting each effect from the lower-level versions as well as its own effect.

In order to cast an ascension spell at a given spell level, you must be able to cast spells of that level, and have an unused spell slot of the appropriate level. A character can learn an ascension spell or write it into his spellbook as soon as he is able to cast the lowest-level version of the spell, so it is possible to "know" an ascension spell without being able to cast it at all the levels it can be cast at. An ascension spell is treated as the highest-level version of the spell for the purposes of how many pages it takes up in a spellbook, the cost in materials to write it into a spellbook, and the amount of time it takes to write it into a spellbook. An ascension spell is treated as a single spell known for the purposes of sorcerers and other spellcasters with a limited number of spells known, and is treated as a spell whose spell level is equal to the lowest-level version of the spell.

When resolving the effects of these spells, the lower-level effects are always applied first (so a Xelar's prismatic blossom spell cast as a 9th-level spell would apply the 1st-level effect first, then the 2nd-level effect, then the 3rd-level, and so on all the way up to the 9th-level effect, in that order). The saving throw DCs of each effect that allows a saving throw is the same: they are all calculated using the spell level that the spell was actually cast at, rather than the spell level that the effect is associated with. Unless the spell's text specifically indicates to the contrary, no more than one saving throw of each type should be made as a result of the spell. Therefore, even though Sorvithal's blackest curse requires a Fortitude save to resist its 2nd-level effect, and a Fortitude save to resist its 4th-level effect, only one Fortitude save is made, and its result is applied to both effects. As such, if the target resists the 2nd-level effect, he will almost certainly resist the 4th-level effect, and if he fails to resist the 2nd-level effect he will almost certainly fail to resist the 4th-level effect.

When determining what spell effects an ascension spell has, do not include any adjustment to the spell slot that it is prepared in due to metamagic feats or other things that increase the level of spell slot a spell takes up. Essentially, you must determine what effects you want to get, assign the spell to the appropriate spell level, and then increase its spell slot as necessary for any metamagic you want to apply. In the case of the ascension spells that do not have effects at each spell level, you can technically cast these at spell levels other than the ones listed (just like you can technically cast an unaltered magic missile with a 3rd-level spell slot), but doing so has no particular effect, and only the spell effects associated with lower levels of the spell apply, as though the spell had been cast from the next-lowest spell level that is listed in the spell's description.

Even though an ascension spell could accurately be described as a collection of discrete spell effects, it is treated as a single spell in all ways, including any attempt to counter or dispel the spell. Unless the spell's description indicates to the contrary, if one part of an ascension spell is countered or dispelled, the entire ascension spell is countered or dispelled. Similarly, an ascension spell stored in a wand or staff does not use up more charges than normal, etc. An ascension spell cast from such an item (or even brewed into a potion) functions normally, though the level of the spell must be determined when the item is created, and the maximum spell level limit on wands and potions still applies.

Some ascension spells have effects that are varied enough that some of the effects associated with the spell at certain levels need descriptors that don't necessarily apply to the rest of the spell. For example, the 1st-level effect of Sorvithal's blackest curse invokes dread and despair, and is treated as having the mind-affecting and fear descriptors. The other levels of the spell are not mind-affecting or fear related (the 2nd-level effect causes Strength damage). In such cases, the individual spell effects requiring additional descriptors have notations indicating that they are to be treated as though they had those descriptors, while the other aspects of the spell do not. For example, if Sorvithal's blackest curse were used on a mindless creature, it would be immune to the mind-affecting 1st-level effect, but would not be immune to the 2nd-level strength-sapping effect. Similarly, if the caster possessed something that increased the saving throw DCs of his mindaffecting spells, it would apply to the saving throw for the 1st-level effect, but not that of the 2nd-level effect.

If the ascension spell specifies that it has one or more targets, then unless the spell's descriptions says otherwise, those targets are the same for each level of the spell. Similarly, if the spell has an area, unless the spell's description indicates to the contrary (such as *Xelar's prismatic blossom*), all of the spell's effects occur within that area.

Some ascension spells reference their own spell level, such as the 3rd-level effect of *frozen fog*, which causes the fog to automatically counter and dispel any spells with the fire descriptor within the spell's area whose spell level is lower than *frozen fog*'s spell level. This refers to the level at which the ascension spell was cast, not counting any metamagic feats or similar effects (with the exception of Heighten Spell, which does count for this purpose, even though it does not grant access to higher-level spell effects).

### Metamagic Spells

This refers to a group of spells that have no effect on their own, but which modify the next spell that you cast. In essence, these spells function in much the same way as a metamagic feat would, altering certain properties of the spell that it is applied to.

Nearly all of the metamagic spells in this book require a move action to cast, which allows you to cast any spell whose casting time is a standard action in the same round. Because most metamagic spells require that the spell to be modified be cast before the end of your turn, this means that, for the most part, only spells with a casting time of one standard action or less can be affected by metamagic spells (although there are exceptions, such as the spell *call paragon*, which is only a swift action to cast, and so can be cast in conjunction with spells requiring a full-round action). The metamagic spell must be cast first, and it modifies the next spell cast before the end of the caster's turn.

Metamagic spells only affect spells cast by the same caster who cast the metamagic spell. You cannot use a metamagic spell to alter another spellcaster's spell, even if they would like you to. Metamagic spells only apply to spells that are actually cast: a metamagic spell cannot be used in conjunction with a wand, staff, scroll, potion, or other object that replicates spells. While it is possible to create a wand, staff, or scroll that replicates a metamagic spell, such items are likely to be of limited use, because they will require a standard action to activate, and will not leave enough time to cast the spell to be modified, unless special circumstances are granting the user more actions in a round, or the spell to be modified was subject to Quicken Spell, or similar.

Metamagic spells automatically apply their effect to the next spell you cast before the end of your turn. If you somehow cast more than one other spell besides the metamagic spell during that time, it will apply to the first of those spells. You cannot "hold" the metamagic effect for a later spell. Some metamagic spells only have an effect if the spell being modified meets certain criteria (such as *call paragon*, which only affects conjuration (summoning) spells that summon a single creature). If the spell does not meet those criteria, the metamagic spell is wasted, and has no effect.

Unlike metamagic feats, metamagic spells do not increase the level of spell slot that the modified spell takes up, nor do they increase the casting time of the spell (although, by requiring a move action to cast the metamagic feat, the spell effectively takes a full-round action to cast).

Several of the metamagic spells in this book multiply a specific number in the modified spell by 1.5 (such as *pretender's power*, which increases your caster level to 1.5 times what it actually is). Apply this multiplier after any other effects which would alter the number in question. In such cases, the final number is always rounded down, if rounding is necessary.

### **Opportune Spells**

This refers to a group of spells that can be cast as a free, swift, or immediate action when certain conditions are met (the exact type of action depends on the spell and the trigger). These conditions can be more or less anything, but typically will involve a specific action occurring which is in some way thematically related to what the spell does (such as *Ardesalf's arcane response*, which duplicates a spell that was recently cast, and can be cast as an immediate action when you counter a spell, or *freeze*, which encases the target in ice and can be cast as a swift action if you have done a certain amount of cold damage to the target this turn, and so on.

For the most part, opportune spells do not function any differently from normal spells. If they are cast normally, instead of as a swift action, then they essentially function like any other spell. It is only when the action that triggers the spell's "opportune" mode of casting that the spell works in a unique way.

Unless the spell's individual description indicates to the contrary, an opportune spell has the same effect and is identical in all ways except for its casting time, regardless of what kind of action is used to cast it (this is not the case with all opportune spells: for example, *Ardesalf's arcane response* specifies that if it is cast as an immediate action, it has to target the spell that was countered).

An opportune spell can only be cast as a free, swift, or immediate action at the time that the triggering event occurs. For example, the spell *stow away* can be cast as an immediate action whenever you successfully use the Disarm or Steal combat maneuvers to acquire an item, or whenever you use the Sleight of Hand skill to lift an object from a person. In order to take advantage of this, the spell must be cast when that event occurs. You cannot "save" the ability to cast it as an immediate action for a more convenient, later time.

If the requirements to cast the opportune spell as a swift action are not actually met, and you just think that they were (for example, if you thought you had dealt 10 points of cold damage to a creature, and wanted to use freeze as a swift action, but had in fact dealt only 8 points of cold damage due to energy resistance), then the spell fails. This means that you can attempt to cast an opportune spell as a swift action at any time, but unless the appropriate conditions have been met, it will simply fail and have no effect. This also applies to any specific restrictions the spell places on how it can be used when cast as an immediate action (such as Ardesalf's arcane response's requirement that it only be cast on the countered spell).

With a few exceptions (such as Ardesalf's curse catcher, which casts itself), you are never forced to cast an opportune spell when the triggering event occurs. You can always choose not to cast it, or to cast it at its full casting time instead of the lesser casting time, even if the event has occurred.

An opportune spell that is made into a scroll, staff, or wand can usually also be cast as an immediate action from that item. The triggering event must still occur, and the user must be holding the item in question in order to take advantage of this. Scrolls or wands in backpacks, holsters, saddlebags, or similar locations cannot be used to cast spells as an immediate action in this way.

# 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 "AW" appearing at the end of a spell's name indicates an arcane well spell. A "(1st-lvl)," "(2ndlvl)," or so on appearing at the end of a spell's name indicates that the spell is an ascension spell, and that entry lists the effect associated with that level of the ascension spell. Opportune spells and metamagic spells are not specially denoted, but can usually be identified by their summary.

# Alchemist Spells

1st-Level Alchemist Spells
Heroic Demeanor Target gains +2 Strength and Constitution for 1 round/level.
Surge of Strength You gain +8 enhancement bonus to Strength for 1 round.

2nd-Level Alchemist Spells Empower Corpse You make a single corporeal undead tougher and stronger Ollander's Mental Fortitude Target gains a bonus on Will saves for 10 min./level.

3rd-Level Alchemist Spells Flight of Black Wings You transform into an entire flock of ravens. Spider Climb, Greater As *spider climb*, but you climb faster and gain bonuses to grapple.

#### 4th-Level Alchemist Spells

Arachnid Anatomy You can spit webs that grapple your foes and create difficult terrain. Dreamer's Ward Protects sleeping creatures from spells and attacks by the awake.



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### 5th-Level Alchemist Spells

Serendipity You gain temporary access to a single alchemist discovery you qualify for. Siegfried's Second Wind Target recovers hit points and gains morale bonuses.

### 6th-Level Alchemist Spells

**Beastflesh** You gain damage reduction that is less effective against natural weapons. **Compound Bomb** You are able to make bombs affected by more than one discovery.

# Antipaladin Spells

1st-Level Antipaladin Spells
Surge of Strength You gain +8 enhancement bonus to Strength for 1 round.
Terrorize The target is frightened for 1 round per level. Can be cast as a free action when you successfully demoralize a foe.

2nd-Level Antipaladin Spells
Empower Corpse You make a single corporeal undead tougher and stronger.
Momentary Weakness The target suffers -8 Strength for 1 round/3 levels.
Sorvithal's Malice Your cruelties are harder to resist for 1 min./level.

3rd-Level Antipaladin Spells Dishearten Foe The target suffers morale penalties for each round he fights you Sorvithal's Casual Oppressor Modifies a spell to impose morale penalties on target.

4th-Level Antipaladin Spells
Blade of Fire<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes.
Cast in Chains You cause manacles to appear from nowhere to bind the target.
Curse of Shared Fates Whenever you take damage, the target takes it as well.
Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution.

# **Bard Spells**

1st-Level Bard Spells
Dread Word A specific trigger word can cause the target to fall asleep for 1 minute.
Guiding Wind You are able to find cardinal directions without fail for 1 hour/level.
Heroic Demeanor Target gains +2 Strength and Constitution for 1 round/level.
Ruckus You create a loud noise that partially deafense creatures nearby.
Spell Sleight Augments the next spell you cast to appear to be a different spell.
Terrorize The target is frightened for 1 round per level. Can be cast as a free action when you successfully demoralize a foe.

### 2nd-Level Bard Spells

Ardesalf's Identifying Touch<sup>AW</sup> Learn all properties of touched item.
Aromatic Cloud Creates a cloud of mist that makes those within more amiable.
Good Cheer<sup>AW</sup> You grant the target a +1 bonus to attack, AC, and saving throws.
Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level.
Ollander's Mental Fortitude Target gains a bonus on Will saves for 10 min./level.
Summon Boat (2nd-lvl) You summon a rowboat for 2 hours/level.

Veltannia's Covert Casting You can apply Silent Spell to a single spell for free. This can be cast as a swift action if you are concealed.

### 3rd-Level Bard Spells

Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Enticing Visions Modifies the next figment or glamer spell you cast to be more realistic. Siegfried's Greater Enhancer Modifies the next spell you cast to provide 1.5 x the enhancement bonus it normally would. Stow Away You case a single item to vanish for a time. Can be cast as a swift action when you steal an item.

Summon Boat (3rd-lvl) You summon a

#### keelboat for 2 hours/level.

**Veltannia's Disappearance**<sup>AW</sup> As *invisibility* but light sources are invisible, as well.

#### 4th-Level Bard Spells

Hidbiddle's Stern Word The target is unable to perform a specified action.
Sorvithal's Casual Oppressor Modifies a spell to impose morale penalties on target.
Summon Boat (4th-lvl) You summon a sailing ship for 2 hours/level.

### 5th-Level Bard Spells

Coma Veil<sup>AW</sup> Up to 1 creature per 3 levels falls asleep for an hour per level. Dreamer's Ward Protects sleeping creatures from spells and attacks by the awake. Network of Ears You fill an area with arcane sensors that let you eavesdrop on a huge area. Siegfried's Second Wind Target recovers hit points and gains morale bonuses. Spell Portal Modifies the next spell you cast so that it can be cast through a *scrying* spell. Veltannia's Dazing Touch Modify the next spell you cast to also daze the target. Well of Shadows<sup>AW</sup> As shadow conjuration ,

but slightly more real.

#### 6th-Level Bard Spells

Sensory Link You can see what the target sees, or force him to see what you see, or completely shut down all his senses.
 Siegfried's Cunning Transposition You swap places and appearances with the target.
 Veltannia's Unwilling Accomplice The target mindlessly protects you for 1 min./level.
 Xelar's Sundering<sup>F</sup> You destroy a single item, creating an explosion of shrapnel.

### **Cleric Spells**

1st-Level Cleric Spells
Guiding Wind You are able to find cardinal directions without fail for 1 hour/level.
Hidbiddle's Monster Ward (1st-lvl) The

target gains +6 AC vs. creatures of one type. Hidbiddle's Superior Ward (1st-lvl) You gain a bonus on saving throws equal to 1/4 your level for 1 round/level.

Sorvithal's Energy Corruption Modifies the next spell you cast to deal negative energy damage instead of its normal type. Spell Sleight Augments the next spell you cast to appear to be a different spell.

### 2nd-Level Cleric Spells

Ardesalf's Spell Stabilizer Augments the next spell you cast to be harder to dispel. Darkblast<sup>AW</sup> One creature suffers 1d8 negative energy damage/level. Good Cheer<sup>AW</sup> You grant the target a +1 bonus to attack, AC, and saving throws. Hidbiddle's Superior Ward (2nd-lvl) You gain +4 bonuses on certain saving throws. Improved Acuity (2nd-lvl) You gain a bonus equal to your level on Perception checks. Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level. Momentary Weakness The target suffers -8 Strength for 1 round/3 levels.

**Ollander's Mental Fortitude** Target gains a bonus on Will saves for 10 min./level. **Pretender's Power** Modifies the next spell you cast, treating your caster level as 1.5 x higher than it is.

**Reinforce Spellshield** Augments the next spell you cast to grant 1.5 x any AC bonus it would normally grant.

Summon Boat (2nd-lvl) You summon a rowboat for 2 hours/level.

Veltannia's Covert Casting You can apply Silent Spell to a single spell for free. This can be cast as a swift action if you are concealed.

### 3rd-Level Cleric Spells

Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Damage Undead Deals 1d8 damage/level to one undead creature.

Empower Corpse You make a single

corporeal undead tougher and stronger. Hidbiddle's Revival (3rd-lvl) The target heals 2d6 + your caster level and wakes up. Hidbiddle's Stern Word The target is unable to perform a specified action. Hidbiddle's Superior Ward (3rd-lvl) You gain a +2 bonus on saving throws vs. spells. Summon Boat (3rd-lvl) You summon a keelboat for 2 hours/level.

### 4th-Level Cleric Spells

Call Paragon Modifies the next spell you cast, so creatures it summons are stronger. Hidbiddle's Monster Ward (4th-lvl) The target gains a +4 bonus on saving throws to resist abilities from one type of creature. Hidbiddle's Superior Ward (4th-lvl) If you succeed on a saving throw for partial or half, you suffer no effect at all.

**Raise Thrall<sup>AW, M</sup>** You raise a single corpse as a skeleton champion you control.

**Resilient Aegis**<sup>AW, F</sup> You create a protective dome of force around yourself.

Siegfried's Greater Enhancer Modifies the next spell you cast to provide 1.5 x the enhancement bonus it normally would. Sorvithal's Casual Oppressor Modifies a spell to impose morale penalties on target. Summon Boat (4th-IvI) You summon a sailing ship for 2 hours/level.

#### 5th-Level Cleric Spells

Cloak of the Arcane You gain SR 10 + level for 1 round/level. Can be cast as an immediate action when you succeed a Will save. Hidbiddle's Superior Ward (5th-lvl) You gain a +5 luck bonus to AC for 1 round/level. Siegfried's Desperate Recovery You heal 1d6/level. Casts itself automatically if you are reduced to 0 hit points. Siegfried's Second Wind Target recovers hit points and gains morale bonuses. Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution.

6th-Level Cleric Spells Blade of Fire<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes. Cast in Chains You cause manacles to appear from nowhere to bind the target. Curse of Shared Fates Whenever you take damage, the target takes it as well. Hidbiddle's Monster Ward (6th-lvl) The target repels all creatures of one type to a range of 30 ft.

Hidbiddle's Revival (6th-lvl) The target is restored to life if dead less than 24 hours. Hidbiddle's Superior Ward (6th-lvl) You gain energy resistance vs. all energy types. Soul Sieve (6th-lvl) The target takes 1d6 points of negative energy damage per level. Spell Portal Modifies the next spell you cast so that it can be cast through a *scrying* spell.

### 7th-Level Cleric Spells

Dreamer's Ward Protects sleeping creatures from spells and attacks by the awake. Hidbiddle's Superior Ward (7th-lvl) If you fail a saving throw for partial or half, you still only take partial or half.

Infinite Prison You fold space to create an area that is a closed-off loop.

Magic Weapon, Superior As greater magic weapon, but you can add special abilities.

Realize Potential<sup>AW</sup> Target gains +4 to all ability scores for 1 min./level.

#### 8th-Level Cleric Spells

Hidbiddle's Superior Ward (8th-lvl) You are immune to poison, death effect, and paralysis for 1 round/level.

**Improved Acuity (8th-lvl)** You are aware of the presence of creatures, auras, and secret doors within 30 ft. of you.

Sensory Link You can see what the target sees, or force him to see what you see, or

completely shut down all his senses.

**Soul Sieve (8th-lvl)** If the target dies, you gain various bonuses.

Utter Consumption Modifies a spell so that if it kills a creature, that creature's corpse is completely destroyed.

### 9th-Level Cleric Spells

**Enslave Soul**<sup>F</sup> You slay the target and force his spirit to serve you as a ghost.

**Fiendish Thrall**<sup>AW</sup> You summon a powerful demon or devil to serve you for 1 round/level. **Hidbiddle's Superior Ward (9th-lvl)** You are immune to flanking and critical hits for 1 round/level.

Touch of the Grave Your touch delivers negative levels for 1 round/level.

Watchful Eye<sup>F</sup> You can scry on 1 creature per level and see through their eyes.

**Xelar's Sundering**<sup>F</sup> You destroy a single item, creating an explosion of shrapnel.

# Druid Spells

1st-Level Druid Spells
Guiding Wind You are able to find cardinal directions without fail for 1 hour/level.
Hidbiddle's Monster Ward (1st-lvl) The target gains +6 AC vs. creatures of one type.
Spell Sleight Augments the next spell you cast to appear to be a different spell.
Spike Shot You shoot a stone fragment at the target for 1d8 points of damage. This can be cast as a free action if you've already cast it once this turn.

World Sculpting (1st-lvl) You can create or remove typical trees and trenches.

#### 2nd-Level Druid Spells

Aromatic Cloud Creates a cloud of mist that makes those within more amiable.

Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level.

World Sculpting (2nd-lvl) You can create or remove gradual slopes, scree, and massive trees.

Xelar's Energetic Enhancer Augments the next spell you cast to deal more damage of an elemental type.

#### 3rd-Level Druid Spells

Flight of Black Wings You transform into an entire flock of ravens.

Lethal Claws (3rd-lvl) You gain two primary claw attacks for 1 min./level.

Savage Strike You can make a full attack when charging. You can cast this as a swift action when you polymorph into an animal. Siegfried's Greater Enhancer Modifies the next spell you cast to provide 1.5 x the enhancement bonus it normally would. World Sculpting (3rd-IvI) You can create or remove dense rubble and narrow hedgerows.

### 4th-Level Druid Spells

Call Paragon Modifies the next spell you cast, so creatures it summons are stronger. Hidbiddle's Monster Ward (4th-lvl) The target gains a +4 bonus on saving throws to resist abilities from one type of creature. Lethal Claws (4th-lvl) Your claws light on fire and deal more damage to your foes. Ollander's Strip Mind (4th-lvl) You render the target mindless, and likely confused. Spider Climb, Greater As spider climb, but you climb faster and gain bonuses to grapple. World Sculpting (4th-lvl) You can create or remove steep slopes and shallow bogs.

### 5th-Level Druid Spells

Damage Undead Deals 1d8 damage/level to one undead creature.

Siegfried's Extreme Speed You may take an extra round of actions. You can cast this as a swift action when you would lose actions. Siegfried's Second Wind Target recovers hit points and gains morale bonuses.

World Sculpting (5th-lvl) You can create or remove light undergrowth and wide hedgerows.

#### 6th-Level Druid Spells

Arachnid Anatomy You can spit webs that grapple your foes and create difficult terrain. Conjure Quicksand Creates a 20-ft.-radius patch of quicksand.

Hidbiddle's Monster Ward (6th-lvl) The target repels all creatures of one type to a range of 30 ft.

Network of Ears You fill an area with arcane

sensors that let you eavesdrop on a huge area. Spiteful Flames Modifies the next spell you cast to deal 10d6 fire damage as well. World Sculpting (6th-lvl) You can create or remove heavy undergrowth and deep bogs.

### 7th-Level Druid Spells

Beastflesh You gain damage reduction that is less effective against natural weapons. Bilious Invocation Augments the next spell you cast to create an aura of noxious smoke. Lethal Claws (7th-lvl) Your claws deal damage as though you were two sizes larger. Spell Portal Modifies the next spell you cast so that it can be cast through a *scrying* spell. Utter Consumption Modifies a spell so that if it kills a creature, that creature's corpse is completely destroyed.

World Sculpting (7th-lvl) You can create or remove cliffs and chasms.

#### 8th-Level Druid Spells

Freeze The target freezes in place, paralyzed. Can be cast as a swift action if you dealt at least 10 cold damage to target this round.
Realize Potential<sup>AW</sup> Target gains +4 to all ability scores for 1 min./level.
World Sculpting (8th-lvl) You can create or remove quicksand.
Xelar's Sundering<sup>F</sup> You destroy a single item, creating an explosion of shrapnel.

### 9th-Level Druid Spells

Lethal Claws (9th-lvl) You grow two extra arms ending in deadly claws.

Manyform<sup>AW, F</sup> You can change shape as a standard action each round.

Ollander's Strip Mind (9th-lvl) You leave the target permanently without his mind. World Sculpting (9th-lvl) You can create or remove lava.

# **Inquisitor Spells**

1st-Level Inquisitor Spells Sorvithal's Energy Corruption Modifies the next spell you cast to deal negative energy damage instead of its normal type. **Spell Sleight** Augments the next spell you cast to appear to be a different spell.

#### 2nd-Level Inquisitor Spells

Ardesalf's Identifying Touch<sup>AW</sup> Learn all properties of touched item.
Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level.
Momentary Weakness The target suffers -8 Strength for 1 round/3 levels.
Summon Boat (2nd-lvl) You summon a rowboat for 2 hours/level.
Veltannia's Covert Casting You can apply Silent Spell to a single spell for free. This can

be cast as a swift action if you are concealed.

### 3rd-Level Inquisitor Spells

Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Enticing Visions Modifies the next figment or glamer spell you cast to be more realistic. Hidbiddle's Stern Word The target is unable to perform a specified action.

**Stow Away** You case a single item to vanish for a time. Can be cast as a swift action when you steal an item.

Summon Boat (3rd-lvl) You summon a keelboat for 2 hours/level.

### 4th-Level Inquisitor Spells

Dishearten Foe The target suffers morale penalties for each round he fights you Summon Boat (4th-lvl) You summon a sailing ship for 2 hours/level. Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution.

5th-Level Inquisitor Spells Blade of Fire<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes. Siegfried's Second Wind Target recovers hit

points and gains morale bonuses.

### 6th-Level Inquisitor Spells

Guided Strike<sup>AW</sup> The next attack you make automatically hits.

Magic Weapon, Superior As greater magic weapon, but you can add special abilities. Sensory Link You can see what the target sees, or force him to see what you see, or completely shut down all his senses.

# Magus Spells

1st-Level Magus Spells
Sorvithal's Energy Corruption Modifies
the next spell you cast to deal negative
energy damage instead of its normal type.
Spike Shot You shoot a stone fragment at
the target for 1d8 points of damage. This can
be cast as a free action if you've already cast
it once this turn.

#### 2nd-Level Magus Spells

Ardesalf's Spell Stabilizer Augments the next spell you cast to be harder to dispel. Darkblast<sup>AW</sup> One creature suffers 1d8 negative energy damage/level. Momentary Weakness The target suffers -8 Strength for 1 round/3 levels. Pretender's Power Modifies the next spell you cast, treating your caster level as 1.5 x higher than it is.

Xelar's Desperate Gambit A burst of energy harms creatures near you in ever-increasing amounts, but imposes negative levels.

Xelar's Energetic Enhancer Augments the next spell you cast to deal more damage of an elemental type.

#### 3rd-Level Magus Spells

Flight of Black Wings You transform into an entire flock of ravens.

Inescapable Essence Augments the next spell you cast to automatically hit. Savage Strike You can make a full attack when charging. You can cast this as a swift action when you polymorph into an animal. Spider Climb, Greater As spider climb, but you climb faster and gain bonuses to grapple.

#### 4th-Level Magus Spells

Arachnid Anatomy You can spit webs that grapple your foes and create difficult terrain. Forked Lightning You deal 1d6 electricity damage/level divided as you choose among 1 target per 4 levels.

Scorching Wrath<sup>AW</sup> As *fireball*, with a smaller area but more damaging. Siegfried's Greater Enhancer Modifies the next spell you cast to provide 1.5 x the enhancement bonus it normally would.

#### 5th-Level Magus Spells

Black Tentacles, Greater As black tentacles, but more powerful and able to swallow foes with a huge mouth.

Blade of Fire<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes. Cloak of the Arcane You gain SR 10 + level for 1 round/level. Can be cast as an immediate action when you succeed a Will save. Dishearten Foe The target suffers morale penalties for each round he fights you Spiteful Flames Modifies the next spell you cast to deal 10d6 fire damage as well.

### 6th-Level Magus Spells

Bilious Invocation Augments the next spell you cast to create an aura of noxious smoke. Freeze The target freezes in place, paralyzed. Can be cast as a swift action if you dealt at least 10 cold damage to target this round.

**Guided Strike**<sup>AW</sup> The next attack you make automatically hits.

Magic Weapon, Superior As greater magic weapon, but you can add special abilities.

# Paladin Spells

### 1st-Level Paladin Spells

Heroic Demeanor Target gains +2 Strength and Constitution for 1 round/level.

Surge of Strength You gain +8 enhancement bonus to Strength for 1 round.

### 2nd-Level Paladin Spells

Good Cheer<sup>AW</sup> You grant the target a +1 bonus to attack, AC, and saving throws. Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level. Reinforce Spellshield Augments the next spell you cast to grant 1.5 x any AC bonus it would normally grant.

### 3rd-Level Paladin Spells

Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Damage Undead Deals 1d8 damage/level to one undead creature.

Hidbiddle's Stern Word The target is unable to perform a specified action.

**Resilient Aegis**<sup>AW, F</sup> You create a protective dome of force around yourself.

### 4th-Level Paladin Spells

Blade of Fire<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes. Cast in Chains You cause manacles to appear from nowhere to bind the target. Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution.

### **Ranger Spells**

1st-Level Ranger Spells
Guiding Wind You are able to find cardinal directions without fail for 1 hour/level.
Veltannia's Covert Casting You can apply Silent Spell to a single spell for free. This can be cast as a swift action if you are concealed.

### 2nd-Level Ranger Spells

**Good Cheer**<sup>AW</sup> You grant the target a +1 bonus to attack, AC, and saving throws. **Summon Boat (2nd-lvl)** You summon a rowboat for 2 hours/level.

3rd-Level Ranger Spells Savage Strike You can make a full attack when charging. You can cast this as a swift action when you polymorph into an animal. **Stow Away** You case a single item to vanish for a time. Can be cast as a swift action when you steal an item.

Summon Boat (3rd-lvl) You summon a keelboat for 2 hours/level.

#### 4th-Level Ranger Spells

Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Blade of Fire<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes. Summon Boat (4th-lvl) You summon a sailing ship for 2 hours/level.

# Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells Contact the Celestial Hierarchy (1st-lvl)<sup>M</sup> You learn the name of an object or person. Dread Word A specific trigger word can cause the target to fall asleep for 1 minute. Dreamer's Ward Protects sleeping creatures from spells and attacks by the awake. Frozen Fog (1st-lvl) A freezing mist obscures vision and extinguishes flames. Guiding Wind You are able to find cardinal directions without fail for 1 hour/level. Haunting Phantasm (1st-lvl) You create an image only the target can see. Hidbiddle's Monster Ward (1st-lvl) The target gains +6 AC vs. creatures of one type. Hidbiddle's Superior Ward (1st-lvl) You gain a bonus on saving throws equal to 1/4 your level for 1 round/level. Ollander's Mood Enhancer (1st-lvl) You reduce the DC for Bluff, Diplomacy, and Intimidate checks to influence the target. Ruckus You create a loud noise that partially deafense creatures nearby. Sorvithal's Blackest Curse (1st-lvl) Target suffers -2 penalty to attack, damage, skill checks and ability checks. Sorvithal's Energy Corruption Modifies the next spell you cast to deal negative

energy damage instead of its normal type. Spell Sleight Augments the next spell you cast to appear to be a different spell. Spike Shot You shoot a stone fragment at the target for 1d8 points of damage. This can be cast as a free action if you've already cast it once this turn.

**Terrorize** The target is frightened for 1 round per level. Can be cast as a free action when you successfully demoralize a foe.

World Sculpting (1st-lvl) You can create or remove typical trees and trenches. Xelar's Prismatic Blossom (1st-lvl) You

create a 30-ft. line of fire.

2nd-Level Sorcerer/Wizard Spells

Ardesalf's Identifying Touch<sup>AW</sup> Learn all properties of touched item.

Ardesalf's Spell Stabilizer Augments the next spell you cast to be harder to dispel. Aromatic Cloud Creates a cloud of mist that makes those within more amiable.

**Contact the Celestial Hierarchy (2nd-lvl)**<sup>M</sup> You learn some facts about a specific person, place, or thing.

Darkblast<sup>AW</sup> One creature suffers 1d8 negative energy damage/level.

Frozen Fog (2nd-lvl) Creatures within the frozen mist become fatigued.

Good Cheer<sup>AW</sup> You grant the target a +1 bonus to attack, AC, and saving throws. Haunting Phantasm (2nd-lvl) You create

sounds only the target can hear.

Hidbiddle's Superior Ward (2nd-lvl) You gain +4 bonuses on certain saving throws. Improved Acuity (2nd-lvl) You gain a bonus equal to your level on Perception checks.

Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level. Momentary Weakness The target suffers -8 Strength for 1 round/3 levels.

Ollander's Mental Fortitude Target gains a bonus on Will saves for 10 min./level.

Ollander's Mood Enhancer (2nd-lvl) You grant the target +2 on Will saves or impose a -2 penalty, instead.

Pretender's Power Modifies the next spell

you cast, treating your caster level as 1.5 x higher than it is.

**Reinforce Spellshield** Augments the next spell you cast to grant 1.5 x any AC bonus it would normally grant.

Shadow Blade (2nd-lvl) You create an illusory sword that sickens those it strikes. Sorvithal's Blackest Curse (2nd-lvl) Target suffers 1d3 points of Strength damage. Summon Boat (2nd-lvl) You summon a rowboat for 2 hours/level.

Veltannia's Covert Casting You can apply Silent Spell to a single spell for free. This can be cast as a swift action if you are concealed. World Sculpting (2nd-lvl) You can create or remove gradual slopes, scree, and massive trees.

Xelar's Desperate Gambit A burst of energy harms creatures near you in ever-increasing amounts, but imposes negative levels.

Xelar's Energetic Enhancer Augments the next spell you cast to deal more damage of an elemental type.

Xelar's Prismatic Blossom (2nd-lvl) You create a 30-ft. line of lingering acid.

3rd-Level Sorcerer/Wizard Spells Contact the Celestial Hierarchy (3rd-lvl)<sup>M</sup> You learn the relative strength of a person or object.

**Empower Corpse** You make a single corporeal undead tougher and stronger. **Frozen Fog (3rd-lvl)** Spells with the fire descriptor are countered and dispelled within the cloud.

Haunting Phantasm (3rd-lvl) The image causes the target to become shaken. Hidbiddle's Stern Word The target is unable to perform a specified action.

Hidbiddle's Superior Ward (3rd-lvl) You gain a +2 bonus on saving throws vs. spells. Inescapable Essence Augments the next spell you cast to automatically hit.

Lethal Claws (3rd-lvl) You gain two primary claw attacks for 1 min./level.

Ollander's Mood Enhancer (3rd-lvl) You grant the target a +4 bonus on Will saves vs. fear effects as long as he is near you. **Savage Strike** You can make a full attack when charging. You can cast this as a swift action when you polymorph into an animal. **Siegfried's Greater Enhancer** Modifies the next spell you cast to provide 1.5 x the enhancement bonus it normally would.

Sorvithal's Blackest Curse (3rd-lvl) Target has difficulty healing ability score damage for 1 min./level.

**Stow Away** You case a single item to vanish for a time. Can be cast as a swift action when you steal an item.

Summon Boat (3rd-lvl) You summon a keelboat for 2 hours/level.

Veltannia's Disappearance<sup>AW</sup> As invisibility but light sources are invisible, as well. World Sculpting (3rd-lvl) You can create or remove dense rubble and narrow hedgerows. Xelar's Kinetic Bolt (3rd-lvl) You make a ranged touch attack that deals 1d8 points of bludgeoning damage per level. Xelar's Prismatic Blossom (3rd-lvl) You

create a 30-ft. line of electricity.

4th-Level Sorcerer/Wizard Spell Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Call Paragon Modifies the next spell you cast, so creatures it summons are stronger.

Contact the Celestial Hierarchy (4th-lvl)<sup>M</sup> You learn the location of a specific person or object.

Damage Undead Deals 1d8 damage/level to one undead creature.

Enticing Visions Modifies the next figment or glamer spell you cast to be more realistic. Flight of Black Wings You transform into an entire flock of ravens.

Forked Lightning You deal 1d6 electricity damage/level divided as you choose among 1 target per 4 levels.

Frozen Fog (4th-lvl) The fog deals cold damage each round to those within. Haunting Phantasm (4th-lvl) The image seems to move with the target, in such a way

that he can't get away from it. Hidbiddle's Monster Ward (4th-lvl) The target gains a +4 bonus on saving throws Hidbiddle's Superior Ward (4th-lvl) If you succeed on a saving throw for partial or half, you suffer no effect at all. Lethal Claws (4th-lvl) Your claws light on fire and deal more damage to your foes. Ollander's Mood Enhancer (4th-lvl) You make the target more proficient with his skills, granting a bonus equal to 1/3 levels. Ollander's Strip Mind (4th-lvl) You render the target mindless, and likely confused. Resilient Aegis<sup>AW, F</sup> You create a protective dome of force around yourself. Scorching Wrath<sup>AW</sup> As fireball, with a

smaller area but more damaging.
Sorvithal's Blackest Curse (4th-lvl) Target suffers 1d3 points of Dexterity damage.
Sorvithal's Casual Oppressor Modifies a spell to impose morale penalties on target.
Spider Climb, Greater As spider climb, but you climb faster and gain bonuses to grapple.
Summon Boat (4th-lvl) You summon a sailing ship for 2 hours/level.
World Sculpting (4th-lvl) You can create or remove steep slopes and shallow bogs.
Xelar's Prismatic Blossom (4th-lvl) You create a 30-ft.-line of Strength-sapping energy.

5th-Level Sorcerer/Wizard Spells Cast in Chains You cause manacles to appear from nowhere to bind the target. Cloak of the Arcane You gain SR 10 + level for 1 round/level. Can be cast as an immediate action when you succeed a Will save.

Contact the Celestial Hierarchy (5th-lvl)<sup>M</sup> You get a bird's-eye-view of a specific person, place, or object. Frozen Fog (5th-lvl) The fog staggers

creatures that it damages.

Haunting Phantasm (5th-lvl) The image drives the target to distraction.

Hidbiddle's Superior Ward (5th-lvl) You gain a +5 luck bonus to AC for 1 round/level. Ollander's Mood Enhancer (5th-lvl) You compel the target to remain close to you. **Raise Thrall<sup>AW, M</sup>** You raise a single corpse as a skeleton champion you control. **Shadow Abjuration** Duplicates any abjuration spell of 4th-level or lower, but only 1/5 real.

Siegfried's Extreme Speed You may take an extra round of actions. You can cast this as a swift action when you would lose actions. Sorvithal's Blackest Curse (5th-lvl) Target has difficulty healing for 1 min./level. Spiteful Flames Modifies the next spell you cast to deal 10d6 fire damage as well. Veltannia's Dazing Touch Modify the next spell you cast to also daze the target. Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution. Well of Shadows<sup>AW</sup> As shadow conjuration , but slightly more real.

World Sculpting (5th-lvl) You can create or remove light undergrowth and wide hedgerows.

Xelar's Prismatic Blossom (5th-lvl) You create a line of stunning blue energy.

6th-Level Sorcerer/Wizard Spells Black Tentacles, Greater As black tentacles, but more powerful and able to swallow foes with a huge mouth.

**Blade of Fire**<sup>AW</sup> You light a bladed weapon with magical flames that harm your foes. **Coma Veil**<sup>AW</sup> Up to 1 creature per 3 levels

falls asleep for an hour per level.

**Contact the Celestial Hierarchy (6th-lvl)**<sup>M</sup> You gain bonuses when interacting with a specific person or object.

Curse of Shared Fates Whenever you take damage, the target takes it as well.

**Frozen Fog (6th-lvl)** The fog grants the cold subtype to creatures created within it.

Haunting Phantasm (6th-lvl) The image can attack and damage the target.

Hidbiddle's Monster Ward (6th-lvl) The target repels all creatures of one type to a range of 30 ft.

Hidbiddle's Superior Ward (6th-lvl) You

gain energy resistance vs. all energy types. Infinite Prison You fold space to create an area that is a closed-off loop.

Magic Weapon, Superior As greater magic weapon, but you can add special abilities. Network of Ears You fill an area with arcane sensors that let you eavesdrop on a huge area. Ollander's Mood Enhancer (6th-lvl) You grant the target a +4 bonus on saving throws to resist fatigue and exhaustion.

Siegfried's Cunning Transposition You swap places and appearances with the target. Sorvithal's Blackest Curse (6th-lvl) If the target dies in the next 1 min./level, he rises as an uncontrolled wight.

Soul Sieve (6th-lvl) The target takes 1d6 points of negative energy damage per level.
Spell Portal Modifies the next spell you cast so that it can be cast through a *scrying* spell.
Veltannia's Unwilling Accomplice The target mindlessly protects you for 1 min./level.
World Sculpting (6th-lvl) You can create or remove heavy undergrowth and deep bogs.
Xelar's Prismatic Blossom (6th-lvl) You create a 30-ft. line of intelligence-damaging violet energy.

7th-Level Sorcerer/Wizard Spells Ardesalf's Arcane Response Duplicates a spell that was just cast. Can be cast as an immediate action when you counter a spell. Bilious Invocation Augments the next spell you cast to create an aura of noxious smoke. Conjure Quicksand Creates a 20-ft.-radius patch of quicksand.

**Contact the Celestial Hierarchy** (**7th-lvl**)<sup>M</sup> As *legend lore*, but factual information only. **Freeze** The target freezes in place, paralyzed. Can be cast as a swift action if you dealt at least 10 cold damage to target this round. **Frozen Fog** (**7th-lvl**) The fog is resistant to wind and can be moved telepathically.

**Guided Strike**<sup>AW</sup> The next attack you make automatically hits.

Haunting Phantasm (7th-lvl) The image causes the target to be confused as long as he sees it. Hidbiddle's Superior Ward (7th-lvl) If you fail a saving throw for partial or half, you still only take partial or half.

**Illusory Brigade** You create illusory doubles of up to 1 creature/level which are capable of acting without your control.

Lethal Claws (7th-lvl) Your claws deal damage as though you were two sizes larger. Ollander's Mood Enhancer (7th-lvl) You grant the target bonuses on attack and damage as long as he remains near you. Shadow Blade (7th-lvl) You create an illusory blade that inflicts negative levels. Sorvithal's Blackest Curse (7th-lvl) Target suffers a -2 penalty on all saving throws. Spell Lock You prevent a spontaneous spellcaster from casting certain spells he knows for 1 min./level.

**Spell Purge** You cause a spellcaster to lose several of his prepared spells.

Utter Consumption Modifies a spell so that if it kills a creature, that creature's corpse is completely destroyed.

World Sculpting (7th-lvl) You can create or remove cliffs and chasms.

Xelar's Kinetic Bolt (7th-lvl) You can fire up to 1 kinetic bolt per 5 levels.

Xelar's Prismatic Blossom (7th-lvl) You create a 30-ft. line of blinding violet energy.

8th-Level Sorcerer/Wizard Spells Contact the Celestial Hierarchy (8th-lvl)<sup>M</sup>

You gain up-to-date information about the activities of a specific person or object. Frozen Fog (8th-lvl) The fog slows the movement of those within.

Haunting Phantasm (8th-lvl) You can create one haunting phantasm per 5 levels, each targeting a different creature.

Hidbiddle's Superior Ward (8th-lvl) You are immune to poison, death effect, and paralysis for 1 round/level.

**Improved Acuity (8th-lvl)** You are aware of the presence of creatures, auras, and secret doors within 30 ft. of you.

Mage's Disruption Counters a spell. If it is successfully countered, the caster must make concentration checks in order to cast spells. Ollander's Mood Enhancer (8th-lvl) Any words you speak can be treated as a *suggestion* to the target.

**Power Word Weaken** You cause the target to become exhausted if he has less than 200 hit points.

**Realize Potential**<sup>AW</sup> Target gains +4 to all ability scores for 1 min./level.

Sensory Link You can see what the target sees, or force him to see what you see, or completely shut down all his senses.

Shadow Abjuration, Greater As shadow abjuration, but spells of 7th-level or lower, and 60% real.

Sorvithal's Blackest Curse (8th-lvl) If the target dies in the next 1 min./level, his soul is destroyed, and he can't be resurrected. Soul Sieve (8th-lvl) If the target dies, you gain various bonuses.

Touch of the Grave Your touch delivers negative levels for 1 round/level.

Veltannia's Secret Step<sup>AW</sup> Replicates one of a variety of transportation spells. World Sculpting (8th-lvl) You can create or remove quicksand.

Xelar's Prismatic Blossom (8th-lvl) You create a 30-ft. line of freezing white energy.
 Xelar's Sundering<sup>F</sup> You destroy a single item, creating an explosion of shrapnel.

9th-Level Sorcerer/Wizard Spells Contact the Celestial Hierarchy (9th-lvl)<sup>M</sup> You gain the answers to nine questions about a specific person, place, or object.

**Enslave Soul<sup>F</sup>** You slay the target and force his spirit to serve you as a ghost.

**Fiendish Thrall<sup>AW</sup>** You summon a powerful demon or devil to serve you for 1 round/level. **Frozen Fog (9th-lvl)** The fog freezes those within in place, paralyzing them.

Haunting Phantasm (9th-lvl) The phantasms deal Wisdom damage with each successful hit.

Hidbiddle's Superior Ward (9th-lvl) You

are immune to flanking and critical hits for 1 round/level.

Lethal Claws (9th-lvl) You grow two extra arms ending in deadly claws.

Manyform<sup>AW, F</sup> You can change shape as a standard action each round.

**Ollander's Mental Boon** You provide the target with a selection of benefits.

**Ollander's Mood Enhancer (9th-lvl)** You destroy the target's will, allowing you to dominate him effectively.

**Ollander's Strip Mind (9th-lvl)** You leave the target permanently without his mind.

**Project Shadow Self<sup>M</sup>** As *project image*, but the image of you is quasi-real.

Rain of Fire You create several pillars of intense flame.

Sorvithal's Blackest Curse (9th-lvl) Target takes 2d6 negative energy damage per min. for 1 min./level.

Watchful Eye<sup>F</sup> You can scry on 1 creature per level and see through their eyes.

World Sculpting (9th-lvl) You can create or remove lava.

Xelar's Prismatic Blossom (9th-lvl) Your caster level is treated as 5 higher for all evocation spells you cast next round.

**Zone of Arcane Immunity**<sup>M</sup> As *antimagic field*, but spells you cast are unaffected.

# Summoner Spells

1st-Level Summoner Spells
Heroic Demeanor Target gains +2 Strength and Constitution for 1 round/level.
Surge of Strength You gain +8 enhancement bonus to Strength for 1 round.

2nd-Level Summoner Spells Good Cheer<sup>AW</sup> You grant the target a +1 bonus to attack, AC, and saving throws. Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level. Ollander's Mental Fortitude Target gains a bonus on Will saves for 10 min./level. Reinforce Spellshield Augments the next spell you cast to grant 1.5 x any AC bonus it would normally grant. Summon Boat (2nd-lvl) You summon a rowboat for 2 hours/level.

3rd-Level Summoner Spells

**Call Paragon** Modifies the next spell you cast, so creatures it summons are stronger. **Siegfried's Greater Enhancer** Modifies the next spell you cast to provide 1.5 x the enhancement bonus it normally would. **Stow Away** You case a single item to vanish for a time. Can be cast as a swift action when you steal an item.

Summon Boat (3rd-lvl) You summon a keelboat for 2 hours/level.

### 4th-Level Summoner Spells

Resilient Aegis<sup>AW, F</sup> You create a protective dome of force around yourself. Spider Climb, Greater As *spider climb*, but you climb faster and gain bonuses to grapple. Summon Boat (4th-lvl) You summon a sailing ship for 2 hours/level.

#### 5th-Level Summoner Spells

Black Tentacles, Greater As black tentacles, but more powerful and able to swallow foes with a huge mouth.

Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution.

### 6th-Level Summoner Spells

**Fiendish Thrall<sup>AW</sup>** You summon a powerful demon or devil to serve you for 1 round/level. **Realize Potential<sup>AW</sup>** Target gains +4 to all ability scores for 1 min./level.

# Witch Spells

1st-Level Witch SpellsDread Word A specific trigger word can cause the target to fall asleep for 1 minute.Guiding Wind You are able to find cardinal

directions without fail for 1 hour/level. Ollander's Mood Enhancer (1st-lvl) You reduce the DC for Bluff, Diplomacy, and Intimidate checks to influence the target. Sorvithal's Blackest Curse (1st-lvl) Target suffers -2 penalty to attack, damage, skill checks and ability checks.

Sorvithal's Energy Corruption Modifies the next spell you cast to deal negative energy damage instead of its normal type. Spell Sleight Augments the next spell you cast to appear to be a different spell. Terrorize The target is frightened for 1 round per level. Can be cast as a free action when you successfully demoralize a foe. World Sculpting (1st-lvl) You can create or remove typical trees and trenches.

### 2nd-Level Witch Spells

Ardesalf's Identifying Touch<sup>AW</sup> Learn all properties of touched item. Ardesalf's Spell Stabilizer Augments the next spell you cast to be harder to dispel. Aromatic Cloud Creates a cloud of mist that makes those within more amiable. Darkblast<sup>AW</sup> One creature suffers 1d8

negative energy damage/level.

Mental Shield<sup>AW</sup> The target gains a +4 bonus on Will saves for 1 round/level. Momentary Weakness The target suffers -8 Strength for 1 round/3 levels.

Ollander's Mood Enhancer (2nd-lvl) You grant the target +2 on Will saves or impose a -2 penalty, instead.

Sorvithal's Blackest Curse (2nd-lvl) Target suffers 1d3 points of Strength damage. Summon Boat (2nd-lvl) You summon a rowboat for 2 hours/level.

World Sculpting (2nd-lvl) You can create or remove gradual slopes, scree, and massive trees.

# 3rd-Level Witch Spells Flight of Black Wings You transform into an entire flock of ravens. Hidbiddle's Revival (3rd-lvl) The target heals 2d6 + your caster level and wakes up.

Hidbiddle's Stern Word The target is unable to perform a specified action.

**Ollander's Mood Enhancer (3rd-lvl)** You grant the target a +4 bonus on Will saves vs. fear effects as long as he is near you.

Sorvithal's Blackest Curse (3rd-lvl) Target has difficulty healing ability score damage for 1 min./level.

Summon Boat (3rd-lvl) You summon a keelboat for 2 hours/level.

World Sculpting (3rd-lvl) You can create or remove dense rubble and narrow hedgerows.

#### 4th-Level Witch Spells

Ardesalf's Curse Catcher Identify all curses on touched creature or object. It casts itself automatically before you touch cursed items Call Paragon Modifies the next spell you cast, so creatures it summons are stronger. Enticing Visions Modifies the next figment or glamer spell you cast to be more realistic. Ollander's Mood Enhancer (4th-lvl) You make the target more proficient with his skills, granting a bonus equal to 1/3 levels. Sorvithal's Blackest Curse (4th-lvl) Target suffers 1d3 points of Dexterity damage. Sorvithal's Casual Oppressor Modifies a spell to impose morale penalties on target. Summon Boat (4th-lvl) You summon a sailing ship for 2 hours/level. World Sculpting (4th-lvl) You can create or remove steep slopes and shallow bogs.

#### 5th-Level Witch Spells

Cast in Chains You cause manacles to appear from nowhere to bind the target. Network of Ears You fill an area with arcane sensors that let you eavesdrop on a huge area. Ollander's Mood Enhancer (5th-lvl) You compel the target to remain close to you. Sorvithal's Blackest Curse (5th-lvl) Target has difficulty healing for 1 min./level. Veltannia's Dazing Touch Modify the next spell you cast to also daze the target. Ward of Pain Whenever the target is attacked, the attacker is hurt in retribution. World Sculpting (5th-lvl) You can create or remove light undergrowth and wide hedgerows.

### 6th-Level Witch Spells

Arachnid Anatomy You can spit webs that grapple your foes and create difficult terrain. Black Tentacles, Greater As black tentacles, but more powerful and able to swallow foes with a huge mouth.

**Coma Veil**<sup>AW</sup> Up to 1 creature per 3 levels falls asleep for an hour per level.

Curse of Shared Fates Whenever you take damage, the target takes it as well.

Hidbiddle's Revival (6th-lvl) The target is restored to life if dead less than 24 hours. Ollander's Mood Enhancer (6th-lvl) You

grant the target a +4 bonus on saving throws to resist fatigue and exhaustion.

**Raise Thrall<sup>AW, M</sup>** You raise a single corpse as a skeleton champion you control.

Siegfried's Desperate Recovery You heal 1d6/level. Casts itself automatically if you are reduced to 0 hit points.

**Sorvithal's Blackest Curse (6th-lvl)** If the target dies in the next 1 min./level, he rises as an uncontrolled wight.

Spell Portal Modifies the next spell you cast so that it can be cast through a *scrying* spell.
Veltannia's Unwilling Accomplice The target mindlessly protects you for 1 min./level.
World Sculpting (6th-lvl) You can create or remove heavy undergrowth and deep bogs.

### 7th-Level Witch Spells

**Bilious Invocation** Augments the next spell you cast to create an aura of noxious smoke. **Conjure Quicksand** Creates a 20-ft.-radius patch of quicksand.

Infinite Prison You fold space to create an area that is a closed-off loop.

Ollander's Mood Enhancer (7th-lvl) You grant the target bonuses on attack and damage as long as he remains near you. Sorvithal's Blackest Curse (7th-lvl) Target suffers a -2 penalty on all saving throws. Spell Lock You prevent a spontaneous spellcaster from casting certain spells he knows for 1 min./level.

**Spell Purge** You cause a spellcaster to lose several of his prepared spells.

Utter Consumption Modifies a spell so that if it kills a creature, that creature's corpse is completely destroyed.

World Sculpting (7th-lvl) You can create or remove cliffs and chasms.

### 8th-Level Witch Spells

Ardesalf's Arcane Response Duplicates a spell that was just cast. Can be cast as an immediate action when you counter a spell. Ollander's Mood Enhancer (8th-lvl) Any words you speak can be treated as a *suggestion* to the target.

**Power Word Weaken** You cause the target to become exhausted if he has less than 200 hit points.

Sensory Link You can see what the target sees, or force him to see what you see, or completely shut down all his senses.

Sorvithal's Blackest Curse (8th-lvl) If the target dies in the next 1 min./level, his soul is destroyed, and he can't be resurrected. Touch of the Grave Your touch delivers

negative levels for 1 round/level.

World Sculpting (8th-lvl) You can create or remove quicksand.

#### 9th-Level Witch Spells

**Enslave Soul**<sup>F</sup> You slay the target and force

his spirit to serve you as a ghost.

**Ollander's Mood Enhancer (9th-lvl)** You destroy the target's will, allowing you to dominate him effectively.

Sorvithal's Blackest Curse (9th-lvl) Target takes 2d6 negative energy damage per min. for 1 min./level.

Watchful Eye<sup>F</sup> You can scry on 1 creature per level and see through their eyes.

World Sculpting (9th-lvl) You can create or remove lava.

**Xelar's Sundering**<sup>F</sup> You destroy a single item, creating an explosion of shrapnel.

# **New Spells**

The following spells are presented in alphabetical order.

#### ARACHNID ANATOMY

School transmutation; Level alchemist 4, druid 6, magus 4, witch 6 Casting Time 1 standard action Components V, S, M (a silk worm, wrapped in spider webs, swallowed as part of casting the spell) Range personal

Target you Duration 1 round/level; see text

You magically alter your internal organs, allowing you to vomit forth sticky webs. For the spell's duration, as a standard action, you can spit a glob of webbing. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 30 feet. You can choose to target either a creature or a square.

If you choose to attack a square, the webbing covers the ground in that square, creating difficult terrain. Additionally, any creature that begins its turn in a square covered in webbing becomes stuck, and cannot leave the square unless it succeeds on a Strength check (DC 5).

If you target a creature with this attack, and the attack misses, the square is filled with webbing, as above. If the attack hits, make a special grapple check, using 1d20 + your caster level + your Constitution modifier, instead of your normal CMB (apply any size or miscellaneous adjustments that you would normally apply to a grapple check, as well, such as the bonus from the Improved Grapple feat). If this grapple check fails, the target is not grappled, but is still in an area of webbing.

If the grapple check succeeds, the target is wrapped in the webbing, and is grappled. You are not grappled, and cannot maintain the grapple, or take any action that can normally be taken as part of grappling. The target can attempt to end the grapple as normal. The webbing's CMD is equal to 10 + your primary spellcasting ability score modifier + your Constitution modifier + your size modifier (if any). Additionally, it has an AC of 5, and can be destroyed with 5 points of slashing, acid, or fire damage.

The webbing persists after the spell ends, remaining for an additional minute per two caster levels. After this time, the webbing dissolves into nothingness.

#### ARDESALF'S ARCANE RESPONSE

School universal; Level sorcerer/wizard 7, witch 8 Casting Time 1 standard action or 1 immediate action; see text Components V, S Range see text Target see text Duration see text Saving Throw see text; Spell Resistance see text

You tap raw magical energy to perfectly copy a spell that was just cast. When you cast this spell, it replicates the effects of a single spell that was cast in the last round. You must have witnessed the spell being cast, and also successfully identified the spell using Spellcraft. The spell in question cannot have been cast from a scroll, staff, wand, or any other item, nor can *Ardesalf's arcane response* allow you to copy a spell-like ability. The spell being copied cannot have a casting time in excess of a standard action, and cannot require costly material components, or *Ardesalf's arcane response* fails and has no effect.

You may cast the spell even if you would not ordinarily be able to (such as because the spell does not appear on your spell list, or it belongs to a prohibited school, or it is too high a level for you to cast), but you can only copy spells cast by others: you cannot copy a spell that you yourself cast. Ardesalf's arcane response is an exact copy of the chosen spell, except that the spell is considered to have been cast by you (it still uses the original caster's caster level, ability scores, saving throw DC, and so on.) and that you make any choices about the spell (such as the target, if applicable, and any other decisions the spell requires).

You may cast this spell as an immediate action, instead of a standard action, whenever you counter a spell. When cast in this way, the spell *Ardesalf's arcane response* copies must be the countered spell.

#### ARDESALF'S CURSE CATCHER

School divination; Level bard 3, cleric 3, inquisitor 3, paladin 3, ranger 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action or no action; see text Components V, S Range touch; see text Target person or object touched Duration instantaneous Saving Throw none; Spell Resistance no

When you cast this spell, you immediately become aware of any curses present on the target, including their exact properties. For example, if used on a character suffering from bestow curse, or even geas/quest or mark of justice, you would learn that they were affected by that spell, and also the nature of the curse, such as whether a character suffering from bestow curse is suffering a -6 penalty to one ability score or a 50% chance of losing each action, or what someone laboring under a geas/quest has been tasked to do, and so on. Alternatively, if used on armor of arrow attraction, the spell would reveal not only that it imposes a penalty to AC versus ranged weapons, but also that that effect doesn't manifest until fired on in earnest.

Whenever you are about to touch an object that is cursed, before you do so, if you have *Ardesalf's curse catcher* currently prepared, it automatically casts itself as an immediate action, warning you of the nature of the cursed object before you touch it. This causes the spell slot to be expended, as though *Ardesalf's curse catcher*  had been cast normally.

#### ARDESALF'S IDENTIFYING TOUCH

School divination; Level bard 2, inquisitor 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, F (a 1-inch diameter crystal lens) Range touch Target object touched Duration instantaneous Saving Throw none or Will negates (harmless, object); Spell Resistance no

You immediately and automatically learn whether or not the touched object is magical, and learn the strength and school of its aura. You may also make a Spellcraft check as a free action to try to identify the magical properties of the item, and you gain a +20 bonus on this check.

Arcane Well: As long as you have Ardesalf's identifying touch prepared, you can cast detect magic as a spell-like ability at will. Doing so does not expend any spell slots. Once Ardesalf's identifying touch has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare Ardesalf's identifying touch.

#### ARDESALF'S SPELL STABILIZER

School abjuration; Level cleric 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 move action Components V, S, M (iron filings) Range personal Effect modifies the next spell you cast, making it harder to counter or dispel Duration 1 round

With this spell, you create a field of magical energy that fortifies the next spell you cast against the interference of other casters. The next spell you cast before the end of your turn is made more difficult to counter or dispel. For the purposes of caster level checks made to dispel or counter the affected spell, your caster level is treated as 5 higher than it actually is. Additionally, any attempt to counter the spell (but not attempts to dispel it) which do not normally require a caster level check, now require a successful caster level check (1d20 + the countering caster's caster level vs. 11 + your caster level [including the +5 bonus from above]) in order to successfully counter it.

#### AROMATIC CLOUD

School conjuration (creation); Level bard 2, druid 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (rose petals) Range medium (100 ft. + 10 ft./level) Area fog spreads in 20-ft. radius, 20-ft. high Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance no

At the point you designate, a vast cloud of sweet-smelling and shocking-pink mist springs suddenly into being. Though this mist does not significantly impact vision, the cloud created by this spell carries a potent scent which is highly intoxicating to most creatures, lowering inhibitions and causing physical weakness.

Each round a character begins his turn within the cloud, that character must succeed on a Fortitude save or become sickened for 1 round. Additionally, each round a character ends his turn within the cloud, he gains a cumulative +1 morale bonus on Will saves made to resist fear effects, and suffers a like penalty on Will saves made to resist charm effects. These bonuses and penalties remain for as long as the character remains within the cloud, and for one round thereafter.

As a move action, you can direct the cloud to move up to 30 feet, as though it had a fly speed of 30 feet. An undirected cloud remains stationary. Unlike the mist produced by *fog cloud*, this cloud is much too thick to be dispersed by high winds, and instead travels at the wind's speed in the direction the wind is traveling.

#### BEASTFLESH

School transmutation; Level alchemist 6, druid 7 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

Your skin warps and shifts into a scabby, toughened substance that can turn away blades. For the spell's duration, you gain an amount of damage reduction equal to 1/2 your caster level (rounded down). This damage reduction cannot be overcome by any means, although it is only half as effective against bludgeoning weapons and natural attacks (for example, if cast by a 20th-level druid, he would ignore the first 10 points of damage dealt to him by a longsword or dagger, the first 5 points of damage dealt to him by a club or warhammer, or by a claw or bite attack).

#### **BILIOUS INVOCATION**

School conjuration (creation) [poison]; Level druid 7, magus 6, sorcerer/wizard 7, witch 7 Casting Time 1 move action Components V, S, M (a rotted mushroom) Range personal Effect augments the next spell you cast, so that the target is surrounded by noxious vapors Duration 1 round and 1 round/level; see text Saving Throw Fortitude negates; Spell Resistance no

With *bilious invocation*, you modify a spell to also cause the target to exude a cloud of thick, nauseating smoke. The next spell you cast before the end of your turn is modified so that, if it has a single target, that target becomes the center of a cloud of toxic fumes. This cloud has a 20-foot radius, obscures vision as *obscuring mist*, and moves with the target, remaining centered on him at all times. Additionally, each creature within this cloud (including the target) must succeed on a Fortitude save each round, or be nauseated and take 1 point of Constitution damage. Holding one's breath does not protect one from the poisonous cloud, but creatures
immune or resistant to poison are similarly immune or resistant to this effect.

If the modified spell requires an attack roll, then the attack must hit in order for *bilious invocation* to have any effect. If the modified spell allows the target a saving throw to resist some or all of its effects, then the target must fail that saving throw in order for *bilious invocation* to have any effect. The Fortitude saves to resist *bilious invocation's* effects are separate from any other saving throw the modified spell might allow, and uses the DC appropriate for *bilious invocation*, not the modified spell. If the modified spell has a saving throw that is denoted as harmless, it is no longer considered harmless.

# **BLACK TENTACLES, GREATER**

School conjuration (creation); Level magus 5, sorcerer/wizard 6, summoner 5, witch 6 Casting Time 1 standard action Components V, S, M (a vial of kraken blood) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 round/level (D) Saving Throw none; Spell Resistance no

As black tentacles, except as noted here. First, the tentacles' CMB receives a +6 Strength bonus and a +2 size bonus. Second, the tentacles inflict 1d8 + 6 points of damage on a successful grapple attempt, instead of 1d6+4. Additionally, unlike black tentacles, the tentacles created by this spell can pin characters they are grappling, and can also move them (while the tentacles themselves are stationary, this allows grappled characters to be moved within the area of the spell, which can be important—see below).

In the center of the spell's area there is a single, gaping maw lined with row after row of needle-sharp teeth which surround its entire inner circumference. Any character that is successfully pinned by the tentacles and moved to the center of the spell's area is automatically swallowed by this maw. Creatures swallowed by the maw remain grappled, but are no longer pinned, and take a total of 5d6 points of acid and slashing damage each round at the beginning of their turn. A creature swallowed by the maw can attempt to cut its way free with any light slashing or piercing weapon (the amount of damage required to do so is equal to your caster level + your primary spellcasting ability score modifier). The armor class of the maw's interior is equal to 10 + your primary spellcasting ability score modifier. A creature swallowed by the maw can escape the maw with a successful grapple check, though this causes them to become grappled by the tentacles again. The maw can hold any number of creatures, but cannot swallow creatures larger than Large size.

# Sidebar: On the Nature of *Greater* Black Tentacles

A popular theory by the sage Graendenvald of Halboria is that the spell *black tentacles* does not actually create pseudo-living tentacles out of nothingness, as many assume, but rather creates a thin extradimensional opening through which a great, many-tentacled aberration (or perhaps some sort of demon or deity) reaches, and that the tentacles' attacks are actually the blind flailing of that creature. He created this spell as a way to support his theory, claiming that it simply targets a different area of the creature, and pulls the creature closer towards the planar window, allowing it to make use of its maw, and stronger tentacles.

Personally, I find the theory unlikely, for a variety of reasons, and suspect that the complicated layers of spellcraft found within the spell's workings exist to obscure the fact that it does not, in fact, do anything of the sort, and that both spells create tentacles, rather than summoning them, but I bring the issue up so that you, gentle reader, can experiment with the spell yourself (at a safe distance, of course) and determine for yourself what you think the true answer is to the mystery behind this popular spell.

#### BLADE OF FIRE

School evocation [fire]; Level antipaladin 4, cleric 6, inquisitor 5, magus 5, paladin 4, ranger 4, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a drop of anointed oil, dribbled on the target's blade), F ( a miniature bronze sword) Range touch Target bladed weapon touched Duration 1 round/level Saving Throw Fortitude negates (harmless, object); Spell Resistance yes (harmless, object)

With this spell, you cause the target to erupt in magical flames, which burn those it strikes, but does not harm you. For the spell's duration, whenever the weapon hits a creature, in addition to its normal damage, it also deals an additional amount of fire damage equal to 2d6 + your primary spellcasting ability score modifier (Intelligence for wizards, Charisma for sorcerers, and so on).

Arcane Well: As long as you have blade of fire prepared, as a standard action, you can touch a single bladed weapon to have it burst into supernatural flames. These flames last for 1 round per three caster levels you possess, and cause the weapon to deal an additional 1d6 points of fire damage on a successful hit. This is treated as a spell-like ability of the evocation school and the fire descriptor. Using this ability does not expend any spell slots. Once blade of fire has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare blade of fire.

# CALL PARAGON

School conjuration; Level cleric 4, druid 4, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 swift action Components V, S, F (a golden bell) Range personal Effect augments the next spell you cast, so that it summons a stronger creature than normal Duration 1 round You lace a summoning spell with a magical beacon that specifically draws forth creatures of exceptional power, causing you to summon a more powerful creature than you normally would. If the next spell you cast before the end of your next turn is a conjuration (summoning) spell that summons exactly one creature, then that spell is modified in such a way that the summoned creature has its natural armor bonus increased by +4, and gains a +8 bonus to all ability scores (unless it has an Intelligence of 2 or less, in which case it does not gain any bonus to its Intelligence.

# CAST IN CHAINS

School conjuration (creation); Level antipaladin 4, cleric 6, paladin 4, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, F (an iron key) Range medium (100 ft. + 10 ft./level) Target one humanoid creature Duration instantaneous Saving Throw Reflex negates; Spell Resistance no

You create a set of masterwork manacles, which bind the target hand and foot. If the spell is successful, the target is rendered helpless and unable to move. As with any other manacles, the target can use Escape Artist to try to break free (DC 35 for masterwork manacles), or attempt to burst them with a Strength check (DC 28 for masterwork manacles). The manacles are made with superior locks (DC 40 Disable Device check to open).

Other than the way that they were created, the manacles are completely mundane in nature, and remain indefinitely. They do not radiate a magical aura or have any special abilities. The lock on the manacles is designed to be opened by the key used as a focus for the spell.

If the target succeeds on his saving throw, the conjured manacles appear harmlessly on the ground at his feet.

#### CLOAK OF THE ARCANE

School abjuration; Level cleric 5, magus 5, sorcerer/wizard 5 Casting Time 1 standard action or 1 immediate action; see text Components V, S Range personal Target you Duration 1 round/level (D)

You wreathe yourself in energies which disrupt spells that would target you. You gain spell resistance equal to 10 + your caster level for the duration of this spell.

You may cast this spell as an immediate action, instead of a standard action, whenever you succeed on a saving throw to resist or negate the effects of a spell or spell-like ability.

#### COMA VEIL

School enchantment (compulsion) [mindaffecting]; Level bard 5, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, F (a satin pillow stuffed

with sheep's wool)

Range medium (100 ft. + 10 ft./level) Target up to one living creature per 3 caster levels

Duration 1 hour/level (D) Saving Throw Will negates, see text; Spell Resistance yes

You cause the targets to fall into a deep, magically-reinforced slumber. Each target must succeed on a Will save or fall asleep. For each target beyond the first, each target gains a cumulative +2 bonus on his saving throw to resist the spell (so if the spell was cast targeting three creatures, each of those creatures would make their Will save with a +4 bonus, due to the number of targets).

Affected targets fall asleep and are considered helpless. Normal noise does not awaken affected creatures, but slapping or wounding them allows them to make a new



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saving throw (at the same DC) to wake up. This can be accomplished as a standard action (an application of the aid another action). If the target suffers any damage (besides nonlethal damage), he can immediately make a new Will save with a bonus equal to 1/2 the damage dealt.

Arcane Well: As long as you have coma veil prepared, as a standard action, you can cause a single creature within 60 feet to fall asleep. The creature is entitled to a Will save (the saving throw DC for this ability is calculated as though it were a 1st-level enchantment spell) or fall asleep. Creatures that fall asleep in this way remain asleep for 1 minute, or until they are awakened. Noise can awaken creatures that fall asleep in this way (if their Perception check is loud enough to hear it after the -10 penalty for being asleep), as can slapping or wounding them, which can be accomplished as a standard action (an application of the aid another action). This is treated as a spell-like ability of the enchantment school, the compulsion subschool, and the mind-affecting descriptor. Using this ability does not expend any spell slots. Once *coma veil* has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare *coma veil*.

#### COMPOUND BOMB

School divination; Level alchemist 6 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

Your mind is sharply focused on the possibilities of crafting bombs, allowing you to make much more impressive ones than you are normally able to. For the spell's duration, you can apply up to three discoveries that modify bombs onto a single bomb and they will stack, even if they normally wouldn't. Any discoveries that modify the bomb that would normally stack do not count against this limit. You must still know the discoveries in question and any other aspect of those discoveries remains unchanged.

#### CONJURE QUICKSAND

School transmutation; Level druid 6, sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, M (a newt's tail) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration permanent Saving Throw Reflex negates, see text; Spell Resistance no

This spell turns the ground in the affected area into quicksand to a depth of 20 feet. Only dirt, mud, loose soil, and similar materials are affected: stone of any kind is unaffected by this spell (although, depending on the terrain, the unaffected stones may simply sink to the bottom of the quicksand). Any characters on the border of the spell's area can attempt a Reflex save to move outside the spell's area before it takes effect. Any characters in the spell's area and not adjacent to the edge automatically fall into the quicksand (unless they can fly, walk on water, or similar). A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden patch before blundering into it.

Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath. Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

# CONTACT THE CELESTIAL HIRACHY

School divination; Level oracle 1, sorcerer/wizard 1 Multi-Level oracle 2-9; sorcerer/wizard 2-9 Casting Time 1 full round Components V, S, M (oil worth 100 gp) Range personal Target you Duration see text Saving Throw Will negates, see text; Spell Resistance yes Through this spell's complex ritual, one can contact an obscure group of spirits, known as the celestial hierarchy, which each possess knowledge of a single aspect of hidden knowledge, and which, as a whole, supposedly possess supreme knowledge. Through the application of increasingly intense magical energy, the caster can seek knowledge from each of the spirits in this hierarchy, gaining evergreater knowledge about the subjects which interest him.

This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

Each of the spirits you contact provides you information or abilities in a vision. These visions occur in order (with the vision provided by the 1st-level version of the spell occurring first, followed by the vision provided by the 2nd-level version, and so on). While they may subjectively seem to take several minutes to you, the entire process occurs in the blink of an eye, and all the visions occur as part of the full-round action to cast the spell.

*ist*—You contact Naasim, the spirit of names, and appeal to him to bestow upon you knowledge of the name of a specific object or person. When you make your appeal to Naasim, you must include an image or specific physical description of the object or person to be named. At the spell's completion, Naasim appears to you in a vision, in the guise of a tiny, well-muscled woman with insectile eyes and goat horns, and speaks to you in a quiet voice, giving the current name of the thing or person in the image. This "current name" is the one by which the individual or object can most easily be found, and may be an alias, if that is the best way to find find the person or object. Particularly poor or ambiguous images elicit no response from the spirit.

2nd—You contact Ensyrion, the spirit of trivia, to bestow upon you factual knowledge about a single object or person. When you make your appeal to Ensyrion, you must name the thing or person about which you wish to know more. At the spell's completion, Ensyrion appears to you in a vision, in the guise of a viper with a great flowing beard and butterfly wings, which speaks in an excited whisper, revealing any and all facts about the named object or person which could be discovered with a Knowledge check (of any and all relevant kinds) whose result was equal to 10 + the spell level of contact the celestial hierarchy + your caster level. An inaccurate or out-of-date name for the subject elicits no response from Ensyrion, but any name provided by Naasim, from effect associated with the 1st-level version of the spell, is always sufficient.

3rd—You contact Darmatu, the spirit of being, to bestow upon you details about the power of a single object or creature you describe. When you make your appeal to Darmatu you name the object or person to be located as well as provide at least one fact about the individual or object to distinguish it from other persons or objects of the same name. At the spell's completion, Darmatu appears to you in a vision in the guise of a giant male human with wicked mandibles and boar tusks filling his maw, and he shouts in a mighty voice, providing all of the following information about the named and described creature or object. First, Darmatu reveals the difference in the power of the item or person compared to you. He uses the following table to describe this difference. Additionally, he informs you of the item creation requirements for the item (if applicable), or the highest spell level that the creature can cast (if applicable).

Target's CR	Rating
Your level minus 5 (or lower)	Pathetic
Your level minus 2 - 4	Weak
Your level plus or minus 1	Challenging
Your level plus 2 - 4	Difficult
Your level plus 5 (or higher)	Overwhelming

4th-You contact Sir'yi, the spirit of location, to bestow upon you the location of a single person or object. When you make your appeal to Sir'yi, you must name the object or person to be located, as well as provide at least one fact about the individual or object, and its relative power (if applicable) to you to distinguish it from other persons or objects of the same name. At the spell's completion, Sir'yi appears to you in a vision, in the guise of a fish with the mouth of a man and covered in the sleek fur of an otter, which speaks to you in a gurgling and nervous fashion, giving directions from your current location to the current location of the object or person described, as well as the name of the place the person or object is located, if applicable. Objects and persons located on planes other than your own elicit no response from Sir'yi.

5th—You contact Amir, the spirit of the moment, to show you a glimpse of a single

person or object or of an entire area up to 100 feet in radius within a place of your choosing. When you make your appeal to Amir, you must provide the name of the person, object, or place you wish to glimpse and provide him with directions to its location. At the completion of the spell, Amir appears to you in a vision as a beautiful woman with six hooved legs, and places a light kiss upon each of your eyes. For the next few rounds (1 round per caster level), you can close your eyes and see a bird's eye view of the person, object, or place you chose. This image is real-time, and moves with the chosen person or object, if applicable. The effect associated with this level of the spell is treated as though it were part of the scrying subschool.

6th—You contact Shara, the spirit of personality, to offer you insight into the workings of a specific object or person. When you make your appeal to Shara, you must be able to see the object or person about which you wish

# Sidebar: On the Nature of Contact the Celestial Hierarchy

This spell was contributed to the tome by Ardesalf, though he did not invent it, but rather learned it from a mystical order of monks in a temple where he studied for a decade or so in his youth. Unlike most divination spells that contact an otherworldly entity for information, rather than allowing the caster to contact whatever extraplanar entity he likes, or simply send out a general request for information that can be answered by anything that finds it, this spell contacts a set of specific entities which are specialists in certain areas of knowledge. As a result, it tends to get highly specific and detailed information.

As for the nature of these entities, you may be wondering who these knowledge spirits are, and where they come from. I certainly was, when I first became aware of the spell. After some extensive research, and searching through not only the impressive library of Siribellion but also that of Voldaniarus and my own not-insignificant collection, I could find no information about any of these spirits.

I eventually inquired with Ardesalf about their nature, and he admitted to being somewhat less than certain himself, though he did have a theory on the subject. He believes that these entities are actually tulpas, or thoughtforms. For those unfamiliar with the concept, a tulpa is an entity created from raw thought and mental discipline. Though they have much in common with figments and the shadow spells of the illusion school, they are supposedly created without any kind of conventional magic. Ardesalf believes that the entities in the spell were, effectively, imagined into being by the monks of the monastery where he learned it, and that, as such, they may be able to be found in the astral plane, although I have not yet had the time to make an expedition to that plane in search of them.

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to receive insight (though this can be indirectly, such as via clairaudience/clairvoyance, or even the 5th-level version of this spell). When you complete the spell, Shara appears to you in the guise of a horse with a mane of damp, clinging seaweed and the face of a human woman at the base of its neck, and tells you everything the target will do in the next short while. These whisperings are indecipherable, and cannot be understood directly, but are still partially understood on a subconscious level, granting you a +4 competence bonus on all attack rolls, saving throws, skill checks and ability checks made to interact with the creature or object which is the target of this spell for a number of rounds equal to the spell level of contact the celestial hierarchy.

7th—You call Nemok, the spirit of history, to bestow upon you information about the past of a specific creature, object, or place. When you make your appeal to Nemok, you must name a single creature, object, or place which you are currently able to see (whether directly, or through magic such as clairaudience/ clairvoyance). At the spell's completion, Nemok appears to you as an old man, half obscured in a feather-covered cocoon, and he calmly begins talking about the past of the named thing. This functions similarly to the spell legend lore, except that it provides factual information about the deeds associated with the subject, rather than the legend (meaning that all of the information provided is certain to be true). If the subject of the spell is not considered to be of legendary import (as defined by legend lore), then this spell elicits no response from Nemok.

8th—You contact the spirit of Usiliv, the spirit of current events, to advise you about a specific creature or object. When you make your appeal to Usiliv, you must name a creature or object, and provide an accurate statement of at least one event of historical significance related to the named thing. At the completion of the spell, Usiliv appears to you in a vision, in the guise of a great dragon with many heads, each that of a different animal. He bestows upon you a servant, a miniscule cricket with a man's face bird's wings, which settles on your shoulders. This spiritual servant remains on your shoulder for one hour for every level of this spell, and so long as he remains on your shoulder, he is able to observe the named person or object, as though with the spells greater scrying and trueseeing, and will provide you with up-to-date information about what it observes. Although you can see and hear Usiliv's servant, it is ethereal, and cannot interact with other creatures, though the spells see invisibility and true sight do allow others to see it. If Usiliv's servant is attacked, or any hostile action is taken towards it, it vanishes immediately, and does not return.

9th—You contact Fasad, the spirit of wisdom, who can provide you with nearly limitless information about an object, person, or place of your choosing. When you make your appeal to Fasad, you must name the person, place, or object you wish to learn more about. When the spell is complete, Fasad appears to you in a vision, appearing in an identical visage to yourself, and with your own voice he asks you what you wish to know. Fasad can answer nine questions about the named thing, as the spell commune, except that for the purposes of this spell Fasad is considered to be omniscient with regards to the past and present of the named thing, but is completely unable to comment on its future.

#### CURSE OF SHARED FATES

School necromancy [evil]; Level antipaladin 4, cleric 6, sorcerer/wizard 6, witch 5 Casting Time 1 standard action Components V, S, F (a small bone pin, which you use to draw a drop of your own blood) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 10 min./level (D) Saving Throw Will negates, Fortitude partial, see text; Spell Resistance yes

This spell creates a sympathetic link between yourself and the target, so that whenever you take damage, the target takes the same amount of damage. This link is one-way, so damage dealt to the target does not have an adverse effect on you. Apply any damage reduction or energy resistance that you possess to the damage before determining how much damage the target suffers, and do not apply any damage reduction or energy resistance that the target possesses: the target takes the same amount of damage that you do, regardless of any protection it might possess.

If you die while the spell is still in effect, the sympathetic connection is enough to be a grave threat to the target's life, as well. In this case, the target must succeed on a Fortitude save or die outright. Regardless of whether the saving throw is successful or not, the spell ends automatically if either you or the target dies.

*Curse of shared fates* applies only to hit point damage and death, and does not apply to ability score damage, energy drain, or other effects that do not deal hit point damage or cause outright death.

*Curse of shared fates* can be made permanent with the *permanency* spell. Doing so requires that you have a caster level of 15th, and costs 5,000 gp. Further, unlike the normal version of the spell, once *curse of shared fates* has been made permanent, it can be ended with spells like *remove curse*. Note that if a *curse of shared fates* ends because either you or the target has died, even if the spell was made permanent, it remains ended even if that person returns to life.

# DAMAGE UNDEAD

School necromancy; Level cleric 3, druid 5, paladin 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a fragment of bone) Range close (25 ft. + 5 ft./2 levels) Target one undead creature Duration instantaneous Saving Throw Will half; Spell Resistance yes

You draw out the necromantic energies animating the target, causing their undead life force to flow out of them as a coruscating black energy. The target takes 1d8 points of damage per caster level (maximum of 15d8 at 15th level).

#### DARKBLAST

School necromancy [evil]; Level cleric 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, F (a human skull) Range medium (100 ft. + 10 ft./level) Area 10-ft.-radius spread Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

You create a swirling vortex of negative energy, which damages those caught within. Each creature in the spell's area suffers 1d8 points of negative energy damage per two caster levels (to a maximum of 5d8 at 10th level). A successful Fortitude save halves this damage. Any food or drink within the area becomes spoiled and rotten, and any objects made of organic material (such as wooden chairs or benches) in the area do not apply their hardness to this damage, as the negative energy causes them to rot and decay. Undead creatures are not affected by this negative energy damage, and neither are creatures that are neither living nor dead (such as constructs), unless they are made of organic material.

Arcane Well: As long as you have darkblast prepared, as a standard action, you can unleash a ray of negative energy. This ray has a maximum range of 60 feet, and requires a successful ranged touch attack to hit the target. In the event of a successful hit, it deals 1d4 points of negative energy damage. This has no effect on undead creatures, or on creatures made of non-organic material. This is treated as a spell-like ability of the necromancy school and the evil descriptor. Using this ability does not expend any spell slots. Once darkblast has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare darkblast.

# DISHEARTEN FOE

School enchantment (compulsion) [fear, mindaffecting]; Level antipaladin 3, inquisitor 4, magus 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will partial; Spell Resistance yes

You fill the target with ever-increasing doubts and fears about his ability to face you in combat. Each time the target attacks you in melee, before the attack is made, he receives a cumulative -1 penalty to his armor class, attack rolls, and damage rolls (to a maximum penalty of -5). Each time this occurs, he may make a Will save to prevent the penalties from increasing that round. All penalties reset to zero at the end of any round in which the target does not make a melee attack against you, but begin to accrue again if he resumes attacking you. If the target is magically compelled to attack you (such as by the spell *dominate person*), *dishearten foe* has no effect.

Dishearten foe counters and dispels coward's lament.

#### DREAD WORD

School enchantment (compulsion) [mindaffecting]; Level bard 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V Range medium (100 ft. + 10 ft./level) Target 1 humanoid creature

Duration 10 min./level or until discharged Saving Throw Will negates; Spell Resistance yes

With a hint of arcane power you send a subtle signal to the target's mind, which causes him to subconsciously associate a single word or phrase with death. When you cast this spell, you must speak a single word or phrase which serves as a trigger for the spell's effects. The next time the target hears the word or phrase spoken by a character other than you, he must succeed on a Will save or subconsciously "die," falling asleep for 1 minute. If the target does not hear the triggering phrase before the end of the spell's duration, the spell is wasted. Characters whose Hit Dice exceed your caster level are instead shaken for 1 minute, as they are wracked with feelings of death and doom.

# DREAMER'S WARD

School abjuration; Level alchemist 4, bard 5, cleric 7, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (5 ounces of black sand) Range touch Target up to 1 sleeping creature/level Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This potent defensive charm creates a ring of soft golden light around the targets while they sleep, preventing any creature or object from moving closer than 5 feet away from each individual target while the ward is in effect. Ranged attacks (and attacks with reach weapons), spells, and even natural phenomenon such as rain simply fail to touch the target, being redirected into the space around him. Even spells that affect an area (such as *fireball*) simply wash over the target without harming him. Spells which do not deal damage to the warded creature affect him normally, although he gains a +7 resistance bonus on saving throws made to resist such effects. Spells which specifically target sleeping creatures, such as dream, can affect the target normally.

Any character attempting to come within 5 feet of the target, or to make a ranged attack against the target, or affect the target with a harmful spell can make a Will save in order to do so. If she fails, she cannot try again and is unable to perform those actions for the spell's duration. Otherwise, she can move or attack the target freely, although the target gains a +7 deflection bonus to AC against all such attacks, and applies applies the +7 resistance bonus listed above on any saving throws to resist the effects of harmful spells cast on him.

#### EMPOWER CORPSE

School necromancy [evil]; Level alchemist 2, antipaladin 2, cleric 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a patch of dried leather) Range close (25 ft. + 5 ft./2 levels) Target one corporeal undead Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

With this spell, you use necromantic energy to temporarily bolster a corporeal undead creature, such as a zombie or skeleton, granting it additional power and resilience. For the spell's duration, the target gains a +4 enhancement bonus to its Strength and Dexterity scores, and it gains channel resistance equal to 1/2 your caster level (if the target already has channel resistance, its existing channel resistance increases by that amount, instead).

#### ENSLAVE SOUL

School necromancy [death, evil]; Level cleric 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, F (an ebony sickle worth at least 1,000 gp) Range close (25 ft. + 5 ft./2 levels) Target 1 living creature Duration instantaneous Saving Throw Fortitude negates, Will partial, see text; Spell Resistance yes

The target must succeed on a Fortitude save or die, as his spirit is ripped from his body. The spell's magic then keeps the soul from departing to the afterlife, instead forcing the spirit to linger in the mortal world. The target immediately gains the ghost template, with a few differences.

Unlike ordinary ghosts, those created by this spell can always be set to rest by your death, but not by any other means. Further, when the target rises as a ghost, he must succeed on a Will save or fall under your direct control, as the spell dominate monster (even though he would



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normally be immune). You can only control a number of ghosts in this way whose total Hit Dice do not exceed four times your caster level, although these ghosts do not count against the amount of Hit Dice of undead you can control with *animate dead* or other effects. Such ghosts always rejuvenate at their current location, and are incapable of harming you in any way, even if you later lose control over them.

Ghosts that failed their Will save, but which you cannot control because you control too many Hit Dice of ghosts already, are driven insane, and are perpetually confused. Such ghosts rejuvenate at the location of their death. Though you do not control them, they also cannot attempt to harm you, even in their confusion (reroll any result that would direct the ghost to harm the caster that created it). Such ghosts can be controlled through other means, such as *command undead*, and while they are controlled in this way, they lose the confused condition.

A ghost which succeeds on its Will save is free to act as it likes, and can attack or attempt to slay you if they desire. Such ghosts rejuvenate as normal for ghosts, and though they are generally free-willed, can be controlled through other means, such as *command undead*.

#### ENTICING VISIONS

School illusion (figment or glamer); Level bard 3, inquisitor 3, sorcerer/wizard 4, witch 4 Casting Time 1 move action Components V, S, F (a paintbrush) Range personal Effect enhances the next figment or glamer spell you cast to be more difficult to disbelieve Duration 1 round

This spell adds detail and vibrancy to another illusion spell, breathing life into it and making it more difficult to disbelieve. The next spell of the glamer or figment subschools that you cast before the end of your turn is augmented to be more believable. If the spell offers a Will saving throw to disbelieve its effects, the DC of that saving throw is increased by +3.

#### FIENDISH THRALL

School conjuration (summoning) [evil]; Level cleric 9, sorcerer/wizard 9, summoner 6 Casting Time 2 rounds Components V, S, F (the skull of a goat) Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level Saving Throw none; Spell Resistance no

# Sidebar: On the Origin of Enslave Soul

This nasty spell was invented by a well-meaning, but unfortunately very confused necromancer by the name of Voctrival the Damned, who meant to create a literal soul society by converting the populace to ghosts. He envisioned an eternal realm, wherein everyone would live for all eternity, working together towards peace and harmony—or, at least, that is what he preached. Understandably, few chose to take him up on his utopian dreams (due in no small part, I'm sure, to the fact that he envisioned himself as the eternal king of this ghostly domain, and expected others to spend all of eternity serving him).

Voctrival converted a few by force, but word quickly spread of his aims, and he ran afoul of his local lord, who called upon holy clerics to exorcise the necromancer-turned-ghost from his lands. Voctrival, and all his followers, are believed to have been eradicated, and in fact this spell itself was thought lost, until it recently resurfaced in the hands of a half-dozen or so different wizards in different cities, leading some to believe that Voctrival may have returned. Whatever the case, this spell is incredibly dangerous, and after weighing the risks, I believe it is more important that it be widely available so that defenses can be engineered to stop it, rather than trying to hide it away.

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This spell functions as *summon monster I*, except as noted here. You can use *fiendish thrall* to summon any creature of the demon or devil subtypes whose CR is no greater than 15. If used to summon a creature with the lawful subtype, *fiendish thrall* gains the lawful descriptor, and if used to summon a creature with the chaotic subtype, it gains the chaotic descriptor.

Arcane Well: As long as you have fiendish thrall prepared, as a standard action, you can summon a single creature with the demon or devil subtype, whose CR is no greater than 6. This otherwise functions as summon monster I. This ability can be used at will, but only one creature can be summoned in this way at any given time, and if the summoned creature dies, you must wait at least 1 minute before you can use this ability again. This is treated as a spelllike ability of the conjuration school, the summoning subschool, and the evil descriptor. Using this ability does not expend any spell slots. Once fiendish thrall has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare fiendish thrall.

# FLIGHT OF BLACK WINGS

School transmutation (polymorph); Level alchemist 3, druid 3, magus 3, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, F (a raven's foot) Range personal Target you Duration 1 min./level (D)

With a word, your form seems to simply dissolve into an inky blackness as dozens of ravens emerge from where you once stood. You are polymorphed into not one of these ravens, but all of them at once. Controlling so many unfamiliar bodies at once is difficult, however, and so, for the most part, while under the effects of this spell you are treated as a single swarm of ravens.

In this form, your Strength score is

decreased by 8, your Dexterity score is increased by 4, you lose any natural armor bonus associated with your normal form, gain a Fly speed of 50 feet (average), take up a 10-foot cube, and have a reach of o feet. You can occupy the same square as a creature of any size, and can move through squares occupied by an enemy without impediment (and vice versa), although doing so provokes an attack of opportunity. You can also move through any cracks or holes small enough for a normal raven to pass through, and are treated as a Tiny creature for the purposes of how you are affected by high-speed winds. While in the form of a swarm of ravens, you take only half damage from slashing and piercing weapons, but take half again as much damage (+50%) from spells and effects that affect an area, such as splash weapons, and many evocation spells. Unlike most swarms, you are not immune to spells that target a specific number of creatures.

In this form, you do not threaten any squares, and must enter an opponent's square to attack him (provoking an attack of opportunity). You automatically deal 3d6 points of damage to any creature whose space you occupy at the end of your movement, without needing an attack roll. You do not, however, gain the distraction ability or interfere with activities requiring patience and concentration. You do, however, grant cover to any creature whose square you occupy (and others have cover from that creature). In this form, you cannot be tripped, grappled, or bull rushed, nor can you grapple others. You cannot cast spells or use spell-like abilities while in this form, even if you possess Natural Spell or a similar ability.

As a standard action, you can directly take control of a single raven body. In this case, you are no longer controlling the other ravens, who slowly land in the nearest convenient area and wait, as though unconscious, for your attention to return. While controlling an individual raven, you use the statistics for a normal raven, except you keep your Intelligence, Wisdom, and Charisma scores, your base saving throws bonuses, and your alignment. You can only control one individual raven this way at a time.

If you are reduced to o hit points while under the effects of this spell, you disperse, and the various ravens that make up your form act as normal for ravens, while your mind effectively falls unconscious. During this time, you cannot dismiss the effect, nor do you have any control over the actions of the various ravens that make up your body. They act according to animal instinct until the end of the spell's duration, at which point one of the ravens is transmuted to your body, and you are left with a single hit point. The exact raven is determined randomly, and can generally be found 1d10 miles from the place that you were reduced to o hit points. If all of the ravens that comprised your form are somehow captured and killed, you are dead.

Regardless of whether you are controlling a single raven or the entire swarm, you cannot cast spells in this form, though you can speak, and retain any other class features you possess.

# FORKED LIGHTNING

School evocation [electricity]; Level magus 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target up to one creature/4 levels Duration instantaneous Saving Throw Reflex half; Spell Resistance yes The lesser cousin of *chain lightning*, this spell releases a blast of electrical energy that splits to strike multiple targets. The spell deals a total amount of damage equal to 1d6 per caster level (to a maximum of 15d6 at 15th level), but this damage is divided amongst the spell's targets. Before rolling damage, allocate any number of the damage dice to each of the spell's targets. You cannot allocate more damage dice in this way than you have, and each target must be allocated at least one damage dice.

For each target less than the maximum amount available, increase the saving throw DC of the spell by +2 (for example, a 12th-level wizard casting forked lightning on a single target would increase the spell's DC by +4, because he is targeting two fewer creatures than the spell's maximum).

#### FREEZE

School evocation; Level druid 8, magus 6, sorcerer/wizard 7 Casting Time 1 standard action or 1 swift action; see text Components V, S Range medium (100 ft. + 10 ft./level) Target 1 living creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

# Sidebar: On the Origin of Flight of Black Wings

This spell was apparently developed by the shaman of a primitive tribe who believed that ravens brought good luck, and were a sign of cunning and intelligence. The shaman would apparently use it not for combat, nor to escape dangerous situations (which, given the fact that it allows flight, and also makes it very difficult to permanently kill the caster, is among the most valuable uses of the spell) but rather to raise morale amongst his people, as he would transform in secret, and the tribe would believe that they were suddenly being visited by an entire flock of ravens, which was a very good omen indeed. And because he could still control the ravens directly, if need be, he was able to manipulate the tribe through specific omens to attack who he wanted to attack, or otherwise make decisions in his favor.

I found the spell in the hands of an ornithologist wizard by the name of Lyal the Feathered, a somewhat slight young man with a keen intellect and a very strong love of birds. He would apparently use the spell to observe the habits of avian interspecies relations, especially as they apply to groups of birds. Once I explained the purpose of my project, and got him to stop talking about birds, he was happy to have the spell recorded for posterity.

You merely wave your hand, and your target becomes encased in magical ice. Unless the target succeeds on a Fortitude save, his body freezes, rendering him paralyzed for the spell's duration. Though the ice is magically strong, and prevents the target from performing any action regardless of his strength, it is quite brittle, and if the target is dealt any damage, the ice shatters, ending the spell. Further, if the target has a special ability that causes creatures that come into contact with it to be damaged (such as the burning universal monster ability, or being covered in acidic mucus), then that ability can cause the ice to shatter, as well. Though the ice is very cold, it is not cold enough to pose a direct threat to the target's life, and though it encases the target completely, it allows enough airflow to ensure that the target does not suffocate during the spell's duration.

You may cast this spell as a swift action, instead of a standard action, if you have successfully dealt at least 10 points of cold damage to the spell's target already this round.

#### FROZEN FOG

School conjuration [cold, creation]; Level sorcerer/wizard 1 Multi-Level sorcerer/wizard 2-9 Casting Time 1 standard action Components V, S, M (the tooth of a winter wolf) Range medium (100 ft. + 10 ft./level) Area cloud spreads in 10-ft.-radius, 10 ft. high Duration 1 round/level Saving Throw Fortitude partial, see text; Spell Resistance no

You conjure a swirling cloud of icy mist and frozen fog. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

*ist*—A freezing mist appears at the point you designate. The mist is stationary, and although the fog is thin, it does make vision difficult beyond 10 feet. Characters have concealment (20% miss chance) from those who are separated from them by at least 10 feet of mist. Characters separated from each other by 20 feet of mist are completely unable to see each other (50% miss chance).

The frozen mist is cold and damp enough to extinguish non-magical fires of a total volume of less than a 5-foot cube, including candle flames, most torches, and other relatively small fires, but is insufficient to snuff out flames of a larger volume, even if such fire is wholly contained within the spell's area. Non-magical fire of a volume larger than a 5-foot cube, or magical fire of any size, "burns off" the freezing mist created by this spell in any square that the fire occupies. Winds that have a force of moderate or higher (such as those created by a *gust of wind* spell) cause the mist to dissipate within 1 round.

2nd—The conjured mist is especially frigid, causing arctic conditions within the spell's area. The freezing temperature is uncomfortable for creatures not accustomed to the cold, and anyone who begins his turn within the mist must succeed on a Fortitude save, or become fatigued for as long as it remains within the mist, and for 1 round thereafter. Creatures with resistance or immunity to cold damage are immune to this effect. Additionally, as long as it is cast as a 2ndlevel or higher spell, the mist created by *frozen fog* causes any non-magical fire within it to be immediately extinguished, and it is impossible to start a non-magical fire within the spell's area.

*3rd*—The conjured mist is substantially more robust, and infused with magical energy. The mist now automatically counters and dispels any spell with the fire descriptor whose spell level is lower than *frozen fog's* spell level that is cast within its area. 4th—The conjured mist is cold enough to cause physical damage to living creatures. Anyone that begins his or her turn within the mist suffers an amount of cold damage equal to id4 per spell level of *frozen fog*. (*For example, if* frozen fog was prepared as a 5th-level spell, it would deal 5d4 points of cold damage, but if it was prepared as a 7th-level spell, it would deal 7d4 points of cold damage, instead.) A successful Fortitude save negates this damage entirely.

5th—The conjured mist is cold enough to cause the muscles of living creatures to become sluggish and inefficient. Any creature that suffers cold damage as a result of this spell becomes staggered for one round.

6th—The magical energy of the freezing mist is powerful enough to alter the physiology of creatures created within its confines. Any creature summoned by a spell of the summoning subschool within the spell's area gains the cold subtype, as does any creature born within the spell's area. Additionally, if the affected creature possesses any natural attacks, those attacks deal an additional 1d6 points of cold damage on a successful hit. In the case of summoned creatures, these benefits last only until the spell that summoned them ends.

7th—The freezing mist is mobile, and resilient to the effects of wind. As a standard action, you can telepathically direct the mist to move up to 30 feet in the direction of your choice. For this purpose, the mist is considered to have a 30-foot fly speed with perfect maneuverability. Additionally, as long as it is cast as a 7th-level or higher spell, only winds of windstorm force or greater can dissipate the cloud created by *frozen fog*.

8th—The conjured mist is particularly thick, and makes it difficult for creatures caught within to move. All squares filled with the mist are treated as difficult terrain.

9th—The conjured mist may cause creatures caught within it to become frozen solid. Whenever a character becomes fatigued as a result of this spell, that character additionally becomes stunned for 1d4 rounds.

# GOOD CHEER

School enchantment [emotion, mindaffecting]; Level bard 2, cleric 2, paladin 2, ranger 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, F (a jester's scepter) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You fill the target with positive emotions and energy, making him more effective in combat. For the spell's duration, the target gains a +1 morale bonus to attack rolls, AC, and saving throws.

Arcane Well: As long as you have good cheer prepared, as a standard action, you can give a single living creature within 30 feet of you a surge of morale. The affected creature gains a +1 morale bonus on your choice of attack rolls, AC, or saving throws for 1 round. This is treated as a spell-like ability of the enchantment school and the emotion and mind-affecting descriptors. Using this ability does not expend any spell slots. Once good cheer has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare good cheer.

#### GUIDED STRIKE

School divination; Level inquisitor 6, magus 6, sorcerer/wizard 7 Casting Time 1 swift action Components V, S, F (a miniature gold replica of an archery target) Range personal Target you Duration see text

You call upon magical power to ensure that your next strike lands true. Your next single attack roll (if it is made before the end of your turn) automatically hits the target, as long as that target is within range of the attack and there is a possibility of hitting it. Any miss chance does not apply. You still make the attack roll, in order to determine if the attack is a critical threat, and, if it is, it is automatically confirmed.

Arcane Well: As long as you have guided strike prepared, you can cast true strike as a spell-like ability at will. Doing so does not expend any spell slots. Once guided strike has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare guided strike.

#### **GUIDING WIND**

School divination; Level bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 hour/level

A gust of wind briefly swirls around you in a great rush, before being replaced by a calm breeze which flows around your person, though failing to touch even your most immediate surroundings. For the spell's duration, as a swift action, you can speak the name of one of the eight points on a compass rose, and this wind will shift direction and blow toward that point, allowing you to find your way without fail.

# HAUNTING PHANTASM

School illusion (phantasm) [fear, mindaffecting]; Level sorcerer/wizard 1 Multi-Level sorcerer/wizard 2-9 Casting Time 1 standard action Components V, S, M (a pinch of ox brain) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will disbelief, Will negates, see text; Spell Resistance yes

You fill the target's mind with terrifying images of things which aren't really there. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect

# Sidebar: On the Origins of Guided Strike

This spell is actually the first of the spells that uses the arcane well discovery, and was how I originally stumbled across that development. I had actually been trying to create a version of *true strike* that lasted for minutes at a time, but I kept finding that this would quickly result in an information overload that overwhelmed the mind, causing severe migraines in the mildest cases, and unconsciousness in others. In order to try to solve the problem, I attempted to have the majority of the spell's effect "stored" in an extradimensional thought-space (technically this is also an extradimensional space, but it is one that does not contain physical dimensions, only mental ones), and then have the caster access it only when necessary for the attack.

What I quickly discovered, however, was that I could place the "storing" aspect of the spell, the part that effectively forms the "arcane well," in the preparation process of casting the spell, rather than the completion (as I know that many spontaneous casters also read these books, I will explain: the majority of a spell is "cast" during preparation, with only the last few words and gestures left for the time the spell is actually cast. Spontaneous casters effectively internalize the first part, in essence walking around with every spell they know 95 percent cast all the time.), allowing part of the spell to be accessed before it is even cast. There were numerous issues to work through before we finally reached the current version, with which I am very happy, but this serendipitous discovery lies at the heart of arcane wells. listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

*ist*—You cause the target to see a simple image of your choosing. The image functions identically to *silent image*, except that only you and the target are able to see the image. If the target succeeds on his Will save, he immediately recognizes the image as false. Otherwise, it appears real to him, though interaction with it and simple logic may reveal that it is false.

2nd—The hallucination has auditory components, as well as visual ones. The volume and nature of sound that the hallucination can make is identical to the spell *ghost sound*.

3rd—The hallucination invokes an indescribable feeling of dread within its viewer. If the target does not disbelieve the image, he is shaken for as long as he can see the image, plus 1 minute thereafter.

4th—The hallucination becomes inescapable, and no matter where the target runs or hides, he finds that the image is already there, waiting for him. The target perceives the image wherever he goes. The image itself does not actually move, it just appears to the target to be within sight in an empty space, regardless of how far the target travels from where he first saw the image.

5th—The hallucination is extremely captivating, and distracts the target's attention away from other things. Unless the target succeeds on a Will save, he is distracted by the image, suffering a -5 penalty on Perception checks, and adding only half of any Dexterity or dodge bonuses to AC for as long as he can see the image, and 1 round thereafter. If the target successfully disbelieved the illusion, he gains a +4 bonus on this saving throw.

6th—The hallucination is powerful enough to produce psychosomatic effects in the target,

essentially damaging him with his own mind. As a move action, you can direct the image to attack the target. This is a touch attack, and the hallucination uses your base attack bonus, and adds your primary spellcasting ability score modifier to its attack rolls. On a successful hit, the target takes an amount of nonlethal damage equal to 1d4 + your primary spellcasting ability score modifier. The image can make this attack only once per round. All nonlethal damage dealt in this way is completely healed the next time the target rests.

7th—The hallucination is capable of driving the target mad, so long as he views it. If the target fails to disbelieve the image, he must succeed on a Will save or be confused for as long as he can see the image, plus 1 minute thereafter.

8th—You are able to maintain multiple images at once. You may select a number of targets equal to 1/5 your caster level (rounded down, minimum 1). Each sees only its own image, and the nature of the images can differ from one target to the next, if desired.

9th—The hallucinations are able to damage the targets' psyches more directly. Whenever an image deals nonlethal damage to a target of this spell, it also deals 1d4 points of Wisdom damage to the target, as well. Once the target can no longer see the image, this Wisdom damage heals very quickly, at a rate of 1 point per minute, unless the target is reduced to o Wisdom or less, in which case he falls unconscious, as normal, and heals the ability score damage at the normal rate.

# HEROIC DEMEANOR

School transmutation; Level alchemist 1, bard 1, paladin 1, summoner 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

# HIDBIDDLE'S MONSTER WARD

Constitution scores.

the spell's duration, the target gains a +2 enhancement bonus to its Strength and

School abjuration; Level cleric 1, druid 1, sorcerer/wizard 1 Multi-Level cleric 4, 6; druid 4, 6; sorcerer/wizard 4, 6 Casting Time 1 standard action Components V, S, M (a piece from a creature of the chosen creature type) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless), Will negates, see text; Spell Resistance yes (harmless) and no, see text

You make the target stronger and tougher, allowing him to stand up to any challenge. For

When this spell is cast you must choose a single creature type, such as dragon or ooze (if you choose humanoid or outsider, you must also choose a subtype, such as orc or evil). The spell provides a variety of protections against creatures of the chosen type.

This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

*ist*—The target is surrounded by a radiant aura which provides a +6 armor bonus to AC against creatures of the chosen type.

4th—The target is surrounded by an invisible ward which grants him a +4 resistance bonus on all saving throws made to resist the



effects of creatures of the chosen type (including extraordinary, supernatural, and spell-like abilities of the creature, as well as any spells that are cast by such a creature).

6th—For the spell's duration, the target emits a pulse of energy to a range of 30 feet, which causes creatures of the chosen type within that range to be unable to attack you unless they succeed on a Will save. Such creatures can attempt to attack you as often as they desire, but must make a Will save before each attempt, and if they fail the saving throw, the action is wasted. Spell resistance does not apply to this effect.

#### HIDBIDDLE'S REVIVAL

School conjuration (healing); Level cleric 3, witch 3 Multi-Level cleric 6; witch 6 Casting Time 1 standard action Components V, S, M (water from a mountain spring) Range touch Target creature touched, or creature or corpse touched; see text **Duration** instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

With a word and a simple gesture, you cause life-saving energy to take hold of a creature on the verge of death. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

3rd—The target immediately regains a number of hit points equal to 2d6 + your caster level (to a maximum of 2d6 + 10), and is cured of the unconscious condition, if applicable. This version of the spell can only be cast on living creatures.

6th—This version of the spell can also target the corpses of the recently deceased. If the target is less than 24 hours, and, after recovering hit points from this spell, the target's negative hit points do not exceed his Constitution score, he immediately returns to life, becomes stable, loses the unconscious condition, and gains 1 permanent negative level. Unlike normal negative levels, this negative level has no effect on the target's current hit points, though maximum hit points are reduced as normal (if the target's maximum hit points are reduced to less than his current hit points in this way, his current hit point total becomes equal to his maximum hit points).

#### HIDBIDDLE'S STERN WORD

School enchantment (compulsion) [mindaffecting]; Level bard 4, cleric 3, inquisitor 3, paladin 3, sorcerer/wizard 3, witch 3 Casting Time 3 rounds Components V Range close (25 ft. + 5 ft./2 levels) Target one living creature whose Hit Dice do not exceed your caster level Duration permanent Saving Throw Will negates, Will partial, see text; Spell Resistance yes

You forbid the target from taking a single, specific action, and your magic lends weight to your words, preventing the target from acting in the way you describe. The chosen action must be fairly specific: you could forbid the target from doing any harm to the royal family, but could not forbid them from fighting in general. Similarly, you could forbid the target from revealing that you weren't where you say you were on the night of a murder, but could not forbid him from ever speaking at all. Any action which, if refrained from, would directly result in the target's death, or other obviously suicidal restrictions, also cause the spell to fail. The GM is the final arbiter of what is an appropriate action to forbid.

The target receives an initial Will save to resist the effect. If he succeeds, the spell has no further effect. Otherwise, the spell takes hold, and the target is incapable of performing the specified action unless he succeeds on a Will save (DC equal to the spell's saving throw DC). This Will save can only be attempted once per day. For each consecutive failure on these saves, the target suffers a -1 penalty on his next save to attempt to temporarily suppress the spell's effect, until the next time he succeeds on such a save. Similarly, for each consecutive success on these saves, he gains a +1 bonus until the next time he fails one of these saves. If the target succeeds on three of these saving throws in a row, he is permanently freed of the spell's effects. Remove curse, and similar spells, can also end the spell's effect.

### HIDBIDDLE'S SUPERIOR WARD

School abjuration; Level cleric 1, sorcerer/wizard 1 Multi-Level cleric 2-9, sorcerer/wizard 2-9 Casting Time 1 standard action Components V, S, F (a miniature adamantine suit of armor) Range personal Target you Duration 1 round/level You ward yourself in powerful, multilayered magic. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

*ist*—You gain a resistance bonus on all saving throws equal to 1/4 your caster level (rounded down, minimum 1) for the spell's duration.

2nd—For the spell's duration, you gain a +4 bonus on Fortitude saves against diseases, a +4 bonus on Reflex saves against traps, and a +4 bonus on Will saves against fear effects. These bonuses stack with the resistance bonus provided by the effect associated with the 1stlevel version of the spell.

3rd—For the spell's duration, you gain a +2 bonus on all saving throws made to resist the effects of spells. This bonus stacks with those provided by the effects associated with the previous levels of this spell.

4th—For the spell's duration, whenever you succeed on a saving throw to partially negate an effect (such as a Reflex save for half damage, or a Fortitude save to be sickened instead of nauseated), you negate the effect completely, instead (taking no damage at all, in the first example, and not becoming sickened or nauseated, in the second).

5th—You gain a +5 luck bonus to AC for the spell's duration.

6th—For the spell's duration, you gain an amount of energy resistance equal to 1/4 your caster level (rounded down). This energy resistance applies to acid, cold, electricity, and

# fire damage.

7th—For the spell's duration, whenever you make a saving throw to partially negate an effect (such as a Reflex save for half damage, or a Fortitude save to be sickened instead of nauseated), even if you fail the saving throw, you still suffer only the lesser effect. If you succeed on the saving throw, you still suffer no effect at all, as per the effect associated with the 4th-level version of the spell.

8th—For the spell's duration, you gain immunity to poison, death effects, and paralysis effects.

*9th*—For the spell's duration, you cannot be flanked, and are immune to critical hits.

#### ILLUSORY BRIGRADE

School illusion (figment); Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a shard from a broken mirror) Range long (400 ft. + 40 ft./level) Target up to 1 creature/level within range Duration 1 round/level Saving Throw Will negates, Will disbelief (if interacted with), see text; Spell Resistance yes (harmless)

As you finish intoning this spell, the targets seem to split in two, as a whole copy emerges from the chest of each target. This spell creates a number of illusory doubles, one for each target, which act as the spell major image, except as noted here. Unlike a simple *major image*, these illusory doubles act on their own initiative to react to external stimuli, such as being attacked. You can designate how each and every one of these illusions moves and acts in a round with a move action; if you do not direct them, the illusions continue to act on their own judgment as though they were your ally, regardless of the target's actual feelings towards you (treat each illusion as having an Intelligence score of 4).

Each individual target may make a Will save

to resist the spell, in which case no illusory copy is made of that target. Anyone interacting with an illusory copy created by this spell is entitled to a Will save to disbelieve, as normal for *major image*.

#### IMPROVED ACUITY

School divination; Level cleric 2, sorcerer/wizard 2 Multi-Level cleric 8; sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (the eye of a hawk) Range personal Target you Duration 1 min./level

This spell greatly increases your perceptive abilities, essentially awakening you to the truth of the world around you. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

2nd—You gain a bonus equal to your caster level on all Perception checks for the spell's duration.

8th—For the spell's duration, you immediately become aware of the presence and number of living creatures, undead creatures, magical auras, and secret doors within 30 feet of you, as well as the strength and school of any such magical auras. By spending a move action concentrating on one of these "presences," you can discern its exact location, as well as any spell effects currently active on them.

#### INESCAPABLE ESSENCE

School divination; Level magus 3, sorcerer/wizard 3

Casting Time 1 move action Components V, S Range personal Effect augments the next spell you cast, allowing it to hit unerringly Duration 1 round Saving Throw none; Spell Resistance no

With this spell, you magically infuse another spell with the ability to strike without error. The next spell you cast before the end of your turn is augmented in such a way that if it requires a ranged attack roll of any kind, the attack automatically hits, so long as you have both line of sight and line of effect to the target, and the target is within the augmented spell's range. Attacks affected in this way can never result in a critical threat.

#### INFINITE PRISON

School abjuration; Level cleric 7, sorcerer/wizard 6, witch 7 Casting Time 1 full round Components V, S, M (a glass marble) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 min./level (D) Saving Throw Reflex negates, see text; Spell Resistance yes, see text

This spell creates a prison (or, in some cases, a sanctuary) by folding space, essentially isolating everything within the spell's area of effect into its own closed loop. When the spell is first cast, any creature on the edge of the spell's area (whether he is on the inside or outside of that area) may attempt a Reflex save to move to the other side, as long as there is an adjacent unoccupied square to move to. Otherwise, once the spell is in effect, the prison is all but inescapable.

To the creatures inside the affected area, everything outside the spell's area appears to be a misty, cloudy grey fog. Characters who attempt to leave the affected area step through the mist only to re-enter the area from the opposite end (so a character who exited from the northern edge would enter from the southern edge). Similarly, ranged attacks and area effects which would leave the area instead "wrap around" to the other side. The first time a character attempts to leave the area, if he possesses spell resistance, roll to determine if you beat his spell resistance. If you do, he is trapped in the area, as normal. Otherwise, he is able to exit the area, and can freely enter and exit the area for the spell's duration.

To creatures outside the affected area, everything within the spell's area appears to be a misty, cloudy grey fog, which obscures vision of anything on the other side of it. Anyone that attempts to enter the affected area steps through the mist to immediately appear on the opposite side of the area (so a character who entered the area from the western edge would be immediately teleported to step out of the eastern edge). Similarly, ranged attacks and area effects which would pass through the area instead emerge from the opposite side as though the infinite prison area did not exist (so a 15-foot cone that originates 5 feet from one end of the area and passes through it would have no effect on creatures inside the area, but would emerge for its final 10 feet on the other side of the spell's area, a full 40 feet away). The first time a character attempts to enter the area, if he possesses spell resistance, roll to determine if you beat his spell resistance. If you do, he is unable to enter the area, as normal. Otherwise, he is able to enter the area, and can freely enter and exit the area for the spell's duration.

#### LETHAL CLAWS

School transmutation; Level druid 3, sorcerer/wizard 3 Multi-Level druid 4, 7, 9; sorcerer/wizard 4, 7, 9 Casting Time 1 standard action Components V, S, M (a tiger's claw) Range personal

Target you

Duration 1 min./level

With a loud and primal roar, your hands grow into vicious claws with which to destroy your enemies. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

*ist*—You grow deadly claws, granting you 2 primary claw natural attacks which deal 1d4 + Strength modifier points of slashing damage if you are a Medium creature (larger or smaller creatures adjust the damage for these natural attacks as normal for their size category).

# Sidebar: On the Nature of Infinite Prison

I acquired this spell from a contact who works in Zevixhold, the famed prison for dangerous and rogue spellcasters. It is very similar to the spells used to hold the prisoners, with a few slight exceptions. The biggest difference is that the original version of the spell is constructed in such a way that it can be made permanent with the *permanency* spell. My contact made me promise that I would not publish the spell without altering it to avoid that possibility, however, and I agree with him that it is unnecessary to release a version of the spell that can be used to permanently close off areas of space, even if such an endeavor would prove incredibly costly—certainly upwards of 10,000 gp per area made permanent. The extreme difficulty involved in permanently removing such a fold in space (requiring a *wish* spell, or similar), and the potential damage that it could do to the fabric of space and time mean that it is too dangerous a spell to risk abuse.

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4th—Your claws burn with flame that harms your targets, but leaves you unscathed. The claw attacks granted by this spell deal an additional 1d6 points of fire damage with each hit. The effect associated with this level of the spell is treated as having the fire descriptor.

7th—Your claws grow to mammoth proportions, dealing damage as though you were two size categories larger than you are (1d8 + Strength modifier points of slashing damage for a Medium creature).

*9th*—You grow two additional arms, which end in wicked claws, allowing you to make 4 primary claw attacks. The claws on these extra limbs also gain the benefits described in the effects associated with lower-level versions of the spell.

# MAGE'S DISRUPTION

School abjuration; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one spellcaster Duration instantaneous and 1 round/level; see text Saving Throw none; Spell Resistance no

This spell can only be used as a counterspell, but can be used to counter any spell. Unlike a true counterspell, it may not work; you must succeed on a dispel check (1d20 + your caster level), with a DC equal to 11 + the spell level of the spell to be countered, in order to succeed. If the spell is successfully countered, you create disruptive magical frequencies that make it difficult for the target to cast spells for 1 round per caster level you possess. During this time, any spell the target attempts to cast is automatically countered unless he succeeds on a concentration check (DC equal to the result of your dispel check + your primary spellcasting ability score modifier).

#### MAGIC WEAPON, SUPERIOR

School transmutation; Level cleric 7, inquisitor 6, magus 6, sorcerer/wizard 6

Casting Time 1 standard action Components V, S, M/DF (powdered gold and mithral)

Range close (25 ft. + 5 ft./2 levels) Target one weapon or 50 projectiles (all of which must be together at the time of casting) Duration 1 min./level Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

As greater magic weapon, except that you can choose to forgo any amount of the enhancement bonus the spell grants to instead bestow upon the target any number of weapon special abilities whose combined enhancement bonus equivalent is equal to or less than the amount of enhancement bonus sacrificed in this way. Weapon special abilities whose price is not listed as an enhancement bonus equivalent cannot be chosen in this way.

#### MANYFORM

School transmutation (polymorph); Level druid 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, F (an onyx circlet worth at least 1,500 gp) Range personal Target you Duration 1 min./level

This spell allows you to take the form of a wide variety of creatures. This spell can function as alter self, beast form IV, elemental body IV, form of the dragon III, giant form II, or plant shape III, depending on what form you take. For the spell's duration, you can change shape at any time as a standard action.

Arcane Well: As long as you have manyform prepared, you can cast alter self and beast shape I as spell-like abilities at will. Doing so does not expend any spell slots. Once manyform has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare manyform.

#### MENTAL SHIELD

School abjuration; Level bard 2, cleric 2, druid 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2, witch 2 Casting Time 1 standard action Components V, S, F (a small marble bust of a human head) Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance ves (harmless)

You grant the touched creature additional mental resilience. For the spell's duration, the target gains a +4 resistance bonus to Will saves.

Arcane Well: As long as you have mental shield prepared, as a standard action, you can give a single living creature within 30 feet of you increased mental resilience. The affected creature gains a +2 resistance bonus to Will saves for 1 round. This is treated as a spell-like ability of the abjuration school. Using this ability does not expend any spell slots. Once mental shield has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare mental shield.

#### MOMENTARY WEAKNESS

School necromancy; Level antipaladin 2, cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Effect ray Duration 1 round/3 levels Saving Throw Fortitude partial; Spell Resistance yes

Tendrils of dark energy emerge from your outstretched hand, wrapping around the target and draining his strength. You must succeed on a ranged touch attack in order to hit the target. If the attack hits, the target suffers a -10 penalty to his Strength score for the duration of the spell. This cannot reduce his Strength to below 1. A successful Fortitude save causes the target to suffer only a -4 penalty to his Strength score for the spell's duration, instead. This is not ability score damage, and regardless of whether the target's saving throw is successful or not, his Strength score returns to normal after the spell ends. This spell does not effect non-living creatures.

#### NETWORK OF EARS

School divination (scrying); Level bard 5, druid 6, sorcerer/wizard 5, witch 5 Casting Time 1 minute Components V, S, F (a conch shell, held to one ear for the spell's duration) Range long (400 ft. + 40 ft./level) Effect many magical sensors Duration 10 min./level (D) Saving Throw none; Spell Resistance no

You create a network of magical auditory sensors positioned all throughout the spell's range. For the spell's duration, you receive sensory input from these sensors, hearing sounds from everywhere within the spell's range. While this can be overwhelming, part of the magic of the spell allows you to more easily sort through these sounds for what it is that you are looking for.

For the spell's duration, you can make a special Perception check to pick up useful information from among all the various conversations you can eavesdrop on. This check functions identically to the gather information use of the Diplomacy skill, except that it takes only 1d4 x 10 minutes to perform, and you gain a +10 bonus on the check.

Additionally, if there is a specific sound that you want to listen to (such as one specific conversation), you can choose to listen specifically to that sound. In order to do so, you must either have reasonably accurate knowledge of where this sound is located (such as choosing to listen in at a specific room), or else succeed on a concentration check (DC 30) to pick the desired noise (or any other specific noise) out of the crowd. Once you have found the desired noise, this functions as the clairaudience version version of *clairaudience/clairvoyance*, except that you can return to listening to the entire area, or a different specific location within the spell's range, at will.

# Sidebar: On the Origin of Network of Ears

This spell handily demonstrates the principle that you don't need to have a particularly complex idea to create a profound and powerful effect. In essence, all that *network of ears* really is is a huge collection of *clairaudience* sensors linked together, with a little bit of magical aid in sorting through the vast amount of information that is gathered.

Of course, that doesn't mean that finetuning the details is easy. This spell produces exponentially more sensors then *clairaudience*, and whoever the original creator was (I acquired it from a friend of mine from my own days as an academy student, who has since gone on to become the advisor to the royal family of Sibilar, and when I asked him if he had any spells to contribute to the book, he gave me this one, which he had acquired from the royal spymaster) he must have spent half a lifetime fine-tuning the details and making everything in the spell fit into place.

# OLLANDER'S MENTAL BOON

School enchantment [mind-affecting]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Building off of the simple principals of spells like *mental fortitude*, Ollander created a spell which would allow him to alter the mind of his target, with the aim of expanding knowledge and improving reactions and attitude. When you cast this spell, you can bestow upon the target any three of the following five benefits. You cannot select a given benefit more than once. You cannot target yourself with this spell.

• Grant the target a number of temporary ranks in a skill equal to your caster level. This cannot cause the target's ranks in that skill to exceed 1.5 times his Hit Dice. These ranks last for the spell's duration.

• Grant the target a +4 morale bonus to all attack and weapon damage rolls, as well as to AC and saving throws, for the spell's duration.

• Grant the target immunity to fear and charm effects for the spell's duration.

• Allow the target to cast any single spell you know of 7th level or lower once, as a spelllike ability. If the spell-like ability has not been used by the end of the spell's duration, it is wasted.

• Grant the target the benefits of any one feat for the duration of the spell. The target must meet all the prerequisites of the feat.

# **OLLANDER'S MENTAL FORTITUDE**

School enchantment [mind-affecting]; Level alchemist 2, bard 2, cleric 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M (a page from a spellbook)

Range touch Target creature touched Duration 10 min./level Saving Throw Will negates, see text; Spell

**Resistance** yes

While enchantment magic often alters a target's mind in ways that are detrimental to him, by means of this spell you can strengthen the target's mind, fortifying its defenses against mental attack. This effectively grants the target a bonus on Will saving throws equal to ½ your caster level (to a maximum of + 5 at 10th level). Each time the target's mind is assaulted, this protection wavers somewhat: whenever the target makes a Will save, this bonus is reduced by 1 (minimum o).

When you cast this spell, you can choose to exempt yourself, negating any bonus the spell would grant to the target for the purposes of spells you cast. If you do, the target is automatically made aware of this, and may become suspicious of your reasons for doing so.

# OLLANDER'S MOOD ENHANCER

School enchantment (compulsion) [emotion, mind-affecting]; Level sorcerer/wizard 1, witch

Multi-Level sorcerer/wizard 2-9, witch 2-9 Casting Time 1 standard action Components V, S, M (a shot of rum) Range close (25 ft. + 5 ft./2 levels) Target 1 humanoid creature Duration 1 hour/level Saving Throw Will negates, see text; Spell Resistance yes

By means of this spell, you can influence the target's mood, granting him powerful feelings of well-being and confidence as long as he remains in your presence. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

*ist*—You cause the target's mood to be in sync with your desires, effectively lowering the DC of any Bluff, Diplomacy, and Intimidate skill checks you make against that target by an amount equal to your caster level.

2nd—You cause the target to be in a more submissive mood, causing him to suffer a -2 penalty on a Will saving throws made to resist the effects of spells of the charm and compulsion subschools. Alternatively, if desired, you can reinforce the target's mental defenses, granting him a +2 bonus on such saving throws, instead.

3rd—You cause the target to feel

courageous whenever he is near you, granting him a +4 morale bonus on all saving throws made to resist fear effects, so long as he remains within 10 feet of you.

4th—You cause the target to feel more competent at everyday activities, granting him a morale bonus on all skill checks for skills in which he has ranks equal to 1/3 your caster level (rounded down), so long as he remains within 10 feet of you

5th—You cause the target to feel anxious outside of your presence, compelling him to remain at your side at all times. As long as the target remains within 10 feet of you, he must make a Will saving throw or be unable to leave your side, remaining within 10 feet of you at all times. If you move outside of that distance, he must succeed on another saving throw or make his best effort to return to your side.

6th—You cause the target to feel energetic and healthy, granting him a +4 morale bonus on all saving throws made to resist becoming fatigued or exhausted so long as he remains within 10 feet of you.

7th—You cause the target to feel strong and powerful, granting him a morale bonus on all weapon attack and damage rolls equal to 1/5 your caster level (rounded down) so long as he remains within 10 feet of you.

8th—You cause the target to trust you completely, compelling him to follow your will without even thinking about it. So long as he remains within 10 feet of you, you may choose to have anything you say to the target be treated as a *suggestion* spell, except that the DC is equal to the DC of *Ollander's mood enhancer*.

9th—You cause the target to feel insignificant and worthless, imposing a -4 penalty on saving throws made to resist death effects. This also causes him to fall into a slavish devotion to the only thing that he thinks matters: you. So long as he remains within 10 feet of you, the target is affected as though by the spell *dominate person*, except that he will obey any command you give him, even suicidal and obviously self-destructive ones.

# **OLLANDER'S STRIP MIND**

School enchantment (compulsion) [mindaffecting]; Level druid 4, sorcerer/wizard 4 Multi-Level druid 9; sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a live earwig) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min./level, or instantaneous; see text Saving Throw Will negates, see text; Spell Resistance yes

You cause a single target to lose his mind, stripping away his thoughts and preventing him from acting rationally. This spell has additional effects that occur if it is prepared in a higherlevel spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

4th—You temporarily shield the target's mind from his own thoughts, effectively rendering him mindless. For the spell's duration, he no longer possesses an Intelligence score, and is immune to mind-affecting effects (including charms, compulsions, morale effects, patterns and phantasms). If the target normally possesses an Intelligence score of 2 or less, he otherwise behaves normally, but if the target normally has an Intelligence score of 3 or greater, he gains the confused condition for the spell's duration. A successful Will save negates the effect entirely.

*9th*—You instantly and permanently strip away the target's mind, leaving only a maddened husk of primitive instincts and cobbled together from the shredded remains of his psyche. The effects of the 4th-level version of the spell now last indefinitely. Additionally, the target immediately loses access to all of his class features, as well as all feats he possesses and all skill ranks except those placed in Acrobatics, Climb, Perception, or Swim.

A *heal* spell, or more powerful spells along the same vein, can undo this mental damage, and restore the target's mind (as well as his class features, feats, and skills).

# POWER WORD WEAKEN

School enchantment (compulsion) [mindaffecting]; Level sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one creature with 200 hp or less Duration see text Saving Throw none; Spell Resistance yes

You utter a single word of power that instantly drains the energy and vigor from your target, leaving him without the will to fight. The duration of the spell depends on the target's current hit point total at the time *power word weaken* is cast. Any creature that currently has 201 or more hit points is unaffected by *power word weaken*.

Hit Points	Effect
60 or less	Exhaused for 1d4 minutes
61 - 130	Exhausted for 2d4 rounds
131 - 200	Exhausted for 1d4 rounds

Any creature made exhausted by this spell is fatigued for an equal amount of time afterwards, before he returns to normal.

#### PRETENDER'S POWER

School transmutation; Level cleric 2, magus 2, sorcerer/wizard 2 Casting Time 1 move action Components V, S, M (a drop of blood from a sorcerer or creature with spell-like abilities) Range personal Effect augments the next spell you cast, increasing your effective caster level Duration 1 round This spell creates a magically-harmonic resonance which is capable of making a single spell more powerful. The next spell you cast before the end of your turn is augmented, acting as though your caster level were higher than it actually is. The affected spell treats your caster level as 1.5 times what it actually is for the purposes of any aspect of the spell that is dependent on your caster level, potentially including the range, duration, number of targets, and/or one or more aspects of the spell's effect. *Pretender's power* cannot increase your effective caster level beyond 25.

# PROJECT SHADOW SELF

School illusion (shadow); Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a small, detailed replica of you worth 10 gp) Range long (400 ft. + 40 ft./level) Effect 1 shadow duplicate Duration 1 round/level Saving Throw Will disbelief (if interacted with); Spell Resistance yes

This potent spell is among the most powerful and complex illusions. Originally crafted as an academic exercise by a great magical theorist, this spell combines elements from several powerful illusion spells to allow the mage to project an illusory image which is so complex as to be functionally real. When you cast this spell, you create an illusory double of yourself, which functions identically to the spell project image, except that the image created is tangible, and can exert real physical force. The image can take any physical action you can, though it cannot act independently. For the purposes of physical activity, the image is considered to have your physical ability scores.

A character who disbelieves the illusion sees it for what it really is: a quasi-real construction of shadow energy. Such creatures can only be affected by 10% of the illusion (in exactly the same way as a creature created by shadow conjuration), though spells you choose to have originate from the illusion have their normal effects, regardless of whether or not the target disbelieves the illusion.

# RAIN OF FIRE

School evocation [fire]; Level sorcerer/wizard

Casting Time 1 standard action Components V, S, M (a salamander's tongue) Range medium (100 ft. + 10 ft./level) Effect several pillars of fire Duration concentration, up to 1 round/2 levels Saving Throw Reflex partial; Spell Resistance yes

One of the most powerful pyromancy spells, rain of fire literally causes pillars of flame to rain down from the sky, damaging your foes and reducing them to ashes. When you cast this spell, you cause a single pillar of fire to begin raining down on a single 5-foot-square area within the spell's range. Any creatures in the square immediately suffer 10d6 points of fire damage (a successful Reflex save halves this damage). For the spell's duration, any creature that enters or begins its turn in the affected square again takes 10d6 points of fire damage (again, a successful Reflex save halves this damage). Each round that you concentrate on the spell, in addition to maintaining previous pillars of flame, you may also create a new pillar of flame in another square. A creature occupying more than one square affected by this spell still suffers only 10d6 fire damage, but suffers a -2 penalty on his saving throws to resist the spell for each affected square beyond the first.



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#### RAISE THRALL

School necromancy [evil]; Level cleric 4, sorcerer/wizard 5, witch 6 Casting Time 10 minutes Components V, S, M (rare oils and incense worth 100 gp per Hit Dice of the undead), F (a miniature ebony coffin) Range touch Target corpse touched Duration instantaneous; see text Saving Throw none; Spell Resistance no

With this spell, you cause the touched corpse to rise as a skeletal champion under your control. The creature immediately gains the skeletal champion template. If the corpse is not eligible for the skeletal champion template, or if adding the skeletal champion template would cause the target's CR (including any class levels they possess, as well as any other templates that remain applicable) to exceed your caster level, the spell fails. Otherwise, the target rises as a skeletal champion under your direct control, and will obey any verbal commands you issue to the letter. The target retains their memories from life, including all class features, skills, feats, and abilities. Depending on your treatment of the target, and the target's personality, he may actively try to subvert your orders, but the target is powerless to disobey the letter of any command you speak. Further, you retain the power to slay the target by speaking a special command word in his presence. If you ever speak this word, the necromantic energies that animate the target are released, and he returns to being a lifeless corpse.

Assuming the target is not slain, he remains animated indefinitely. You can only control a total number of Hit Dice of undead creatures in this way equal to four times your caster level, although this number counts against the number of Hit Dice of undead that you can control with animate dead, and similar spells and abilities.

Arcane Well: As long as you have raise thrall prepared, as a full-round action, you can touch a single corpse and have them rise as a skeletal champion servant. This functions identically to the normal use of the spell, as described above, except that it takes only a full round to perform, there is no material component cost, and the target remains animated only as long as you continue to concentrate on the spell, to a maximum of 1 minute per caster level. This is treated as a spell-like ability of the necromancy school and the evil descriptor. Using this ability does not expend any spell slots. Once *raise thrall* has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare *raise thrall*.

# REALIZE POTENTIAL

School transmutation; Level cleric 7, druid 8, sorcerer/wizard 8, summoner 6 Casting Time 1 standard action Components V, S, F (a marble statuette of a deity or demigod) Range touch Target creature touched Duration 1 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You tap into the target's potential, idealized self, and unlock some of that raw ability and power. For the duration of the spell, the target gains a +4 enhancement bonus to each of his ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma).

Arcane Well: As long as you have realize potential prepared, as a standard action, you can grant a touched creature a +4 enhancement bonus to the ability score of your choice (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). This bonus lasts for 1 round per caster level, or until the next time you use this ability, whichever comes first. This is treated as a spell-like ability of the transmutation school. Using this ability does not expend any spell slots. Once *realize potential* has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare *realize potential*.

# REINFORCE SPELLSHIELD

School abjuration; Level cleric 2, paladin 2, sorcerer/wizard 2, summoner 2 Casting Time 1 move action Components V, S Range personal Effect augments the next spell you cast, so that any AC bonus it provides is increased

Duration 1 round

This spell creates an aura of harmonic magical energies, which bolster and reinforce the protection granted by the next spell you cast. The next spell you cast before the end of your turn is augmented in such a way that if it grants any bonus to AC, that bonus is increased to be 1.5 times what it would normally be (for example, a mage armor spell affected by reinforce spellshield would grant a +6 armor bonus to AC, instead of a +4 armor bonus). Spells that grant defensive abilities that are not direct bonuses to AC (such as blur or stoneskin) are unaffected by this spell.

#### RESILIENT AEGIS

School abjuration [force]; Level cleric 4, paladin 3, sorcerer/wizard 4, summoner 4 Casting Time 1 standard action Components V, S, F (a tiny adamantine shield worth 500 gp) Range 10 ft. Area 10-ft.-radius dome centered on you Duration concentration, up to 1 round/level Saving Throw Reflex partial, see text; Spell Resistance no

You create a dome of shimmering, translucent force, which protects all within from outside forces. The dome is centered on your location when you cast the spell, but does not move with you, remaining locked in place, instead. When the spell is first cast, any creature on the edge of the spell's area (whether he is on the inside or outside of that area) may attempt a Reflex save to move to the other side, as long as there is an adjacent unoccupied square to move to. Otherwise, the dome functions as a *wall of force*, except for its shape. Arcane Well: As long as you have resilient aegis prepared, as a standard action, you can grant yourself, or a single creature within 30 feet of you, a +4 deflection bonus to AC for 3 rounds. This is treated as a spell-like ability of the abjuration school and the force descriptor. Using this ability does not expend any spell slots. Once resilient aegis has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare resilient aegis.

# RUCKUS

School evocation [sonic]; Level bard 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, F (a brass trumpet) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius burst Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes

You create a calamity of sound, as of trumpets blaring in a single, long note. Characters within the spell's area are treated as though they are distracted for as long as they remain within the area (increasing the DC of Perception checks by +5, preventing the characters from taking 10 or taking 20 on any roll, and requiring a concentration check [DC 15 + spell level] to cast spells). Characters within this area also must succeed on a Fortitude save or be rendered partially deaf, causing them to suffer a 10% chance of spell failure. This partial deafness lasts for as long as they remain within the spell's area.

#### SAVAGE STRIKE

School transmutation; Level druid 3, magus 3, ranger 3, sorcerer/wizard 3 Casting Time 1 standard action or 1 swift action; see text Components V, S Range personal Target you Duration 1 round/level You unleash your inner beast, allowing you to charge down foes and tear them limb from limb in an explosive surge of animalistic offense. For the spell's duration, you may make a full attack action whenever you use the charge action, instead of making a single attack. The other aspects of the charge action (including how far you can move, and the bonuses and penalties to AC and attacks) remain the same.

You may cast this spell as a swift action, instead of a standard action, whenever you use a spell of the polymorph subschool or the wild shape ability to assume the form of an animal or magical beast.

### SCORCHING WRATH

School evocation [fire]; Level magus 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, F (an obsidian dagger) Range long (400 ft. + 40 ft./level) Area 15-ft.-radius spread Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

This spell functions as the spell *fireball*, except as noted here, and that creatures in the affected area take 1d6+1 points of fire damage per caster level, instead of the normal amount.

Arcane Well: As long as you have scorching wrath prepared, as a standard action, you can unleash a ray of fiery energy. Treat this as a ranged touch attack with a maximum range of 60 feet. On a successful hit, this deals 1d8 points of fire damage to the target. This is treated as a spell-like ability of the evocation school and the fire descriptor. Using this ability does not expend any spell slots. Once scorching wrath has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare scorching wrath.

#### SENSORY LINK

School divination [mind-affecting]; Level bard 6, cleric 8, inquisitor 6, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S, M (the eye of a newt) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level (D) Saving Throw Will negates; Spell Resistance yes

This spell creates a bond between your own senses and those of the target, and also gives you a great deal of control over the target's senses. There are a few different ways in which the spell can be used, and you can switch between them as a standard action at any time during the spell's duration. You can also choose to use none of them at a given time, and resume using it later as a standard action.

Receive Sensory Input: You can choose to receive sensory input from the target. While doing so, you can see, hear, smell, taste, and feel everything that the target does. If desired, you can choose to receive input from only certain senses, allowing you to, for example, see what the target sees, but hear what you would normally hear. Any senses you receive from the target override your own. Effectively, if you are hearing what the target is hearing, you are otherwise considered to be deaf, and if you are seeing what the target is seeing, you are otherwise considered to be blind, and so on. The target has no way of knowing (without other information, or successfully guessing) when you are using this ability.

Send Sensory Input: You can choose to have the target receive your sensory input in place of his own. While doing so, the target sees, hears, smells, tastes, and feels everything that you do. If desired, you can choose to send input from only certain senses, allowing you to, for example, cause the target to feel what you feel, but see and hear what they normally would. Any senses you send to the target override his or own. Effectively, if the target is hearing what you are hearing, he is otherwise considered to be deaf, and if the target is seeing what you are seeing, the target is otherwise considered to be blind, and so on. Stop Sensory Input: You can choose to deny the target access to one or more senses completely. While doing so, the target sees, hears, smells, tastes, and feels nothing. If desired, you can block only certain senses, and leave others intact. A creature that is rendered unable to see in this fashion is considered blinded, one that is unable to hear is deaf, and so on. Creatures that are unable to feel have great difficulty with coordinating even simple movement, and, if they are also unable to see or hear, will be effectively helpless.

#### SERENDIPITY

School enchantment [mind-affecting]; Level alchemist 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

Your mind overflows with possibilities, and for just a brief moment, it all comes into clarity. Choose a single alchemist discovery for which you meet the prerequisites. You gain the benefits of that discover for the duration of the spell.

# SHADOW ABJURATION

School illusion (shadow); Level sorcerer/wizard 5 Casting Time 1 standard Components V, S Range see text Target see text Duration see text Saving Throw Will disbelief (if interacted with), varies, see text; Spell Resistance see text

You draw upon the plane of shadow to shroud and protect yourself or another, creating quasi-real wards. *Shadow abjuration* can mimic any spell of the abjuration school from the sorcerer/wizard spell list of 4th level or lower.

Shadow abjurations are only one-fifth (20%) as strong as the real things, though creatures who believe them to be real are affected as though they were. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage (such as *explosive runes*) have normal effects unless the affected creature successfully disbelieves the illusion. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow abjuration's* level (5th), rather than the spell's normal level.

Any spell that provides a beneficial effect has an 80% chance of failing entirely if the target of the spell disbelieves it. The target may choose to automatically fail his or her saving throw, because they "want to believe" the spell, but this does not mean that such protective spells will always be as good as the real thing.

Any creature performing an action that is protected against in any way by the spell (such as attacking a creature with an AC bonus or miss chance, or attempting to scry on a creature protected by *nondetection*) may make a Will save to disbelieve it. Spells that provide an AC bonus, damage reduction, or energy resistance provide their normal bonus against attacks originating from creatures that do not disbelieve the spell. Otherwise, they provide only 20% (rounded down) of the normal bonus. Spells that provide other forms of protection (such as *mind blank*, or *sequester*) have only a 20% chance of offering their normal protection against creatures that disbelieve the spell.

Any abjuration spell that does not fall into the above categories (such as *alarm* or *arcane lock*) allow any creature that interacts with them a Will save to disbelieve (in the previous examples, this would include any creature that might set off the *alarm*, or any creature attempting to unlock the locked object). If the spell is disbelieved, there is only a 20% chance that the spell affects that creature. Otherwise, the spell has no effect on that creature. If the spell that *shadow abjuration* is mimicking has a casting time of greater than 1 standard action, *shadow abjuration's* casting time is increased to match. If the spell *shadow abjuration* is mimicking requires a material component that costs more than 100 gp, you must provide that component. *Shadow abjuration* cannot mimic the effects of *dispel magic*.

### SHADOW ABJURATION, GREATER

School illusion (shadow); Level sorcerer/wizard 8 Casting Time 1 standard Components V, S Range see text Target see text Duration see text Saving Throw Will disbelief (if interacted with), varies, see text; Spell Resistance see text

As shadow abjuration, except that it duplicates any abjuration spell from the sorcerer/wizard spell list of 7th level or lower. Additionally, the duplicates spell is three-fifths (60%) real, instead of only 20% real, and so has a 60% likelihood of functioning normally if disbelieved (or has 60% of the effect, in the case of damaging spells and enhancements to AC, damage reduction, or energy resistance).

#### SHADOW BLADE

School illusion (shadow); Level sorcerer/wizard 2 Multi-Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, F (a sharp piece of volcanic glass) Effect one blade of shadow Duration 1 round/level Saving Throw Will negates, Fortitude partial, see text; Spell Resistance yes

You create a blade of nebulous shadow, which can cause your foe to believe he is coming closer to death. The shadow blade persists only as long as it remains in contact with you. Putting the blade down, or handing it to another person, causes the *shadow blade* to wink out of existence, and the spell to end.

This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

2nd—You create a blade of pure shadow in your hand which you can attack with as though it were a longsword. You are always considered to be proficient with the *shadow blade*, even if you are not proficient with longswords. While the *shadow blade* deals no damage, whenever it strikes a creature, that creature must succeed on a Will save or be sickened for 1d4 rounds, as he is overcome with intense sensations of pain.

7th—The shadow blade is so damaging to the target's psyche that it can actually damage his very essence. Whenever a character would become sickened from an attack with the shadow blade, that character must succeed on an additional Fortitude save or gain 1 negative level.

#### SIEGFRIED'S CUNNING TRANSPOSITION

School illusion (glamer); Level bard 6, sorcerer/wizard 6 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target you and one other creature or object within one size category of yourself Duration 1 round/level (D) Saving Throw Will negates, Will disbelief (if interacted with), see text; Spell Resistance no

You and the target switch places, as dimension door, and a glamer is placed on each of you, causing you to seem to be the other. The effects of this glamer include appearance, sound, smell, and even thermal and tactile sensations (although the glamer is not capable of dealing damage, even if the target possesses a heat aura or natural attacks). The target is entitled to an initial Will save, which, if successful, prevents him from changing position and prevents the glamer from being placed on him, but the glamer is still placed on you, and you are moved to the unoccupied square nearest to the target.

Any creature interacting with either glamer is entitled to a Will save to disbelieve it. Any restrictions that impair your ability to cast spells of the conjuration school or teleportation subschool (such as if it is a wizard's prohibited school) apply to this spell as well, even though it is an illusion spell. *Siegfried's cunning transposition* is not treated as a conjuration (teleportation) spell in any other way.

Sidebar: On the Nature of Siegfried's Cunning Transposition

This spell absolutely fascinates me, and may very well become the focus of the next edition of Advanced Arcana. On the one hand, the spell clearly belongs to the illusion school, as it creates a pair of glamers, something that only illusion spells are capable of doing. At the same time, however, it also includes a teleportation effect similar to dimension door, which is a conjuration spell. Somehow (Siegfried himself is unable to explain it, and is more of a savant than a scholar when it comes to the nuances of the arcane arts) this spell manages to blend two schools of magic, creating a truly cross-school spell.

While there have always been spells (most notably wish) that existed outside of school boundaries, they are few and far between, and what's more, they were universal, rather than distinctly belonging to two discrete schools. The possibilities and horizons opened by this spell are staggering, and I believe that further research into the subject will yield impressive results.

#### SIEGFRIED'S DESPERATE RECOVERY

School conjuration [healing]; Level cleric 5, witch 6 Casting Time 1 standard action or no action; see text Components V, S Range personal Target you Duration instantaneous

You channel divine energy into your own body to heal even your most grievous wounds. You immediately heal 1d6 hit points per two caster levels (to a maximum of 10d6 at 20th level). Additionally, you are cured of any poisons or diseases you are currently suffering from.

When you are reduced to o or fewer hit points, this spell automatically casts itself without any action on your part. In such cases, the spell takes effect after the damage is suffered, but before any consequences of that damage take affect (thus, if an attack would cause you to have negative hit points in excess of your Constitution score, you still start at that negative hit point total when calculating your hit points after healing, but you do not die as a result of the damage (unless the healing fails to reduce your negative hit point total to less than your Constitution score).

#### SIEGFRIED'S EXTREME SPEED

School transmutation; Level druid 5, sorcerer/wizard 5 Casting Time 1 move action or 1 swift action; see text Components V, S Range personal Target you Duration instantaneous

You greatly increase your speed, allowing you to accomplish more in a small amount of time. When you cast this spell, you may immediately take a full round worth of actions, including casting a spell and moving, attacking with a weapon and drinking a potion, or any other activity which could be accomplished with a full round's worth of actions. This action does not count against the rest of your actions in that turn, potentially allowing a character to perform two full rounds' worth of actions in a single round (minus the amount of time spent casting *Siegfried's extreme speed*).

You may cast *Siegfried's extreme speed* as a swift action whenever a spell or effect would cause you to lose one or more actions in a given round, such as by becoming nauseated, being the victim of a *slow* spell, or as a result of successfully casting *dimension door*. You must actually be losing an action in order to cast *Siegfried's extreme speed* in this way (for example, a special circumstance which only allowed the character to take a limited number of actions, such as being involved in the surprise round, does not allow you to cast this spell in this fashion).

# SIEGFRIED'S GREATER ENHANCER

School transmutation; Level bard 3, cleric 4, druid 3, magus 4, sorcerer/wizard 3, summoner 3

Casting Time 1 move action

Components V, S

Range personal

Effect augments the next spell you cast that grants an enhancement bonus to an ability score to be more effective Duration 1 round

With this spell, you create a magical harmonic resonance within yourself that allows you to better enhance yourself with magic. The next spell you cast before the end of your turn is augmented in such a way that if it grants an enhancement bonus to one or more of your ability scores, that enhancement bonus is increased to be 1.5 times what it would normally be (for example, a bull's strength spell modified by Siegfried's greater enhancer would grant a +6 enhancement bonus to Strength, instead of +4).

# SIEGFRIED'S SECOND WIND

School conjuration (healing); Level alchemist 5, bard 5, cleric 5, druid 5, inquisitor 5 Casting Time 1 standard action Components V, S, M (ground rhinoceros horn) Range touch Target living creature touched Duration instantaneous and 1 round/level; see text Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You fill the target with rejuvenating energy, which not only heals his wounds, but leaves him invigorated and ready for anything. The target immediately heals a number of hit points equal to 3d8 + your caster level. Additionally, the target gains a +2 bonus to ability checks, AC, attack rolls, combat maneuver checks, CMD, damage rolls, saving throws, and skill checks. These bonuses last for a number of rounds equal to your caster level.

# SORVITHAL'S BLACKEST CURSE

School necromancy; Level sorcerer/wizard 1, witch 1

Multi-Level sorcerer/wizard 2-9; witch 2-9 Casting Time 1 standard action Components V, S, M (a vial of vampire blood) Range medium (100 ft. + 10 ft./level) Duration 1 min./level Saving Throw Will partial, Fortitude partial, see text; Spell Resistance yes

With a word, you surround your target in a vortex of dark energies, which suffuse his skin and vanish into him, marking him with a terrible curse. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

*ist*—The target is overwhelmed with feelings of dread and despair: unless he succeeds on a Will save, he suffers a -2 morale penalty on attack rolls, damage rolls, skill checks, and ability checks for the spell's duration. The effect associated with this level of the spell is treated as having the mind-affecting and fear descriptors.

*2nd*—The curse drains the target's Strength, inflicting 1d3 points of Strength damage unless he succeeds on a Fortitude save.

3rd—Foul necromantic energies suffuse the target, preventing the restoration of his body. For the duration of the spell, the target cannot heal ability score damage naturally, and any attempt to restore it magically fails unless the caster succeeds on a caster level check (DC 11 + your caster level).

4th—The curse slows the target's reflexes and makes him sluggish, inflicting 1d3 points of Dexterity damage unless he succeeds on a Fortitude save. This is the same Fortitude save as the one made to resist the effects of the 2nd-level version of the spell, so if the target successfully resists Strength damage, he also resists Dexterity damage, and vice versa.

5th—The curse suffuses the target with dark energies that interfere with healing of all kinds. For the duration of the spell, the target cannot recover hit points naturally, and any magical healing he receives restores only half as many hit points as it normally would.

6th—The energies of the curse are sufficient to reanimate the target should he die while under its effects. If the target dies while under the effect of the spell, he immediately rises as a wight. The wight retains the target's memories, but none of his allegiances: the wight's starting attitude is indifferent towards you and hostile towards all other living creatures. It can be controlled through the normal means of controlling undead. Unlike most wights, those created by this spell cannot create spawn.

7th—The curse wraps the target in ill luck and oppressive energy, and for the duration of the spell, he suffers a -2 penalty on all saving throws.



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8th—The curse latches onto the target's soul, capturing and devouring it in the event that the target is slain. If the target dies while the spell is in effect, its soul is destroyed, and it cannot be resurrected by any means unless a wish or miracle spell is used to restore the soul from oblivion. This does not prevent the target from rising as a wight.

9th—The curse slowly but surely sucks the life from the target. He suffers 2d6 points of negative energy damage each minute for as long as the curse remains in effect.

# SORVITHAL'S CASUAL OPPRESSOR

School enchantment (compulsion) [emotion, mind-affecting]; Level antipaladin 3, bard 4, cleric 4, sorcerer/wizard 4, witch 4 Casting Time 1 move action Components V, S Range personal Effect augments the next spell you cast, so that it also makes the target despondent Duration 1 round and 1 min./level, see text Saving Throw Will negates; Spell Resistance see text

This spell creates an aura of despair which is magically grafted onto the next spell you cast, carrying its effects onto the target. The next spell you cast before the end of your turn is augmented in such a way that if it has a single
target, that target is also subject to a crippling despair. The target must succeed on a Will save or suffer a -2 penalty to attack rolls, ability checks, saving throws, skill checks, and damage rolls for 1 minute per caster level.

If the modified spell requires an attack roll, then the attack must hit in order for Sorvithal's casual oppressor to have any effect. If the modified spell allows the target a saving throw to resist some or all of its effects, then the target must fail that saving throw in order for Sorvithal's casual oppressor to have any effect. The Will save to resist Sorvithal's casual oppressor is separate from any other saving throw the modified spell might allow, and uses the DC appropriate for Sorvithal's casual oppressor, not the modified spell. If the modified spell has a saving throw that is denoted as harmless, it is no longer considered harmless. Finally, if the modified spell is subject to spell resistance, the additional effect provided by Sorvithal's casual oppressor is also subject to spell resistance (roll only once for the modified spell. If it is resisted, so is Sorvithal's casual oppressor).

### SORVITHAL'S ENERGY CORRUPTION

School necromancy; Level cleric 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1 Casting Time 1 move action Components V, S Range personal Effect augments the next spell you cast, causing it to deal negative energy damage Duration 1 round

This spell creates an invisible lens of negative energy, through which you can cast a spell in order to infuse it with that lifedestroying power. The next spell you cast before the end of your turn is augmented to deal negative energy damage, instead of its normal damage type. Any acid, cold, electricity, or fire damage that the spell would ordinarily deal is negative energy damage, instead (*so a* fireball *that would normally deal 6d6 points of fire damage, if modified by this spell, would deal 6d6 points of negative energy damage, instead*).

#### SORVITHAL'S MALICE

School universal [evil]; Level antipaladin 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

Black, seething hatred suffuses you, lending extra strength to your dark powers. For the spell's duration, when you use your cruelty class feature, increase the saving throw DC to resist the effect by +2. If the target is good-aligned, the DC is increased by +4, instead.

#### SOUL SIEVE

School necromancy [evil]; Level cleric 6, sorcerer/wizard 6 Multi-Level cleric 8, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, F (an hourglass filled with demon bile) Range close (25 ft. + 5 ft./2 levels) Target 1 creature Duration instantaneous and 1 hour; see text Saving Throw Fortitude half; Spell Resistance yes

You drain off some of the target's life force, recovering your own. This spell has additional effects that occur if it is prepared in a higherlevel spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

6th—The target immediately takes 1d6 points of negative energy damage per caster level, and you regain half that many hit points. A successful Fortitude save halves this damage (and the healing you receive). 8th—If the target dies as a result of this spell, you absorb part of his very soul, temporarily granting you the following bonuses: +1 on all ability checks, attack rolls, combat maneuver checks, CMD, saving throws, and skill checks. In addition, you gain 5 temporary hit points for each Hit Dice the creature possessed. You are also treated as one level higher for the purpose of level-dependent variables (such as spellcasting). These bonuses last for one hour.

#### SPELL LOCK

School enchantment (compulsion) [mindaffecting]; Level sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature that can cast spells spontaneously Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

With this spell, you reach into the mind of your target and lock away or obscure one or more spells that he knows. If the target fails a Will save, you immediately become aware of what spells the target knows.

You may choose any number of those spells, as long as the total sum of their spell levels does not exceed your caster level. For the spell's duration, the target is unable to cast those spells. The target does not actually lose any spell slots as a result of this, and can cast any other spells he knows during spell purge's duration, and can cast the forgotten spells as normal once spell purge's duration ends (for example, a 13th-level wizard who cast this spell could cause his target to temporarily lose access to 13 levels' worth of spells. He could choose a 7th-level spell and a 6th-level spell, or five 2nd-level spells and a 3rdlevel spell, or any other combination that added up to 13 spell levels or less. For the next 13 minutes, the target would be unable to cast the chosen spells.). This spell has no effect on targets who prepare spells.

#### SPELL PORTAL

School divination; Level bard 5, cleric 6, druid 7, sorcerer/wizard 6, witch 6 Casting Time 1 move action Components V, S, F (an empty mirror frame) Range personal Effect augments the next spell you cast, so that it can be cast through a *scrying* window Duration 1 round

# Sidebar: On the Origins of Spell Lock and Spell Purge

Astute readers will notice that these two spells are very similar, and may be wondering why they are two spells, and not one. As the creator of both of these spells, let me tell you that it is no easy task to enter the mind of another and remove his access to spells. Further, while both spells have the same effect (neutralizing an enemy spellcaster and taking away his access to his most dangerous spells), they do so in very different ways, because those who cast their spells spontaneously access and think about their magic in a very different way than those who prepare them in advance.

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Nonetheless, I endeavored for weeks to make them into a single spell, but kept consistently finding that the magical energy required exceeded even the 9th-level Astocthan nodes (though I believe that the work of *Advanced Arcana* thoroughly disproves the Astocthan model of spellcasting, I have yet to find a model that better represents what we know about the way that spells work), and, due to the metaphysical nature of the spell, it simply can't be made into a segmented spell, or otherwise divided to allow it to fit within the realms of mortal spellcasting.

That said, I think that this is an excellent exercise for aspiring mages, and encourage you to see if you can overcome the energy requirements and merge these spells into a single, far more utilitarian effect.

This spell creates a sympathetic link between the next spell you cast and an active scrying spell. The next spell you cast before the end of your turn is augmented in such a way that it can be cast on creatures you are viewing with a scrying or greater scrying spell. The modified spell is treated as though you had line of sight and line of effect to the person or area being scryed upon, and treats that location as being as far away from you as the scrying image makes them appear (for example, if you were 5 feet away from a crystal ball that was being used to scry upon a white dragon, which appeared to be 10 feet away in the crystal ball, any spell modified by spell portal would be treated as though you were 15 feet away from the white dragon. In this way, you could cast magic missile on it, or could cast a spell on it that had short range, targeting that creature. You could not, however, cast a fireball so that the area included the crystal ball and have the spell affect creatures in the area being scryed upon, though you could cast a fireball so that the effect was located entirely within the area being scryed upon).

If the modified spell does not already allow spell resistance, being modified in this way causes it to become susceptible to it. Only spells of 5th-level or lower can be affected by spell portal: it has no effect on any spell of 6th-level or higher.

Finally, any creature affected by the modified spell immediately becomes aware of the fact that a magical sensor is present, as well as the exact location of the magical sensor created by the *scrying* spell that was used to deliver the modified spell. Further, the target may make a Will save (using the save DC appropriate for *spell portal*, not the modified spell). If the saving throw is successful, the target immediately gains a mental image of you, as well as an accurate sense of your direction and the distance from himself to you.

### SPELL PURGE

School enchantment (compulsion) [mindaffecting]; Level sorcerer/wizard 7, witch 7 Casting Time 1 standard action

#### **Components V, S**

Range medium (100 ft. + 10 ft./level) Target one creature that can prepare and cast spells

**Duration** instantaneous

Saving Throw Will negates; Spell Resistance yes

With this spell, you reach into the mind of your target and remove one or more prepared spells. If the target fails its Will save, you immediately become aware of what spells (if any) the target currently has prepared. You may choose any number of those spells, as long as the total sum of their spell levels does not exceed twice your caster level. The target immediately forgets those spells, as though they had just been cast (for example, a 13th-level wizard who cast this spell could cause his target to expend 26 spell levels' worth of spells. He could choose two oth-level spells and an 8th-level spell, or six 4th-level spells and a 2nd-level spell, or any other combination that added up to 26 spell levels or less. The chosen spells would be lost, without effect, and the target would not be able to cast them again until the next time he rested and prepared spells.). This spell has no effect on spontaneous spellcasters.

### SPELL SLEIGHT

School illusion (figment); Level bard 1, cleric 1, druid 1, inquisitor 1, sorcerer/wizard 1, witch 1 Casting Time 1 move action Components V, S Range personal Effect augments the next spell you cast, making it appear to be another spell Duration 1 round Saving Throw none; Spell Resistance no

You surround yourself in an invisible aura of magical energies which clouds and obscures the next spell you cast from those who would identify it. The next spell you cast before the end of your next turn is augmented to make it more difficult to identify, both as it is cast, and at a later time. When *spell sleight* is cast, you may choose any spell you know and are capable of casting. Anyone who attempts to identify the modified spell, if they are successful, incorrectly identifies it as the chosen spell, instead, unless they succeed on a Will save. Even if they do succeed on the Will save, unless their Knowledge (arcana) or Spellcraft result exceeds the normal DC by 5 or more, they are unable to successfully identify the spell.

Observers who are paying attention may be able to identify *spell sleight* when it is cast, although it is difficult to do so. The DC to identify *spell sleight* as it is being cast is 10 higher than normal. Successfully identifying *spell sleight* does not give any insight into the nature of the spell it modifies, and clever casters may use *spell sleight* as a feint, in order to disguise the fact that their spell is exactly what it seems to be.

### SPIDER CLIMB, GREATER

School transmutation; Level alchemist 3, druid 4, magus 3, sorcerer/wizard 4, summoner 4 Casting Time 1 standard action Components V, S, M (an in-tact spider web) Range touch Effect creature touched Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell functions as *spider climb*, with a few differences. First of all, the target's climb speed is increased to 30 ft. Second, the target does not need both hands free to climb: he can move or hold his position with only one free hand (although doing so reduces his movement speed to 15 ft.), and if his feet (or, for targets with unusual anatomy, any other appendage) is bare, and he is not wearing boots, shoes, or the like, he can climb using those, instead, with no penalty, and use both his hands for other things.

In addition, for the spell's durations your skin is extra adhesive, granting you some bonuses in combat. You gain a +4 bonus to CMB for all grapple attempts and disarm attempts made with an empty hand, and gain a +4 bonus to CMD versus all disarm attempts and all attempts made to break or escape from a grapple you control (but not for the purposes of avoiding becoming grappled).

### SPIKE SHOT

School conjuration (creation); Level druid 1, magus 1, sorcerer/wizard 1 Casting Time 1 standard action or 1 free action; see text Components V, S, M (a chip of igneous rock) Range medium (100 ft. + 10 ft./level) Effect one spike projectile Duration instantaneous Saving Throw no; Spell Resistance no

You forcefully extend your hand, sending a deadly stone spike, six inches long and two inches in diameter, hurtling toward your target. Make a ranged attack against the spell's target. If it hits, you deal 1d8 points of piercing and bludgeoning damage to the target. You gain a +1 bonus to attack and damage rolls made for this spell for every 2 caster levels you possess (to a maximum of +5 at 10th level.)

You may cast *spike shot* as a free action if you have already cast *spike shot* at least once this round. When casting *spike shot* in this way, as long as you have enough instances of the spell currently prepared, you may cast *spike shot* a total number of times in a single round equal to your caster level. Regardless of how many *spike shots* you cast, this requires only a single standard action, and one free action for each subsequent *spike shot*. *Spike shot* can only be cast as a free action if it is being cast normallythis does not apply when it is cast from a scroll, wand, staff, or any other magic item, nor when it is used as a spell-like ability.

### SPITEFUL FLAMES

School evocation [fire]; Level druid 6, magus 5, sorcerer/wizard 5 Casting Time 1 move action Components V, S, M (a pinch of tar) Range personal Effect augments the next spell you cast, so that it deals fire damage

Duration 1 round and instantaneous; see text Saving Throw Reflex half; Spell Resistance yes

This spell laces a ribbon of potent pyromantic magic onto the next spell you cast, causing it to carry with it a burning, magical fire. The next spell you cast before the end of your turn is augmented in such a way that if it has a single target, that target is also subject to some amount of fire damage. In addition to its other effect, the modified spell now deals an additional 10d6 points of fire damage to the target. A successful Reflex save halves the damage.

If the modified spell requires an attack roll, then the attack must hit in order for *spiteful flames* to have any effect. If the modified spell allows the target a saving throw to resist some or all of its effects, then the target must fail that saving throw in order for *spiteful flames* to have any effect. The Reflex save to resist spiteful flames is separate from any other saving throw the modified spell might allow, and uses the DC appropriate for *spiteful flames*, not the modified spell. If the modified spell has a saving throw that is denoted as harmless, it is no longer considered harmless. Finally, if the modified spell is subject to spell resistance, the additional effect provided by spiteful flames is also subject to spell resistance (roll only once for the modified spell. If it is resisted, so is *spiteful flames*).

#### STOW AWAY

School conjuration (teleportation); Level bard 3, inquisitor 3, ranger 3, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action or 1 swift action; see text Components V, S Range touch Target 1 item weighing no more than 10 lbs. Duration 1 hour/level (D) Saving Throw Will negates (object); Spell Resistance yes (object)

You cause a small item to temporarily vanish into a pocket dimension, only to reappear in your possession at a later time. This is a special, unique pocket dimension of your own creation, which is completely inaccessible until the end of the spell's duration. While in this pocket dimension, the target is considered to be in a state of suspended animation, and returns in exactly the same condition as when it left. At

# Sidebar: On the Origin of Stow Away

This is one of the spells that I developed myself, more as a thought experiment than anything else. The basic principle of the spell is to create a semi-stable pocket dimension that can only be accessed via the spell, as well as a stable link to the pocket dimension that lasts until the item is returned. While this can easily be accomplished with great amounts of raw magical energy (such as the high-level spells used to create personal demi-planes, for example), accomplishing the same task, even on a smaller scale, becomes exponentially more difficult with smaller amounts of energy.

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Ultimately, I solved the issue by having the spell draw some of its power from the displaced energy of the item, as well as the residual magic of the pocket dimension itself. This is only a stopgap measure, of course—harnessing the energy of the plane doesn't actually provide enough energy to sustain the plane, as demonstrated by Hyrdrim's ninth law of conservation, but it is sufficient to extend the life of the pocket dimension beyond a few minutess. Ultimately, I'm very happy with the spell, though I can't imagine what use it could have, practically speaking. When I showed it to Veltannia, however, one of the mages who contributed it to the book, she seemed to think it was an excellent spell, so I fear I may have overlooked some kind of nefarious utility.

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the end of the spell's duration, the target appears in your hand (or should your hands be full, lands gently and undamaged at your feet).

You may cast this spell as a swift action, instead of a standard action, whenever you successfully use the Disarm or Steal combat maneuvers to acquire an item, or whenever you use the Sleight of Hand skill to lift an object from a person. When the spell is cast in this way, the target must be the item that was acquired by the triggering action.

### SUMMON BOAT

School conjuration (summoning); Level bard 2, cleric 2, inquisitor 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2 Multi-Level bard 3-4; cleric 3-4; inquisitor 3-4; ranger 3-4; sorcerer/wizard 3-4; summoner 3-4; witch 3-4 Casting Time 1 standard action Components V, S, F (a miniature wooden oar) Range close (25 ft. + 5 ft./2 levels) Effect one boat Duration 2 hours/level Saving Throw none; Spell Resistance no

You summon a boat, pulling the wreck of a vessel from the bottom of the ocean and magically rendering it seaworthy for the spell's duration. The spell can only be cast if there is a body of water large enough to accommodate the boat within the spell's range, as the summoned boat slowly rises (over the course of 1 minute) from beneath the water. Even though the boat is being summoned from the bottom of the ocean, this spell can be used to summon it to a lake, river, or any body of water large enough to accommodate it.

Boats summoned by this spell clearly appear to be wrecks, and do not look seaworthy; they generally have rotten, barnacle-encrusted hulls and are draped in seaweed. None of this has any effect on the ship's ability to sail or keep out water, however, due to the magic of the spell. At the end of the spell's duration, the boat vanishes, unceremoniously depositing anyone within in the water.

This spell can be prepared at multiple different spell levels, and the type of boat summoned depends on the level at which summon boat is prepared. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. Unlike most of the spells in this book that can be prepared at multiple levels, you only summon the boat associated with the level at which you cast the spell. You can choose to summon a boat associated with a lower-level version of the spell, instead, but this spell cannot be used to summon more than one boat per casting. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

2nd—You summon a standard rowboat, between 8 and 12 feet long, with two oars. It is able to seat 2-3 Medium passengers, and capable of moving about 1.5 miles per hour.

3rd—You summon a standard keelboat, between 50 and 75 feet long, and 15 to 20 feet wide. It requires a crew of 8 – 15, can carry up to 100 Medium creatures, and has a sail as well as oars. It can move at about 1 mile per hour, and is able to make sea voyages and travel down rivers.

4th—You summon a standard sailing ship, between 75 and 90 feet long, and 20 feet wide. It requires a crew of 20, can carry 150 tons of cargo or up to 200 Medium creatures. It has sails, but not oars, and can move at about 2 miles per hour. It can make sea voyages, but cannot easily travel down most rivers.

#### SURGE OF STRENGTH

School transmutation; Level alchemist 1, antipaladin 1, paladin 1, summoner 1 Casting Time 1 standard action Components V, S, M (a miniature iron weight) Range peronal Target you Duration 1 round; see text Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) You gain a sudden burst of strength, greatly enhancing your might, if only for a moment. Until the end of your next turn, you gain a +8 enhancement bonus to your Strength score.

### TERRORIZE

School necromancy [emotion, fear, mindaffecting]; Level antipaladin 1, bard 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action or 1 swift action; see text Components V, S Range short (25 ft. + 5 ft./2 levels) Target one creature with the shaken condition Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You tap into the fear of a weakened target and cause him to flee in terror. Unless the target succeeds on a Will save, he immediately becomes frightened and flees from you for the spell's duration. *Terrorize* has no effect on targets whose Hit Dice exceed your own.

You may cast *terrorize* as a swift action, instead of a standard action, whenever you successfully use the Intimidate skill to demoralize a target.

#### TOUCH OF THE GRAVE

School necromancy; Level cleric 9, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S, M (a pinch of grave dirt) Range touch Target creature or creatures touched (up to 1 creature/2 levels) Duration 1 round/level and varies; see text Saving Throw Fortitude negates, see text; Spell Resistance yes

Your hand glows with inky black energy that curls up from it like mist. With a touch, you drain the life force of your target, bestowing two negative levels on him unless the target succeeds on a Fortitude save. For each negative level you bestow in this way, you heal 5 hit points. You can use this melee touch attack a number of times equal to one half your caster level, rounded down. When the spell is first cast, you can make one such melee touch attack as an immediate action. Thereafter, you must make the attacks as normal (either as a standard action or part of the full attack action). You retain the ability to make these attacks for up to 1 round per level after the spell is cast, and any uses of this ability remaining after that time are wasted.

Any negative levels bestowed in this way last until the next sunrise, at which point the target may make a second Fortitude save (at the same DC). If the secondary save is successful, the negative levels are removed. Otherwise, they becomes permanent.

### UTTER CONSUMPTION

School necromancy; Level cleric 8, druid 7, sorcerer/wizard 7, witch 7 Casting Time 1 move action Components V, S, M (a live earthworm) Range personal Effect augments the next spell you cast to completely destroy anyone it slays Duration 1 round Saving Throw Fortitude negates; Spell Resistance yes

Favored by those who don't like to leave a body behind as evidence, or who want to make resurrection as difficult as possible without going into the messy business of capturing souls, this creates a skein of necromantic energy which can be applied to another spell. The next spell you cast before the end of your turn is modified in such a way that any creatures that die as a direct result of the spell (whether from damage, ability damage, or a death effect) have their corpse completely disintegrated, leaving not so much as a speck of dust behind.

Despite being dead, the target may make a Fortitude save (with the saving throw DC of *utter consumption*, not the modified spell) to resist this effect. Even if the modified spell is not subject to spell resistance, you must overcome the target's spell resistance in order for *utter consumption* to have any effect, although failure to do so does not prevent the rest of the modified spell's effects from taking place, if the modified spell is not normally subject to spell resistance.

Any possessions or gear the target had on him are unaffected, and fall unattended to the ground where the target was standing. *Utter consumption* has no effect if the target survives the spell.

# VELTANNIA'S COVERT CASTING

School illusion; Level bard 2, cleric 2, inquisitor 2, ranger 1, sorcerer/wizard 2 Casting Time 1 standard action or 1 swift action; see text Components V, S, M (a cricket's wing) Range personal Target you Duration 1 round/level

You use magic to make your words silent, allowing you to cast a single spell as though it were affected by the spell Silent Spell. You must cast this spell before the end of *Veltannia's covert casting's* duration, or this ability is wasted.

If you have concealment, you can choose to cast *Veltannia's covert casting* as a swift action, rather than a standard action.

### VELTANNIA'S DAZING TOUCH

School enchantment (compulsion) [mindaffecting]; Level bard 5, sorcerer/wizard 5, witch 5 Casting Time 1 move action Components V, S Range personal Effect augments the next spell you cast, so that it also dazes the target Duration 1 round; see text Saving Throw Will negates; Spell Resistance see text

This spell creates a powerful energy of mental disruption which is magically grafted onto the next spell you cast, carrying its effects onto the target. The next spell you cast before the end of your turn is augmented in such a way that if it has a single target, that target is dazed for a number of rounds equal to the modified spell's level.

If the modified spell requires an attack roll, then the attack must hit in order for Veltannia's dazing touch to have any effect. If the modified spell allows the target a saving throw to resist some or all of its effects, then the target must fail that saving throw in order for Veltannia's dazing touch to have any effect. The Will save to resist Veltannia's dazing touch is separate from any other saving throw the modified spell might allow, and uses the DC appropriate for Veltannia's dazing touch, not the modified spell. If the modified spell has a saving throw that is denoted as harmless, it is no longer considered harmless. Finally, if the modified spell is subject to spell resistance, the additional effect provided by Veltannia's dazing touch is also subject to spell resistance (roll only once for the modified spell. If it is resisted, so is Veltannia's dazing touch).

#### VELTANNIA'S DISAPPEARANCE

School illusion (glamer); Level bard 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a black silk scarf) Range personal or touch Target you or a creature or object weighing no more than 100 lbs./level Duration 1 min./level Saving Throw Will negates (harmless) or Will negates (harmless, object); Spell Resistance yes (harmless) or yes (harmless, object)

This functions as the spell *invisibility*, except that any light source that becomes invisible as a result of this spell also stops shedding light, meaning that even a character holding a lit lantern would not affect the light level of the area as long as he were under the effects of the spell and did not put the lantern down.

Arcane Well: As long as you have Veltannia's disappearance prepared, as a standard action, you can cause yourself, or a touched creature or object weighing no more than 100 lbs. per caster level, to become partially translucent, gaining concealment (20% miss chance) for 1 round per five caster levels you possess. This is treated as a spell-like ability of the illusion school and the glamer subschool. Using this ability does not expend any spell slots. Once *Veltannia's disappearance* has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare *Veltannia's disappearance*.

#### VELTANNIA'S SECRET STEP

School conjuration (teleportation); Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, F (a miniature ivory horse) Range see text Target see text Duration see text Saving Throw see text; Spell Resistance yes

This spell can be used to replicate any one of the following spells: *ethereal jaunt, greater teleport*, or *plane shift*. It functions exactly as the chosen spell, except as noted here, and that the saving throw DC (if appropriate) is based on *Veltannia's secret step's* spell level, instead of the level of the chosen spell.

Arcane Well: As long as you have Veltannia's secret step prepared, as a standard action, you can instantly teleport yourself a short distance. This functions as the spell dimension door, except that you cannot take others with you, and you must have both line of sight and line of effect to your intended destination. This is treated as a spell-like ability of the conjuration school and the teleportation subschool. Using this ability does not expend any spell slots. Once Veltannia's secret step has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare Veltannia's secret step.

### VELTANNIA'S UNWILLING ACCOMPLICE

School enchantment (compulsion) [mindaffecting]; Level bard 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action or 1 immediate action; see text Components V, S Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

You force the target to lay down his life for you. For the duration of the spell, the target follows you, and attacks your enemies with mindless devotion. The target uses only simple tactics: he will attack with any weapon he has at hand, favoring those he is proficient or better trained with, and will use the full attack action if possible. He may or may not use feats such as Power Attack, Rapid Shot, and so on, depending on the situation, but will not cast spells other than cantrips (if he knows any), or use any special ability that can only be used a limited number of times per day. He targets whichever enemy is nearest to you, rather than the one that is necessarily the most dangerous, and attempts to kill your enemies as quickly as possible, with no regard to his own safety.

You may cast this spell as an immediate action, instead of a standard action, whenever a critical threat is confirmed on you. When cast in this way, the target of the spell must be the creature that confirmed the critical hit on you.

#### WARD OF PAIN

School abjuration; Level alchemist 4, antipaladin 4, cleric 5, inquisitor 4, paladin 4, sorcerer/wizard 5, summoner 5, witch 5 Casting Time 1 standard action Components V, S, M (a rose stem with thorns) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will negates (harmless), Fortitude half, see text; Spell Resistance yes (harmless) and yes, see text With this spell, you place a powerful ward on the target, which lashes out at any creature that harms him. For the spell's duration, whenever a creature deals damage to the target with a melee attack, that creature suffers 4d6 points of force damage. The ward also punishes those that attack the target from a range, though it is less damaging in such cases. Any creature that damages the target with a ranged attack, or with a spell, suffers 3d6 points of force damage.

In either case, the attacking creature may make a Fortitude save for half damage, and, if the creature has spell resistance, then the first time it would be damaged by *ward of pain*, make a caster level check to determine if you beat the creature's spell resistance: if you succeed, the creature is affected normally by *ward of pain* for the spell's duration, and if you fail, that creature is immune to this specific instance of the spell, and you will need to cast ward of pain again in order to be able to affect that creature.

Creatures that attack the character indirectly (such as by cutting a rope that causes a chandelier to fall on the warded creature, or by casting a *summon monster I* spell and directing the summoned creature to attack the target) are not affected by this spell.

### WATCHFUL EYE

School divination; Level cleric 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, F (mirrored spectacles worth at least 2,000 gp) Target up to 1 creature/level Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes

This spell is the ultimate in voyeurism, and allows an unprecedented amount of information about its targets. When you cast this spell, you must give the name of each of the spell's targets. The name in question must be the target's given name that they received from their parent or guardian, but need not be anything as difficult to obtain as the target's mystical "true name." For the duration of the spell, you may speak the name of one of the spell's targets, and if that character failed his or her initial Will save, you can observe the target and their surroundings. You may choose one of two ways in which to do this.

The first option allows you to view the target and their surroundings remotely. This functions as *scrying*, except that it does not allow an additional saving throw, and you can switch to other targets or other methods of surveillance, as described above.

The second method of observation shows you the world from the target's perspective, seeing what he sees and hearing what he hears. While viewing in this fashion, you may make your own Perception rolls to discover information the target might have missed.

While making observations in either fashion, you are in a state of trance, only loosely aware of the world around you. You are considered to be flat footed (but not helpless) and cannot take any action other than to observe your target. Changing targets, observation methods, or ending the trance state is always a swift action. *Watchful eye* does not allow you to observe creatures on other planes.

#### WELL OF SHADOWS

School illusion (shadow) [shadow]; Level bard 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, F (a moonstone amulet) Range see text Target see text Duration see text Saving Throw Will disbelief (if interacted with), varies, see text; Spell Resistance yes, see text

This spell functions identically to *shadow conjuration*, except that the results are 30% real, instead of only 20% real.

Arcane Well: As long as you have well of shadows prepared, as a standard action, you



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can mimic any conjuration (creation) or conjuration (summoning) spell from the sorcerer/wizard spell list of 1st level or lower. This ability otherwise functions as the spell shadow conjuration, except that it is a spell-like ability. Using this ability does not expend any spell slots. Once well of shadows has been cast, and is no longer prepared, you cannot make use of this ability until the next time you rest and prepare well of shadows.

#### WORLD SCULPTING

School transmutation; Level druid 1, sorcerer/wizard 1. witch 1 Multi-Level druid 2-9; sorcerer/wizard 2-9; witch 2-9 Casting Time 1 standard action Components V, S, M (a clod of soil, mixed with clay) Range close (25 ft. + 5 ft./2 levels); see text Area up to one 5-ft.-square/level; see text Duration 1 min./level

Saving Throw none Spell Resistance no

This powerful spell transmutes your surroundings to better suit your needs, allowing you control over your terrain. These changes in terrain are very rapid, and occur in the space of one round, but are gradual enough so that they do not harm any creatures in the affected area. For the most part, you can only have one terrain feature in each square, but certain terrain features may be able to share a square (for example, scree on a gradual slope or a typical tree growing out of a deep bog). At the end of the spell's duration, the terrain in the area returns to normal (organic matter, such as trees or undergrowth, that were removed or altered as part of this spell return to normal unharmed). Certain magical or sentient terrain features may not be able to be altered by this spell, at the GM's discretion. Replacing one terrain feature with a completely different one (such as transforming a square of light bog into a massive tree) still only uses one 5-foot-square of the spell's area. For more information on the terrain features described below, see the wilderness section of the Pathfinder Roleplaying Game Core Rulebook.

This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

*ist*—You can create or remove typical trees and trenches from the affected area. Similarly, you can cause an existing typical tree to grow into a massive tree, or cause an existing massive tree to shrink into a typical tree.

2nd—You can create or remove gradual slopes, scree, and massive trees in the affected area. Any character in a square in which you create a massive tree moves to the nearest unoccupied square of his choice, and this

movement does not provoke attacks of opportunity. If a gradual slope is already present, you can also choose to turn it into a steep slope, and you can similarly reduce a steep slope to a gradual slope. Any slopes that you create or remove also adjust the height of the nearby terrain, so that cliffs and sheer walls are not created, but rather the terrain remains relatively smooth. For every 5 feet that you raise or lower a terrain for a given 5-foot-square of area, you must use an additional 5-foot-square of the spell's area (so raising one square 5 feet, an adjacent square 10 feet, and a third square 15 feet, in order to create a slope up to a nearby 15-foot-high ledge, would require nine 5-foot squares' worth of area).

3rd—You can create or remove dense rubble and narrow hedgerows in the affected area. You can also increase narrow hedgerows already in the area into wide hedgerows, or reduce existing wide hedgerows, transforming them into narrow hedgerows. Additionally, if cast as a 3rd-, 4th-, or 5th-level spell, *world sculpting's* area is two 5-foot-squares per caster level.

4th—You can create or remove steep slopes and shallow bogs in the affected area. You can also increase shallow bogs already in the area into deep bogs, or reduce existing deep bogs, transforming them into shallow bogs. Any slopes that you create or remove also adjust the height of the nearby terrain, so that cliffs and sheer walls are not created, but rather the terrain remains relatively smooth. For every 5 feet that you raise or lower a terrain for a given 5-footsquare of area, you must use an additional 5-foot-square of the spell's area (so raising one square 5 feet, an adjacent square 10 feet, and a third square 15 feet, in order to create a slope up to a nearby 15-foot-high ledge would require nine 5-foot squares' worth of area).

5th—You can create or remove wide hedgerows and light undergrowth in the affected area. You can also increase light undergrowth already in the area into heavy undergrowth, or reduce existing heavy undergrowth, transforming it into light undergrowth. 6th—You can create or remove heavy undergrowth and deep bogs in the affected area. Additionally, if cast as a 6th-, 7th-, or 8th-level spell, world sculpting's range is medium, and its area is four 5-foot-squares per caster level.

7th— You can create or remove cliffs (and, by extension, chasms) in the affected area, allowing you to make sheer walls of earth and stone. For every 5 feet that you raise or lower a terrain for a given 5-foot-square of area, you must use an additional 5-foot-square of the spell's area (so raising four 5-foot-squares 20 feet into the air, creating 20-foot-high cliffs on all sides, would require twenty 5-foot-squares' worth of area).

8th—You can create or remove quicksand in the affected area. Any creature in a square that you create quicksand in can choose to move to an adjacent unoccupied square of his choice, and this movement does not provoke attacks of opportunity. Creatures unable or unwilling to move into an adjacent square and unable to fly or swim fall into the quicksand. Any creature in existing quicksand that you remove is deposited safely on the ground in the altered square, regardless of how far under the quicksand he may have been when *world sculpting* was cast.

9th—You can create or remove lava in the affected area. Any creature in a square that you create lava in can choose to move to an adjacent unoccupied square of his choice, and this movement does not provoke attacks of opportunity. Creatures unable or unwilling to move into an adjacent square and unable to fly or swim fall into the lava. Any creature in existing lava that you remove is deposited safely on the ground in the altered square, regardless of how far under the lava he may have been when world sculpting was cast. Each square in which you create or remove lava costs the equivalent of twenty 5-foot-squares of the spell's area. Additionally, if cast as a oth-level spell, world sculpting's range is medium, and its area is six 5-foot-squares per caster level.

#### XELAR'S DESPERATE GAMBIT

School evocation [force]; Level magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S Range personal Area 5-ft.-radius spread (see text) Duration concentration (see text) up to 1 round/level Saving Throw no; Spell Resistance yes

When you finish casting the spell, a nebula of vibrant colors, the exact nature of which differs from one caster to the next, fills the spell's area, dealing 1d6 points of damage to each creature besides you in the spell's area. Though this damage does not harm you, the spell siphons some of your life energy in order to function, and you suffer 1 negative level. Each round that you continue to concentrate on the spell, you can choose to increase the spell's power by a significant factor. If you do, the amount of damage dice is doubled from the previous round (1d6 becomes 2d6, 2d6 becomes 4d6, and so on, to a maximum of 16d6), and the spell's radius is increased by 5 feet. This also doubles the number of negative levels you take (so you would suffer a total of 3 negative levels after the second round, 7 after the third round, and so on). These negative levels are automatically removed after one hour: there is no need to make a saving throw to remove them. Anything that would prevent you from suffering these negative levels also causes the spell to fail.

### XELAR'S ENERGETIC ENHANCER

School evocation [acid, cold, electricity, or fire]; Level druid 2, magus 2, sorcerer/wizard 2 Casting Time 1 move action

Components V

Range personal Effect augments the next spell you cast that deals acid, cold, electricity, or fire damage

Duration 1 round

You suffuse yourself with a magical energy which, when combined with certain spells, acts as a catalyst, creating a powerful magical effect. The next spell you cast, before the end of your next turn, is augmented to deal more damage than it normally would. If the spell deals acid, cold, electricity, or fire damage, then it now deals an additional 2 points of that damage for each damage dice of that type.

### XELAR'S KINETIC BOLT

School evocation; Level sorcerer/wizard 3 Multi-Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target 1 creature, or 1 creature/5 levels; see text Duration instantaneous Saving Throw no; Spell Resistance yes

You stretch out your finger, letting loose a powerful burst of kinetic energy. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multi-level spells work, see the Spell Rules section, at the beginning of this book.

3rd—Make a ranged touch attack against the target. If the attack hits, it deals 1d8 points of bludgeoning damage per caster level (to a maximum of 10d8 points of damage at 10th level).

7th—You may choose up to 1 additional target for this spell per 5 caster levels you possess.

### XELAR'S PRISMATIC BLOSSOM

School evocation; Level sorcerer/wizard 1 Multi-Level sorcerer/wizard 2-9 Casting Time 1 standard action Components V, S, F (a crystal prism) Components V, S, F (a crystal prism) Range 30 ft. Area one or more 30-ft. lines Duration see text Saving Throw Reflex half, Fortitude partial, Will partial, see text; Spell Resistance yes

By harnessing the power of prismatic magic and the magic's colors, you are able to produce a variety of effects. This spell has additional effects that occur if it is prepared in a higher-level spell slot than normal. The information below lists the effect that the spell has for each level it can be prepared in. If prepared in a given level, the spell has the effect listed for that level, plus every lower-level effect listed, as well. Metamagic feats, and other effects which increase the level of spell slot that a spell takes up, do not count for this purpose. For more information on how multilevel spells work, see the Spell Rules section, at the beginning of this book.

Each of the eight line effects produced by this spell can be arranged as you see fit, as long as they all originate from your square. For example, if cast as an 8th-level spell, you could create one line that has all eight effects, two lines that have four effects each, or eight separate lines, each emanating from a separate side or corner of your square.

If a single creature is forced to make more than one Reflex save for half damage, or more than one Fortitude save to negate an effect, due to overlapping spell effects caused by this spell, combine those saving throws (for example, if a single character was hit by all six lines created by a 6th-level version of the spell, he would make one Reflex save, one Fortitude save, and one Will save. The result of the single Reflex save is used for the effects of the 1st, 2nd, and 3rd levels of the spell, the result of the single Fortitude save is used for the effects of both the 4th and 5th levels of the spell, and the result of the Will save is used for the effect of the 6th level of the spell.).

*ist*—A line of brilliant ruby-red energy 5 feet wide and 30 feet long springs from your fingertips, burning those it touches. All creatures in the affected area suffer 1d4 + your primary spellcasting ability score modifier points of fire damage. A successful Reflex save halves the damage. The effect associated with this level of the spell is treated as though it had the fire descriptor.

2nd—A line of bright orange acid 5 feet wide and 30 feet long spews forth from your fingertips, eating away at the flesh of all who touch it. All creatures in the affected area suffer 3d4 points of acid damage, plus an additional 3d4 points of acid damage at the beginning of your next turn. A successful Reflex save halves the damage, and prevents the creature from taking damage from the acid at the beginning of your next turn. The effect associated with this level of the spell is treated as though it had the acid descriptor.

3rd—A line of crackling golden electricity 5 feet wide and 30 feet long flies forth from your fingertips. Each creature in the affected area takes 3d6 + your primary spellcasting ability score modifier points of electricity damage. A successful Reflex save halves this damage. The effect associated with this level of the spell is treated as though it had the electricity descriptor.

4th—A line of emerald green energy 5 feet wide and 30 feet long emerges from your fingertips. Each creature in the affected area must succeed on a Fortitude save or suffer 1d4 points of Strength damage. Any resistance or immunity to poison applies to this ability, as well.

5th—A line of sapphire-blue energy 5 feet wide and 30 feet long shoots forth from your fingertips. Each creature in the affected area must succeed on a Fortitude save or be stunned for 1 round.

6th—A line of bright violet energy 5 feet wide and 30 feet long shoots forth from your fingertips. Each creature in the affected area must succeed on a Will save or suffer 1d8 points of Intelligence damage. 7th—A line of pale indigo energy 5 feet wide and 30 feet long shoots forth from your fingertips. Each creature in the affected area must succeed on a Fortitude save or be blinded for one minute.

8th—A line of white energy 5 feet wide and 30 feet long shoots forth from your fingertips. Each creature in the affected area takes 6d6 + your primary spellcasting ability score modifier points of cold damage. A successful Reflex save halves the damage. The effect associated with this level of the spell is treated as though it had the cold descriptor.

9th—A shaft of purplish-green energy descends upon you from above. Until the end of your next turn, your caster level is treated as five higher than it actually is for the purposes of the range, duration, and effects of any evocation spells you cast.

#### XELAR'S SUNDERING

School evocation; Level bard 6, cleric 9, druid 8, sorcerer/wizard 8, witch 9 Casting Time 1 standard action Components V, S, M (crushed diamond dust worth at least 3,000 gp) Range close (25 ft. + 5 ft./2 levels) Target one object or one construct Duration instantaneous Saving Throw Fortitude negates (object) or Fortitude half, Reflex half, see text; Spell Resistance see text You cause an eruption of magical energy which breaks apart the target, causing it to explode in a violent spray of shrapnel. If the target is an object, it is completely destroyed, unless its volume exceeds a 10-foot cube, in which case only one 10-foot-cube worth of material is destroyed. Magic items and attended items are allowed a Fortitude save to resist this effect. If the target is a creature of the construct type, it takes 1d8 points of damage per caster level, with a successful Fortitude save halving the damage.

In either case, if the object is destroyed, or the construct is reduced to o hit points, it explodes in a shower of deadly shrapnel, which deals 1d6 points of slashing and piercing damage per two caster levels you possess to each creature in a 20-foot-radius burst centered on the target. A successful Reflex save halves this damage, but if the target was an object, and it was held or worn, the creature holding or wearing it automatically fails his or her Reflex save.

### ZONE OF ARCANE IMMUNITY

School abjuration; Level sorcerer/wizard 9 Casting Time 1 full round Components V, S, M (crushed ruby dust worth no less than 7,500 gp) Range 10 ft. Area 10-ft.-radius emanation, centered on you Duration 1 round/2 levels Saving Throw no; Spell Resistance no



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When you cast this spell, a visceral darkness floods the air around you, suppressing everything magical in the area. This functions as antimagic field, except as noted above, and the fact that the spell has no effect on any spells you cast while within it. Any magical gear you carry, however, is affected as normal.

# Sidebar: On the Origins of Zone of Arcane Immunity

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This is another controversial spell, and, in many ways, one of the most dangerous ones in this book. Zone of arcane immunity is perhaps the ultimate in anti-magic protection, as should be immediately apparent to anyone who so much as glances at it. It was once very popular, but proved very problematic, to the extent that it remains banned from use in mage duels in no less than nine nations, despite the fact that it hasn't been widely used in three or four centuries. More troublesome, the spell was used by some mages to effectively "go rogue" and act as though they were above the law, confident in their ability to use magic to deal with mundane foes, and certain that this spell would protect them from any magical threats.

Things eventually reached the point where an order of assassins and inquisitors, known as The Mundus, was formed for the sole purpose of hunting down and slaying anyone who knew the spell, and destroying any known copies of it. Though the source of the issue was a handful of powerful wizards who chose to misuse their power, the Mundus did not discriminate in their kills, and nearly succeeded in erasing the spell from existence. I was extremely lucky to have a copy of it reach me (though I cannot reveal my source in this matter, as he has asked to remain anonymous, even though the Mundus have not been heard from in centuries, I can say that it was found scrawled on the wall of a temple in a demiplane not normally accessible by mortals), and am confident that in today's enlightened age, this spell will be a force for good, not evil.



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# Appendix 1: Alternate Potions, Scrolls, and Wands

For items that store and harness magic on command, potions, scrolls, and wands do not feel particularly magical. Included herein are a number of variations on the theme of potions, scrolls, and wands, which function similarly to those items, but with new and exciting twists that help keep such items interesting and wondrous, while still allowing them to perform the important functions that they do.

# Potions

# **Aromatic Potion**

Through a difficult alchemical process, these potions have been converted from their liquid state into a potently magical vapor, and bottled for the user's convenience, although their gaseous state leaves them slightly less effective. When inhaled, this vapor has the same magical properties as a standard potion replicating the same spell. The major advantage of this method of deliver is that it makes the potion easier to consume, but it also allows the potion to be delivered at a range, or even offensively. An aromatic potion can be uncorked as a swift action, which causes its vapors to fill the 5-foot square that it was uncorked in. Alternatively, the potion can be thrown at a square, releasing its vapors on impact. Treat this as a ranged attack with a range increment of 10 feet (there is no penalty for being nonproficient), made against an AC of 5 (to hit a specific square). If the attack hits, the vapors are released in the square. If it misses, use a d8 to determine where the potion hits, in the same way as you would a splash weapon (see the Pathfinder Roleplaying Game Core Rulebook for more information on splash weapons). Unlike a splash weapon, however, there is no way for an aromatic potion to hit a grid intersection and affect multiple squares.

Once an *aromatic potion's* vapors have been released, they fill the square they were released in, immediately affecting the creature in that square as though it had consumed a standard potion replicating the same spell. If no creatures are in the square, the mist remains for up to 1 round per spell level before dispersing, and affects the first creature to enter that square. The mist contains only enough essence to affect a single creature. Creatures that do not breathe, or who are holding their breath, are not affected by the potion (in the latter case, the creature must declare he is holding his breath before the potion is thrown). A wind of at least 25 mph disperses an aromatic potion, causing it to have no effect. Because mist is a less effective delivery system than liquid, the aromatic potion is treated as though its caster level were two lower than it actually is for all aspects of the spell (to a minimum caster level of 1).

The process to craft an *aromatic potion* is identical to that used to craft a standard potion, except that it requires an additional DC 20 Craft (alchemy) or Spellcraft check, or else the potion is ruined. While the cost in materials to create an *aromatic potion* is the same as a standard potion, this additional difficulty increases the market price of such potions to be equal to the spell level x the caster level x 50 gp.

It is possible to create an *aromatic potion* designed to create notably larger clouds of vapor. Rather than affecting a single square, these *aromatic potions* affect each creature in a burst, centered on a grid intersection. An aromatic potion that affects all creatures in a 5-foot-radius burst (four squares) costs three times as much as a normal *aromatic potion* of the same sort. One that affects all creatures in a 10-foot-radius burst (12 squares) costs eight times as much as a normal *aromatic potion* of the same sort. Finally, one that affects all creatures in a 30-foot-radius burst (44 squares) costs twenty times as much as a normal *aromatic potion* of the same sort.

# Layered Potion

Through a complex alchemical process, a layered potion actually combines two or more different potions in the same vial, allowing the imbiber access to the potent magic of several potions in a single, easy-to-use dose. They get their name from their unique appearance, as the different component potions tend to settle into various layers of different colors within the vial.

A layered potion has the potential to store up to three spells, one each of 1st, 2nd, and 3rd level, but may contain only two spells (for example, one 2nd level spell and one 3rd level spell). Regardless of the number of spells included in a layered potion, the levels of the spells must be numerically sequential (for example, a layered potion could hold both bull's strength [2nd level] and protection from energy [3rd level], but it would be impossible to create a layered potion that used both mage armor [1st level] and haste [3rd level], or bull's strength [2nd level] and cat's grace [2nd level]). When a layered potion is consumed, the imbiber is affected by the highest-level spell first, and then the next-lowest-level spell, and then the lowestlevel spell, if there is a third spell.

Regardless of the number of spells contained within a *layered potion*, using it takes no more time than using a standard potion.

The process to create a *layered potion* is notably more complicated than creating a standard potion. First, the creator must craft a standard potion for each spell effect he intends to use in the *layered potion*, using the normal potion creation rules. He then mixes the potions together. This requires a number of additional reagents, whose cost is equal to 1/2 the cost in materials for all the component potions combined, and also requires he succeed on a DC 25 Craft Alchemy check. If this check fails, the components are wasted and the process must begin anew. The market price of a *layered potion* is generally equal to 1.5 times the market price of all of its component potions, combined.

# Sidebar: Mixing Potions

Given the number of exciting alternate potions presented in this appendix, it's only natural to wonder "can I combine them?" The answer (subject to GM approval, of course) is yes, in some cases, but not in all of them. The following are the combinations of alternate potion rules that we recommend, and some guidelines for using them. We caution against any other combination of these alternate potions, as the results tend to be highly volatile and unsafe to handle.

Aromatic Potions: It is possible to make layered potions and spell potions that are aromatic. Treat these as costing twice the normal cost of a non-aromatic potion of that type. For the larger clouds (5foot-radius, 10-foot-radius, and so on), multiply the price accordingly after doubling the cost to make them aromatic.

Randomized Potions: It is possible to make layered potions that are randomized. Treat these as costing 3/4 the normal cost of a non-randomized layered potion. Note that each spell level of the layered potion will have four distinct possible spells that it could produce, but there will still only be one spell of each spell level included that affects the caster.

Unstable Potions: It is possible to make layered potions and spellpotions that are unstable. Treat these as costing 1/3 the normal cost of a non-unstable potion of that type. In the case of layered potions, each of the spells contained in the potion is checked separately to determine whether or not it has the intended effect. In the case of spellpotions, if the potion does not have its intended effect, the caster loses one spell slot of the same spell level, or, if he does not have any prepared spells or unexpended spell slots of that level, he takes the normal damage for an unstable potion of that spell level.

### **Randomized Potions**

Considered "cursed" by many, these potions are also considered bargains by a growing number of adventurers, and some magic shops even specially create them for their adventuring clientele. A *randomized potion* has the potential to duplicate the effects of four different spells, each of which are on the same spell list at the same spell level. Each spell must be different, but besides these restrictions any spell that can be made into a potion can be made into part of a *randomized potion*. When you drink the potion, randomly determine which spell it duplicates by rolling a d4 and assigning each of the four possible spells to a different result.

The price to purchase a *randomized potion* is 75 gp x the level of the spell x the level of the caster, divided by 4. The cost in materials to make one is half that amount.

# Spellpotion

These powerful brews are similar to normal potions, but function slightly differently. Instead of acting as a spell targeting the imbiber, they instead provide the imbiber with the magical power and knowledge to cast a single, specific spell. For one minute after drinking the potion, the imbiber can cast the spell stored in the potion. This does not expend any spell slots, if the imbiber has them, and the imbiber need not provide any material components or foci. The imbiber makes all decisions about casting the spell (such as the target, any modes, etc.) as though it had been prepared and cast normally.

If the spell requires verbal or somatic components, the imbiber must perform them, and suffers arcane spell failure chance for any armor he is wearing, if appropriate. The spell has the same casting time it normally does: if this is longer than one minute, then the imbiber will be unable to cast the spell. Once the imbiber casts the spell once, the potion's power is expended.

The process for crafting a *spellpotion* is identical to the process for crafting a potion, except as noted here. Because the *spellpotion* 



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does not automatically target the imbiber, any spell of 3rd level or lower can be made into a spellpotion. The spell in question is specified when the spellpotion is created, and cannot later be changed. The price to purchase a *spellpotion* is the spell level x the caster level x 75 gp, and the cost in materials to make one is half that amount.

# **Unstable Potion**

These potions could accurately be called cursed, although they are more risky than anything else. An unstable potion is identical to a normal potion except that there is only a 50% chance that, when consumed, the potion will have its intended effect. The other half of the time, it has the opposite effect of the spell it's intended to replicate (a potion of mage armor might impose a -4 penalty to AC, a potion of reduce person might act as a potion of enlarge person, etc.). If there is no immediate and obvious means of reversing a spell's effect, then an unstable potion that does not have its intended effect instead inflicts an amount of damage on the imbiber equal to 1d10 per level of the spell it replicates.

The price to purchase an *unstable potion* is equal to the spell level x the caster level x 10 gp, and the cost in materials to create one is half that amount.

# Scrolls

### **Devouring Scroll**

These potent magical items are prized by mages who battle other spellcasters, and are well regarded as practical for both offensive and defensive purposes. A newly-created *devouring scroll* appears as nothing more than a large, blank sheet of parchment, stretched between a pair of ivory rollers, but in fact it bears a powerful magical enchantment which allows the user to turn his foe's magic against her.

In order to use a *devouring scroll*, the user must successfully counter a spell while holding an unfurled devouring scroll (holding a devouring scroll in this way requires one free hand). If he successfully counters a spell of the same level or of a lower level than the level that the devouring scroll is associated with, then that spell is inscribed upon the devouring scroll, effectively transforming it into an ordinary scroll of the countered spell. The details of the spell, such as the caster level, saving throw DC (if any), and so on are identical to the spell that was countered, rather than being the lowest possible amount. This includes the spell list and spell level of the spell, which may make the scroll difficult to use if the original caster uses a different spell list than the user. Any metamagic feats applied to the spell, as well as supplementary material components (such as those found in Advanced Arcana II) or similar modifications to the countered spell are not copied onto the scroll. In all other respects, once a devouring scroll has copied a spell in this way, it functions as a normal scroll, and, once it is used to cast the copied spell, becomes worthless parchment devoid of any magical ability.

Each *devouring scroll* is associated with a certain spell level, and is only effective against spells of that spell level or lower (based on the level that the spell appears on the caster's spell list). Attempting to use a *devouring scroll* to copy a spell of a higher spell level than it is associated with destroys the *devouring scroll*.

The market price to purchase a *devouring* scroll is 15 gp x the spell level x the minimum caster level required to cast a spell of that level as a wizard. The following table provides exact prices for each spell level. The cost in materials to create a *devouring scroll* is half that amount, and requires either *dispel magic* or *mage's disjunction* be prepared or known, but is otherwise identical to the standard process for creating scrolls.

Spell Level	Market Price
1	15
2	90
3	225
4	420
5	675
6	990
7	1,365
8	1,800
9	2,295

# **Devouring Scroll Prices**

### **Knowledge Scroll**

These scrolls are highly prized by sorcerers and bards. While they do not provide the reader with the power to cast the spell written on them directly, they do imprint knowledge of that spell in the reader's mind, allowing him to use his own magical ability to cast it. When a knowledge scroll is used, the spell it contains is added to the user's list of spells known for 24 hours. If the user is a spontaneous caster, he can then cast the spell in the same way as any other spells he knows. If the user is a prepared caster, he can prepare the spell in an empty spell slot without referencing his spellbook (this is a full-round action that provokes attacks of opportunity). In either case, the user must still expend the necessary spell slot to cast the spell, as well as any material components, foci, etc.

Even spells that are not on the user's spell list can be "learned" in this way, although the user must succeed on a Use Magic Device check (DC 25 + spell level) in order to do so. Such spells are treated as being of the spell level that they were for the scroll's creator (so if a sorcerer used a *knowledge scroll* to learn *heal* for the day, it would be a 6th-level spell if the scroll was made by a cleric, but a 7th-level spell if it was made by a druid).

The process to create a *knowledge scroll* is identical to the process to create a normal scroll. A *knowledge scroll* has the same price and cost to create as a normal scroll.

# Metamagic Scroll

These scrolls do not contain spells, but rather contain metamagic information, and are used to apply metamagic on the fly to a spell as you cast it. As long as you are holding the *metamagic scroll*, when you cast a spell, you may choose to use it. This is a free action made as part of casting the spell, but must be declared before any rolls are made for the spell (including concentration checks made to successfully cast the spell, if applicable).

Each metamagic scroll has a single metamagic feat associated with it, which is determined when the scroll is created and cannot later be changed. When used, the scroll applies this metamagic feat to the spell being cast. Doing so does not increase the casting time of the spell or cause the spell to take up a higher-level spell slot than normal. A metamagic scroll is created in the same way as a normal scroll, except that the creator must have the metamagic feat in question. The cost to create a metamagic scroll is equal to the number of spell levels by which the feat normally adjusts a spell (minimum 1) x the minimum caster level for a wizard to cast a 1stlevel spell with that feat applied to it x 25 gp, and the market price is twice that amount. The table below summarizes the costs for metamagic feats of various spell-level equivalents.

# Metamagic Scroll Prices

Spell Level Adjustment	Market Price
+0	150 gp
+1	150 gp
+2	500 gp
+3	1,050 gp
+4	1,800 gp
+5	2,750 gp
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# **Reusable Scroll**

These scrolls are similar to normal scrolls, but are designed to be able to be used more than once. Despite this extra reinforcement of the magic, it is all but impossible to create a scroll which can be used indefinitely, and even reusable scrolls eventually are consumed. A reusable scroll functions identically to a normal

# Sidebar: Scribing Scrolls

The various alternate scrolls provided in this section are, for the most part, mutually exclusive, and unable to be combined. That said, there are a few combinations that allow you to apply multiple customizations to a single scroll.

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**Reusable Scrolls:** It is possible to make a *knowledge scroll* or *a metamagic scroll* that is also a reusable scroll. Such scrolls cost 10 times as much as a non-reusable scroll of the same sort.

We caution against any other combination of these alternate scrolls, as the results tend to be highly volatile and unsafe to handle.

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to a normal scroll, except that each time it is used to cast a spell (or the spell it contains is copied into a spellbook) there is only a 10% chance that the scroll is used up. This 10% chance is not cumulative.

The process to create a *reusable scroll* is identical to the process to create a normal scroll, except as noted here. A *reusable scroll's* price is equal to the spell's level x the caster level x 250 gp, and the cost to create one is half that amount.

# Sealing Scroll

These scrolls do not actually have spells inscribed on them, but rather mystical writing that can prevent certain spells from being cast. In order to be used, a sealing scroll must be held in one hand, or else draped about the user's shoulders (this takes up the wearer's shoulders slot). Each sealing scroll is associated with one or more specific spells, chosen at the time of the scroll's creation, which cannot later be changed. As long as the sealing scroll is held or worn in this way, if anyone attempts to cast one of the spells associated with the sealing scroll within 100 feet of the scroll, that spell automatically fails, and has no effect. Once the scroll causes a spell to fail in this way, that spell is no longer associated with the scroll, and it no longer affects the casting of that particular spell.

The process used to create a *sealing scroll* is identical to the process used to create a normal scroll, except that the creator must also expend *anti-magic zone, dispel magic, mage's disjunction,* or *protection from spells* as part of the creation process. The cost to create a *sealing scroll* is equal to the spell's level x the minimum caster level for a wizard to cast the spell x 30 gp. The table below provides the appropriate price for spells of each level. The materials necessary for creating a sealing scroll cost half that amount.

A sealing scroll can be associated with any number of spells, and can even be associated with the same spell more than once (in which case it can cause that spell to fail that many

# Sealing Scroll Prices

Spell Level	Market Price
1	20 gp
2	120 gp
3	300 gp
4	560 gp
5	900 gp
6	1,320 gp
7	1,820 gp
8	2,400 gp
9	3,060 gp

times before it stops affecting that spell). Calculate the price of the lowest-level spell normally, and each spell beyond the first (or each additional instance of that spell) costs 1.5 times the normal cost of making a *sealing scroll* for that spell.

# Wands

# Adaptable Wand

Crafted by a wizard who was looking to garner some extra utility out of his wands, the *adaptable wand* is an excellent choice for any spellcaster looking to adapt a lot of spell power to a variety of spells. A newly-created *adaptable wand* functions like an ordinary wand, and has 50 charges and a single spell with which it is associated and that it is able to cast.

Unlike a traditional wand, however, the magic of the adaptable wand allows the spell contained within to be changed. Once per day, as a full round action, a spellcaster may hold the adaptable wand to his head and recall a spell that he has prepared (or, in the case of spontaneous casters, that he knows and has an unused spell slot that he could use to cast it), which is the same level or lower than the spell that the *adaptable wand* is currently able to cast. The recalled spell is immediately expended as though it had been cast, and the adaptable wand loses the ability to cast the previous spell, and gains the ability to cast the recalled spell. This has no effect on the number of charges the wand possesses, and the wand's caster level becomes

the minimum caster level necessary to cast the new spell.

The process used to create an *adaptable wand* is identical to the process used to create a normal wand. The market price of an *adaptable wand* is 1,200 gp x the level of the spell x the spell's caster level, and the cost in materials to create one is half of that amount.

# **Channeling Wand**

These wands can be used as a normal wand, but are also able to draw upon the user's own magic to retain its charges. A *channeling wand* is an effective device for mages seeking an outlet to spontaneously swap out prepared spells in favor of something else. Whenever a *channeling wand* is used to cast a spell, its user may choose to sacrifice a prepared spell (or unused spell slot, if he is a spontaneous caster) of an equal or greater level than the spell being cast from the *channeling wand*. If he does, then the does not need to expend any charges as part of casting the spell. A channeling wand is created using the same process as a normal wand. The price of a channeling wand is equal to the spell's level x the caster level x 1,250 gp, and the cost in materials to create one is half of that amount.sort.

# **Overcharging Wand**

These exceptional wands are able to channel more magical energy at one time, and by doing so deliver spells of greater effect. An overcharging wand functions in all respects as an ordinary wand, but has the additional functionality of allowing its user to choose to expend additional charges for a more powerful effect. Whenever an overcharging wand is used to cast a spell, the user may choose to spend one or more additional charges in order to increase that spell's caster level. Each additional charge expended in this way increases the caster level by +1, and the maximum number of additional charges that can be spent in this fashion is equal to the spell's level (so a fireball could be cast at three caster levels higher for a total cost of 4 charges, while a magic missile could only be cast

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# Sidebar: Wild Wands

Similar to scrolls and potions, it's likely that all these wand options have you wondering if you can produce a wand with more than one of these variants. The answer (again, subject to GM approval) is definitely yes, though there are only a few wand variants whose abilities are compatible:

**Overcharging Wands:** It is possible to make *adaptable wands*, *channeling wands*, and *universal wands* that are also *overcharging wands*. Treat these as costing 1.5 times the cost of a non-*overcharging wand* of the same sort. In the case of *channeling wands*, the additional charges that are expended to increase the effective caster level can either be from the wand's charges or from sacrificing spell slots.

**Randomized Wands:** It is possible to make *adaptable wands*, *channeling wands*, and *overcharging wands* that are also *randomized wands*. Treat these as costing 3/4 the normal price of a non-*randomized wand* of the same sort. In the case of *adaptable wands*, whenever the wand's user chooses to change the spells stored in the wand, he must recall all four of the spells that are to be stored in the wand, and all four are expended. In the case of *overcharging wands*, the number of additional charges sacrificed is chosen before the exact spell being cast is determined.

We caution against any other combination of these alternate wands, as the results tend to be highly volatile and unsafe to handle.

at one caster level higher, for a total cost of 2 charges).

The process to create an *overcharging wand* is identical to the process used to create a normal wand, although the creator must possess the Heighten Spell feat. The cost to create an *overcharging wand* is equal to 1,100 gp x the spell level x the spell's caster level, and the market price is twice that amount.

# **Randomized Wand**

Considered "cursed" by many, these wands are also considered bargains by a growing number of adventurers, and some magic shops even specially create them for their adventuring clientele. A randomized wand is capable of casting four different spells, each of which are on the same spell list at the same spell level. Each spell must be different, but besides these restrictions, any spell that can be put on a normal wand can be put on a randomized wand. Whenever the wand is activated, it casts one of these four spells, determined randomly. The target of the spell is chosen before the exact spell is known, and cannot be changed once the nature of the spell is determined. If this means that the target is not a valid target for the spell, the charge is expended uselessly.

A randomized wand's market price is equal to 500 gp x the level of the spell x the level of the caster, and is always fully charged (50 charges) when created. The cost in materials to make a randomized wand is half that amount.

# Universal Wand

These powerful wands function similarly to normal wands, but do not have their magic tied to a specific spell. Rather, whenever a *universal wand* is activated, the user can cast any spell that he knows and is able to cast, whose spell level is equal to or less than that associated with the *universal wand*. Doing so does not use up a spell slot. If the user is a spontaneous spellcaster, this is any spell he knows of an appropriate level. If the user prepares his spells, then this is any spell he currently has prepared of an appropriate level. If the user cannot cast spells, the *universal* wand has no effect (although a charge is still expended).

The process to create a universal wand is identical to that used to create a standard wand. The market price of a *universal wand* is equal to the spell level x 20,000 gp. Like other kinds of wands, a *universal wand* can only be associated with spell levels up to 4th-level.



Sidebar: Familiar Items

While many of the items in this appendix are brand-new and never before seen, some of them are updated versions of items that can be found in our free book *Into the Armory*, and from free articles on www.necromancersonline.com. We feel that these items deserved a reprint in this section, in order to put as many variant potions, wands, and scrolls as possible in one place, for those who were interested in such things. Additionally, those of you interested in seeing a similar treatment applied to staves, be sure to check out *The Ebon Vault: Secrets of the Staff.* 

# Appendix 2: New Sorcerer Bloodlines

For the most part, sorcerer "bloodlines" are a misnomer, because they do not in any way track real bloodlines or lineages, but simply denote what type of ancestor is the source of the sorcerer's power. This is rarely problematic, because there is almost never an appreciable difference in the magical gifts of a sorcerer descended from one red dragon versus another, or from a specific fey or devil, for that matter, either.

There are some bloodlines, however, that truly deserve the name. These are actual lineages, real families that manifest unique arcane powers that separate them from the more common "bloodlines" of generically-heritaged sorcerers. While some of these families remain in relative obscurity, most instead rise to a sort of quasi-noble status among arcane communities, and in magocracies and other societies that recognize and appreciate magical talent, they tend to take on roles of celebrity at the least, and true nobility—with all the land and privileges that entails—in better cases.

Presented below are five such "noble sorcerer" lineages. In addition to the standard information on the abilities and powers associated with any sorcerer bloodline, noble or not, there is also background information on the origins and history of each of these noble arcane houses, giving information on the character of the family and blood so intricately tied to these abilities.

# House Deepmourne

Your family traces its lineage back to an ancient and terrible creature of the deep, a kraken of terrible and unsurpassed power by the name of Vish'thalmar. Your blood ebbs and flows along with the tides, and it is said to be thick with salt, like the depths of the ocean, and just as cold. This lineage gives you some limited power over the sea, as fathomless and mercurial as it may be. On the open waves, no man demands as much fear and respect as a scion of House Deepmourne, and even those who have never laid eyes on the waves have come to respect the grasping tentacles of the krakenspawn sorcerers.

# Background

The heads of House Deepmourne say that the family's lineage can be traced back to a merchant captain whose ship was destroyed in a storm, and who was rescued by a massive and ancient kraken who altered his very nature and bestowed upon him great magical power in exchange for eternal service. It is unclear whether or not the claims are true, but even if they are not, the kraken is a very appropriate symbol for the house. Like the kraken, the members of House Deepmourne are certain to bring about the fear and respect of any sailor at sea, for it is well-known that these mages, more than any other, have the power to consign a ship—and everyone on it—to a watery grave. Similarly, the family is said to have its "tentacles" firmly entrenched in a wide array of politics, and there can be no denying that the house's leaders are always seeking to acquire more power.

Though House Deepmourne's elders are careful to ensure that, to the outside world, the extended family appears to be a united front, the fact of the matter is that the majority of the house's members go their own way, and are, for the most part, left to their own devices. Most Deepmournes are naturally called to the sea, and serve as ship's mages (often on ships captained by members of the family who are less gifted with magic) until they are able to gain a ship—or, in some cases, an entire fleet—of their own. Many become pirates or sell-sails, though others take up the flags of a maritime nation, or some other worthy cause.

Despite this, it is all but unheard of for two members of the family to cross each other, even when they find themselves on opposite sides of a conflict, and the saying goes that while blood may be thicker than water, it is the salt of the sea that ensures this unswerving loyalty to the family name. Those few members of the house who do "go rogue," and speak or act out against the family are usually dealt with swiftly and firmly by the shadowy and reclusive heads of the family, each of whom controls a small armada of ships, and who are said to meet thrice annually at a secret island known only to well-trusted members of the family.

Another potential reason why the Deepmournes remain so loyal to one another, despite not seeming to be very close, may be revealed by a legend about the family, which states that, regardless of whether or not they have the sorcerous gift, when each member of the family reaches maturity, he is visited in his dreams by the shadowy figure of Vish'thalmar, the ancient and dreaded kraken that is said to have created the house. For those without the gift, the visit is frightening but harmless. Those with any magical power, however, are supposedly given instructions in this dream, as the kraken places the Deepmournes like so many chess pieces throughout the realms of man. Whether or not this rumor is true is known only to the Deepmournes, however, and such details as whether or not the kraken continues to return to their dreams with new instructions as the years pass, or what happens to those who refuse its whispered directives, are similarly unknown.

As a whole, members of the Deepmourne family tend to be dour, pragmatic, and largely humorless individuals who focus on getting things done. They rarely have much patience for failure of any kind, and seldom show mercy for the weak. That said, they are also well-known for their personal honor, and it is unusual indeed to find a Deepmourne whose word is not trusted implicitly by those who know him. Most common men find that the best way to deal with a member of House Deepmourne is to get out of his way and hope that you avoid his notice, and most members of the family are more than happy for things to remain that way.

### **Bloodline Features**

### Class Skill: Intimidate.

**Bonus Spells:** *obscuring mist* (3rd), *darkness* (5th), *sleet storm* (7th), *black tentacles* (9th), *cone of cold* (11th), *symbol of fear* (13th), *control weather* (15th), *horrid wilting* (17th), *storm of vengeance* (19th).

**Bonus Feats:** Combat Casting, Great Fortitude, Greater Spell Penetration, Iron Will, Magical Aptitude, Persuasive, Spell Penetration, Toughness.

**Bloodline Arcana:** Choose a school of magic (such as abjuration, divination, etc.). Whenever you cast a spell of the chosen school, you may make an Intimidate check as a free action (DC 10 + twice the spell's level). If you succeed, increase the DC of any saving throws the spell allows by +1.

**Bloodline Powers:** As a Deepmourne, you are entitled to certain powers, which manifest themselves as you develop your arcane inheritance.

Sea Lungs (Su): Beginning at 1st level, you can breathe salt water as well as air. You remain unable to breathe normally in fresh water. Additionally, you can bestow this gift on others as a standard action by touching them. A creature touched in this way is also able to breathe salt water for 1 hour, or until you choose to revoke the gift (a free action). You can bestow this gift in this way a number of times per day equal to 3 + your Charisma modifier.

Shroud of the Sea (Su): At 3rd level, as a move action, you can surround yourself in a thick, inky miasma of magical mist. This grants you concealment (20% miss chance), and, if you are in an area of dim light or darkness, it also grants you a +8 circumstance bonus on Stealth checks. You are able to see through the miasma as though it were not there. The miasma remains for up to 1 round per sorcerer level you possess, or until you dismiss it (a free action). It is not made of true mist, and so cannot be blown away. You can use this ability once per day at 3rd level, and an additional time each day at 8th level, and every 5 levels thereafter.

Icy Spray (Su): At 9th level, you can spit forth a torrent of freezing salt water from your mouth as a standard action. This takes the form of a 30-foot cone that deals 1d6 points of cold damage per 3 sorcerer levels you possess. A successful Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves the damage. Additionally, the powerful spray of water may push back those in the area. Make a special bull rush combat maneuver check, using your sorcerer level instead of your base attack bonus, and your Charisma modifier instead of your Strength modifier. Any creature in the area whose CMD is less than your result is pushed back, as normal for bull rush, except that you cannot choose to move with the target (you can still push them more than 5 feet, if your result is high enough to do so). This does not provoke attacks of opportunity, even if you do not have the Improved Bull Rush feat. You can use this ability a number of times per day equal to 3 + your Constitution modifier (minimum 1).

Fearsome Presence (Su): At 15th level, you can radiate waves of palpable menace, which cause unease and fear in those around you. You can activate or suppress this aura as a swift action. As long as the aura is active, any creature that begins its turn or moves within 30 feet of you becomes shaken for as long as they remain within 30 feet of you, and for 1 round thereafter. Additionally, as long as the aura is active, you gain a +4 circumstance bonus on all Intimidate checks you make, and the saving throw DCs of any spells you cast with the fear descriptor while the aura is active are increased by +2 (regardless of whether or not the target is within the aura). You can have this aura active for a total number of rounds each day equal to twice your sorcerer level, and these rounds need not be consecutive.

Sink Ship (Su): At 20th level, you can sunder even the mightiest of ships with little but your will, cracking them open and leaving those aboard to either swim, or sink into the ocean's cold embrace. As a full-round action that provokes attacks of opportunity, you can damage any ship that you can see within 500 feet, causing the ship to take an amount of damage equal to 100 + 10 times your Charisma modifier (so a character with a Charisma of 26 would inflict 180 points of damage to the target ship). This damage ignores hardness, but the ship's pilot can attempt a Profession (sailor) check in order to halve the damage. A ship that is reduced to 0 hit points gains the sinking condition, as described in the *Pathfinder RPG GameMastery Guide*. You can use this ability a number of times per day equal to your Charisma modifier.

# House Desmena

Though not the eldest of the old magic houses, House Desmena is perhaps the most affluent and influential. Through shrewd mastery of economics and magic, the Desmena clan has held some degree of influence throughout the generations, wherever they are found. At the heart of the Desmena identity is the drive to acquire ever greater wealth and power, something the great house has excelled at since its founding over eight hundred years ago.

# Background

House Desmena's founder. Gravio Desmena, was supposedly the last heir to another great house, now long since disbanded and forgotten. Lacking a name he could respectably call his own, Gravio traveled the world as a mercenary, selling his services as a spellcaster to the highest bidder. Ultimately he found a comfortable life working for a small family of merchants far from his homeland. It was not long after he began to work for the family that he fell in love with the eldest daughter, Victoria. Gravio desired nothing more than to make Victoria his bride, but her family respected only wealth, and Victoria's father made it plain that he would see her wed to the man who could add the most capital to the family's assets.

Being a man in love and a mage of considerable talent, Gravio turned his magical prowess towards commercial ends: more than merely selling spellcraft, Gravio used his art to facilitate trade and conduct business on a large scale. Impressed with both Gravio's magical talent and business acumen, Victoria's father consented to allow them to wed. Following his father-in-law's death, Gravio took charge of the family business, gaining control over what was fast becoming the most influential mercantile house in the region, in large part due to his own efforts.

Gravio was stunned when his wife bore him children with the gift of magic, since in that time it was a popular theory that only two sorcerers could produce children with the magical gift. In addition to magical talent, his children shared a knack for business and love of comfort with their progenitors. During their lifetimes, Gravio's offspring united the diverse local merchant houses into a massive conglomerate under the banner of the Desmena name. Through a series of carefully thought-out marriages, most of which brought even greater wealth into the family, Gravio's children spread his magical blood throughout the region. By the time of his death at the ripe old age of 107, Gravio had seen the fall of one house of old magic and the rise of another to take its place, as his descendents, armed with magic and a burning desire for greater wealth, began to grow the influence of his name.

It is a common jest among the older great houses of magic that gold flows through the veins of scions of House Desmena, rather than arcane talent. Though merely a joke, it should be noted that the House Desmena is legendary for its greed and insatiable lust for gold. Its scions spend more effort on the acquisition of wealth than on any other pursuit, and will do nearly anything to get what they want. Many of House Desmena become merchants, capitalizing on the natural skills which have been honed over the generations to make them exceptional tradesmen, while others become manufacturers, treasure hunters, and politicians, all in the name of a consuming desire for wealth.

### **Bloodline Features**

#### **Class Skill:** Appraise

**Bonus Spells:** floating disk (3rd), locate object (5th), tongues (7th), minor creation (9th), major creation (11th), analyze dweomer (13th), teleport object (15th), discern location (17th), dominate monster (19th).

Bonus Feats: Empower Spell, Improved Counterspell, Improved Initiative, Maximize Spell, Persuasive, Scribe Scroll, Skill Focus (Appraise), Skill Focus (Diplomacy)

**Bloodline Arcana:** You reduce the cost for creating a magic item for which you meet all the construction requirements by 10%. This ability does not reduce the cost of the base item (in the case of magic weapons and armor), which must still be paid in full.

**Bloodline Abilities:** The affluent blood of the noble house of Desmena flows through your veins, powering your magic through the cunning common to your bloodline. As you gain in power, so too will you gain greater ability to acquire wealth, but you must take care lest your greed devour you.

Words of Desmena (Su): Your Desmena blood allows you to infuse your words with magic, giving you the ability to persuade others to part with things they otherwise would not. As a swift action, you may gain a bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against creatures who are not currently hostile towards you. This bonus is equal to <sup>1</sup>/<sub>2</sub> your caster level (minimum 1), and lasts for 1 hour. You may use this ability a number of times each day equal to your Charisma modifier (minimum 1).

Gold Attunement (Su): At 3rd level your Desmena blood becomes attuned to coin and commerce, allowing you insight into the wealth of your surroundings. You are constantly aware of the exact number of and mineral composition (type) of coins within 15 feet of you. By spending a standard action to concentrate you, can also

### learn the precise location of those coins.

Compel a Deal (Sp): At 9th level, the magic in your Desmena blood can be manipulated into forcing living creatures to give you the best possible deal for the goods you wish to move and the merchandise you hope to acquire. As a standard action, you may attempt to force a helpful creature to give you an exceptional deal when buying or selling merchandise. With this ability, you can force the target to pay full value for an item you are selling or to increase their offer by 50%, whichever would be higher. A character that is not in possession of enough wealth to afford the item must make the best effort to acquire it from you, using all legal means available to him, taking out loans or making trades as appropriate. Similarly, you can use this ability to make a character give you a better deal on an item you wish to purchase, selling you the item at cost or at a 50% discount, whichever would be lower.

The target of this ability can make a Will save (DC 10 + ½ your sorcerer level + your Charisma modifier) to resist this effect. You may use this ability once per day at 9th level and an additional time per day at 14th level, and again at19th level.

Golden Touch (Sp): At 15th level you can use the magic of the Desmena blood to transmute living flesh into pure gold for a time. In order to use this ability, you must succeed on a melee touch attack which, if successful, causes the target to gain the petrified condition unless he succeed on a Fortitude save (DC 10 +1/2 your sorcerer level + your Charisma modifier). A creature petrified in this fashion becomes a statue of pure gold which has less hardness and fewer hit points than stone (hardness 6 and 10/ inch of thickness), making these statues exceptionally fragile. Each day at dawn, the petrified creature may attempt a new Fortitude save in order to reverse the affect. Statues created in this fashion weigh what the creature did and have a value equal to 50 gp per lb. You may use this ability once per day at 15th level and an additional time per day at 20th level.

Create Gold (Su): At 20th level, your Desmena blood surges in your veins, allowing you to magically create wealth with only your will. Each week, as a standard action, you can create 1,000 golden coins of exceptional luster, expertly engraved with the stylized image of your face on one side and the Desmena family crest on the other. These Desmena coins last so long as you remain alive, but fade from existence 104 days after you die.

# House Gianni

Those born to the blood of the ancient and noble house of Gianni are among sorcery's most blessed children. In your blood stirs magic born of both spell and song, with one shaping the other. The magic in your noble and esteemed blood lends itself to your talent in the performing arts, spurring you to excel far beyond what you could achieve with practice alone. This same affinity grants an inherent insight into the critical relationship between sound and arcane magic. Through experience and training, you can tap this innate potential and remarkable natural talent to perform great feats of magical artistry, befitting of your heritage.

# Background

Of all the great and noble houses of old magical blood, House Gianni is perhaps the best known and most well respected by those unskilled in the art of magecraft. Throughout the generations, House Gianni has produced a truly unprecedented number of virtuosos, making significant contributions to the art of musical performance. Because music is literally ingrained in their blood, members of House Gianni, and those of its blood who, for one reason or another, have lost their ties to the noble house, are driven to perform, either publicly or in secret.

The progenitor of the Gianni line was, himself, a bard of unparalleled skill and extreme dedication, creating music which still shapes the arts today. So great was his talent that some portion of his musical skill passed through his blood, imbuing his descendants with an affinity for musical arts and a potent magic which stems from that same powerful source of human emotion.

In addition to being a skilled performer, Joseph Gianni had also been a great scholar and magician. He had a particular interest in the relationship between arcane invocations and pure sound, formulating theories that it was the tonal inflection, pitch, volume and tempo of magical words, rather than their vocal forms, which called and focused magical energies. While his studies ultimately proved inconclusive, those who would follow in his bloodline would possess magical gifts and insight which allow them to influence magical happenings through the application of carefully orchestrated music.

In the years following Joseph's death, House Gianni continued in a tradition of artistic excellence. In addition to producing a number of great musicians over the years, House Gianni is well known for producing (and often starring in) many of the most well-received and artisticallymerited operas, and the Giannis have made a strong place for themselves in high society in this way. In keeping with traditions, only skilled artists are considered worthy of marrying into House Gianni and those members of the great house who choose other pairings are often disowned by the family at large, though members of particular influence or power may sidestep this particular tradition by simply being too important to get rid of.

### **Bloodline Features**

Class Skill: Perform.

**Bonus Spells:** ventriloquism (3rd), enthrall (5th), major image (7th), shout (9th), song of discord (11th), mass eagle's splender (13th), project image (15th), greater shout (17th), wail of the banshee.

**Bonus Feats:** Deceitful, Extend Spell, Greater Spell Focus (enchantment), Maximize Spell, Persuasive, Skill Focus (Perform), Spell Focus (enchantment), Still Spell.

**Bloodline Arcana:** Whenever you cast a spell with the sonic descriptor, treat your caster level as 1 level higher for the purposes of determining that spell's effects. Additionally, your sorcerer levels stack with any bard levels you possess for the purposes of determining the number of rounds you can use your bardic performance class feature each day, as well as for what bloodline powers you receive.

**Bloodline Powers:** The arcane traditions of the Gianni house have strong roots in their artistic heritage, giving rise to a unique set of magical applications available to their blood. As a scion of House Gianni, you have access to a potent set of magical abilities rooted in the performing arts.

Deafening Performance (Sp): You can lend your inherent magical energy to piece of musical performance, warping the sound into a deafening roar. As a standard action, you may attempt a Perform (keyboard instruments, percussion, sing, string instruments, or wind instruments) check (DC 10) which, if successful, causes living creatures other than you within 10 feet of you to become deafened for a number of rounds equal to ½ your sorcerer level (rounded down, minimum of 1 round). A successful Fortitude save (DC 10 + ½ your sorcerer level + your Charisma modifier) negates this effect. You may use this ability a number of times each day equal to 3 + your Charisma modifier.

Perfect Pitch (Ex): The members of House Gianni have a gift for discerning the subtle sounds of incantations, and at 3rd level you gain a +4 bonus on all Spellcraft checks made to identify spells with verbal components. At 9th level, your ability to discern the pitch and tone of magical incantations becomes so acute and finely tuned that you automatically identify spells with verbal components as they are being cast.

Metamagic Medley (Su): One of the greatest advantages possessed by those with the blood of House Gianni is their innate ability to weave spell and song to create stunning and powerful spell effects while expending only meager magical energies. At oth level, you may attempt to apply a metamagic feat you know to a spell without increasing the level of the spell slot used to complete the spell. In order to accomplish this, you must succeed on a Perform (keyboard instruments, percussion, sing, string instruments, or wind instruments) check made as part of casting the spell. The DC for this check is equal to 20 + twice the spell's modified level (after applying the metamagic feat). If the check is successful, you cast the spell with the benefit of the metamagic feat, but only consume a spell slot equal to the spell's original, unmodified spell level. If you fail the check, you still cast the spell as normal with the modified effects, but it consumes the higher spell slot. Either way, the casting time required to cast the spell is increased to 1 full round, or, if it is already 1 full round or more, is increased by 1 round.

You may not use this ability to cast spells of a modified level which you would not normally be able to cast, nor can you use this ability to cast a spell whose modified level you no longer have any remaining spell slots available to cast. Spells affected in this way gain the sonic descriptor, though the type of energy damage dealt by such as spell, as well as its other effects, remain unchanged. You cannot use this ability to apply the Silent Spell metamagic feat. You may use this ability once per day at 9th level, and gain an additional use per day every 3 levels thereafter (two times per day at 12th level, three times per day at 15th level, etc.).

Resilient Performance (Su): Those who possess the Gianni blood have the ability not only to enhance magical energy with music, but also to hinder its flow through carefully selected notes and perfectly executed performance. At 15th level, as a standard action, you may make a special Perform (keyboard instruments, percussion, sing, string instruments, or wind instruments) check. Until the beginning of your next turn, you may choose to substitute the result of this check for any saving throws made to resist the harmful effects of spells and spell-like abilities. You must choose whether or not you wish to substitute this result before making the saving throw, and if you choose not to substitute the result, you make your saving throw as normal and must accept the result even if it is worse than the result of the Perform check. You may use this ability at will.

Gianni Ascendant (Sp): Those strongest scions of the Gianni blood can utilize the inherent similarities in musical form and spellcraft to perform even the most difficult spells without making the sacrifices normally required by such potent magic. Once per day, when casting a spell with a costly material component, you may attempt to circumvent the cost of that material component. In order to do so, you must make a special Perform (keyboard instruments, percussion, sing, string instruments, or wind instruments) check. Reduce the value of the required material component by an amount equal to the result of this special Perform check x 100 gp. You must still provide a material component worth the difference in value, if any, in order to cast this spell. In such cases the type of material component required does not change, merely the value or amount expended. (For example, if you cast a spell requiring 5,000 gp worth of ruby dust, and you use this ability to reduce the cost of the material component by 3,000 gp, you must still provide 2,000 gp worth of ruby dust).

# **House Sukina**

The great house of Sukina is well known throughout the upper crust of society for their particular appetites and cunning use of magic. House Sukina is often the subject of political scandal as well as the romantic fantasies of poets and bards the world over. They are a strong and confident house whose natural charisma and unabashed attitude has brought both fame and fortune.

# Background

The origins of House Sukina can be traced back to the mage Boysa Sukina, whose beauty inspired emperors and shamed their wives. During her lifetime, it was said of Boysa that she had the beauty of a nymph and the heart of a succubus. She had no fewer than 5 husbands, all of them kings, and her children inherited vast kingdoms.

The magic in her blood, however, gave her descendents strong passionate streaks that simply would not be denied. Some of them were forced off their thrones by scandal; others abdicated to pursue romantic opportunities elsewhere. In less than two generations, the Sukina name longer commanded direct rulership over anything, though through various trysts and whispered promises Boysa's progeny continued to wield undue influence in world affairs. For generations, it went on in this fashion, with no Sukina wielding power directly, though in many cases members of the house were the true power behind the thrones of kings.

It would not be until the birth of Carson Sukina that the family would reclaim its taste for directly wielding political power. He was naturally a great leader, but it was through various flights of passion that Carson found himself a popular man with the support of much of the local nobility, and when the old king died without heirs Carson discovered that he was well-positioned to claim the throne. Following his example, many of the Sukina clan have since claimed political power by simply being well liked.

Today the great house of Sukina has extensive roots in various political and social structures. They are kings, barons, dictators, senators, and priests. The Sukina family has also maintained a strong, and not undeserved, reputation for promiscuity, and members of the house are known to use all tools at their disposal to achieve goals ranging from the lofty to the mundane.

# **Bloodline Features**

Class Skill: Diplomacy.

Bonus Spells: charm person (3rd), hypnotic pattern (5th), suggestion (7th), charm monster (9th), seeming (11th), symbol of persuasion (13th), limited wish (15th), sympathy (17th), dominate monster (19th).

Bonus Feats: Animal Affinity, Persuasive, Silent Spell, Skill Focus (Bluff), Skill Focus (Diplomacy), Spell Focus (enchantment), Spell Focus (illusion), Still Spell

**Bloodline Arcana:** All spells you cast of the charm or glamer subschools are affected as though by the feat Extend Spell.

**Bloodline Powers:** The scions of the great House Sukina are well known for their sensuous natures, and you can draw great power of persuasion from the connection between that sexually charged energy and your magical power. You must maintain a careful balance, however, and not to let your desires overcome you.

*Caress of Desire (Sp):* As a member of the great House Sukina, you possess the inherent power to bring thoughts of desire and pleasure to the mind of any creature with a mere touch. This ability causes the target to develop feelings of a romantic nature towards you, effectively improving their attitude towards you by 2 steps for a number of rounds equal to your Charisma modifier. A successful melee touch attack is required to affect unwilling targets, and the target is also entitled to a saving throw (DC 10 + 1/2 your sorcerer level + your Charisma modifier) to resist the effect. You may use this ability a number of times each day equal to 3 + your Charisma modifier.

Dazzling Form (Su): Those of the blood of House Sukina are always given to exceptionally attractive forms, and beginning at 3rd level, with a mere act of will you can cause physical discomfort to those who look upon you. Any creature who looks upon you for at least 3 consecutive rounds becomes dazzled unless it succeeds on a Will saving throw (DC 10 +  $\frac{1}{2}$  your sorcerer level + your Charisma modifier). You may suppress or resume this ability as a free action.

Kiss of Passion (Su): The most famed ability

of those with Sukina blood is their trick of infusing a kiss with their inherent magical energy, overcoming the will of those whom they embrace with sheer passion. At 9th level, you can choose to imbue a kiss with the potent magic of your Sukina blood in order to overwhelm the recipient. The exact effect of the kiss depends on the target's current attitude towards you at the time of the kiss.

If the target is hostile or unfriendly, the kiss overcomes the target's body, taking out all his will to continue on, effectively rendering him exhausted for a number of rounds equal to your Charisma modifier. If the target is indifferent, the kiss causes him to be flooded with desire to please, obeying your next spoken words as though affected by the spell suggestion unless he succeeds on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier). If the target is friendly or helpful, the kiss inspires him to greater heights, effectively granting a +6 enhancement bonus to his Strength and Dexterity scores for a number of rounds equal to your Charisma modifier. You must succeed on a melee touch attack in order to kiss an unwilling target. You may use this ability once per day at oth level, and an additional time per day at 13th level, and again at 17th level.

Living Fantasy (Su): At 15th level, your Sukina blood allows you to draw on the inherent magic of your heritage to become the living fantasy of a single creature you have touched. This causes you to become the perfect embodiment of everything the target wants in a mate, and to place you on a pedestal above other living beings. This has two effects: first, the DCs of any Diplomacy checks you make against the target are reduced by 5. Second, the target will be reluctant to do you any harm. This second aspect of this ability works identically to a sanctuary spell that targets you, except that only the target of your living fantasy ability is affected, and the saving throw DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may only emulate one character's fantasy at a time.

Final Embrace (Su): At 20th level, your Sukina blood becomes so strong that you are able to control life and death with your passionate embrace. As a standard action, you may embrace a dying creature, kissing them on the lips. If you do, you may choose to either breathe life into that creature, causing him to become stable and gain fast healing equal to your Charisma modifier for 1 minute; or, you may suck the soul out of the creature's body, instantly killing the creature and destroying his soul, preventing resurrection as though he were affected by the spell soul bind. Since this effect destroys the soul rather than merely imprisoning it, it is impossible to bring the creature back to life without using a wish or miracle spell to restore his soul prior to attempting to revive the target.

# House Vorii

The blood of House Vorii longs for the suffering and death of all the unpure and unworthy. In your veins flows this same hateful blood, lending you the power to do great and terrible things. Your tainted blood gives you power over lesser creatures and infuses your magic with the power to make others suffer and die. With this magic that the weak call evil, you can decide your own justice; the right and good is your will, and those that defy it will scream out in agony before they die.

# Background

House Vorii is among the oldest of magic houses and is deeply steeped in traditions and ritual. At times, they have wielded power enough to rule with nearly absolute authority, determining the fates of those under their power on a whim. At other times, they have been forced to hide from the light of inquisitions and crusades, living in secret and squalor. Through it all they have adhered strictly to their ancient traditions and continue to this day to strive for power at all costs, and seeking to exert their will over others in keeping with the traditions of their founder.

Dremond Vorii, progenitor of his bloodline, was a cannibal, rapist, murderer, and expert torturer. He was also the most powerful mage of his time: capable of consuming the powers of other practitioners of magic by devouring their bodies, he quickly outstripped any who could oppose him. Having the power to act as he wished without fear of repercussion, Dremond came to view all other life as unworthy of sharing an existence with him. He determined that only his will mattered, since no other will could defy his own, and in keeping with this philosophy, he wandered the world, torturing living creatures in service to his own perverse fantasies. The more wretched and grandiose the torture, the more satisfying for Dremond, and the acts he performed in pursuit of his own greatness frightened the gods of that time. Disgusted with Dremond, the gods struck him down, and even his great power could not save him from the combined power of divinity.

It would be generations before it was discovered that Dremond's rapacious torments had left him with scores of progeny, and that his corrupt magic had begun to manifest in their veins. It took longer still for these scions of murderous blood to find one another, and beyond that it took years of fighting between the mages before the house was born. In truth, House Vorii was an alliance of several bloodlines which could ultimately be traced back to Dremond Vorii; however, a strict tradition that the sacred blood of Vorii should not be shared with the unworthy has solidified a once-diverse people into a single massive family.

It was this house that would rise to prominence among the great houses of magic, and exert its influence on the culture of the houses of old magic, even while becoming increasingly divorced from that same culture. Among their cultural contributions are a general restriction against spreading the blood of magic to those without its gifts, an adherence to a set of traditions, and an aristocratic hierarchy based on power and familial lineage which serves as a basis for the truly byzantine social structures common to most houses. However, the continued practice of ritualized torture, mutilation, murder, and cannibalism as an exercise in personal power has caused the house of Vorii to be viewed with increasing disfavor by other magical houses and by society at large.

### **Bloodline Features**

### Class Skill: Intimidate.

**Bonus Spells:** *doom* (3rd), *death knell* (5th), *vampiric touch* (7th), *animate dead* (9th), *symbol of pain* (11th), *eyebite* (13th), *mass inflict serious wounds* (15th), *horrid wilting* (17th), *storm of vengeance* (19th).

**Bonus Feats:** Arcane Strike, Great Fortitude, Greater Spell Penetration, Intimidating Prowess, Iron Will, Skill Focus (Intimidate), Spell Focus (necromancy), Spell Penetration

**Bloodline Arcana:** Whenever you cast a spell with either the evil or death descriptors, if the target of that spell has less than half of his maximum hit points remaining, he suffers a -3 penalty on any saving throws he makes to resist the effects of that spell.

**Bloodline Abilities:** As a member of the dreaded House Vorii, you revel in causing suffering, and delight in the pain of your victims. This near compulsion for wickedness lends itself well to the workings of the potent and forbidden talents unique to your birthright.

Touch of Torture (Sp): All those who share in the blood of the Vorii also share in the ability to manipulate arcane energies to slash open the bodies of those they touch, causing them to slowly, if artistically, bleed to death. As a standard action, you can attempt a melee touch attack which, if successful, causes the target to suffer 2 points of bleed damage. Unlike normal bleed damage, the damage dealt by this ability automatically ceases after a number of rounds equal to 1 + your Charisma modifier.

Multiple uses of this ability cause the target to suffer more intense wounds, increasing the bleed damage by 2 and extending the duration of effectively resetting the duration for all current uses of this ability on that target (so a creature hit with this ability on the first round of combat by a sorcerer with a Charisma bonus of +4, and then again on the 4th round of combat, would suffer 2 points of bleed damage for 3 rounds, and then 4 points of bleed damage for the following 5 rounds, assuming the bleeding wasn't stopped and he wasn't hit with the ability again). You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Mark of House Vorii (Ex): Those who choose to tap into the Vorii blood in their veins begin to show outward signs of their corrupt and violent nature. At 3rd level, hideous black marks, starkly reminiscent of dried blood, cover your face. These markings vary slightly from individual to individual, but always serve as mocking reflections of grievous, humiliating and often lethal wounds. While these markings will likely make you less pleasant to look at, the magic of your blood suffuses these brands with power, granting you a bonus on all Intimidate checks equal to ½ your sorcerer level, rounded down.

Slaves in Death (Sp): The more talented members of House Vorii are more than simple murderers who kill for pleasure: they are artists expressing their aesthetics through the ultimate display of personal will. At oth level, you can infuse a fresh corpse with the dread magic of your forsaken blood through extensive and artistic mutilation. Though the exact wounds inflicted on the corpse to be prepared in this fashion are left to your discretion, the process must be done postmortem, and the corpse must bear a replica of the wounds reflected on your face as a result of your mark of House Vorii ability. This process takes at least an hour, though depending on the extent of the mutilation, it may take longer, at the GM's discretion.

A corpse prepared in this fashion makes an exceptional undead servant, and undead created from such corpses by spells you cast (such as with an *animate dead* spell) gain a +2 enhancement bonus to their Strength and Dexterity scores. At 14th level, the potency of your magic grants such creatures created from these specially prepared corpses an amount of damage reduction equal to 1/2 your sorcerer level (rounded down, minimum 1). This damage reduction can only be overcome by silver weapons. At 19th level, such undead creatures are further empowered, gaining an amount of spell resistance equal to 10 + your sorcerer level.

Greater Suffering (Su): At 15th level, the blood of house Vorii which flows through your veins empowers spells that cause pain and fear. Whenever a target gains the confused, frightened, nauseated, sickened, or shaken condition as a result of a spell you cast, the duration of that condition is automatically doubled.

Consume Body and Soul (Su): Only the strongest of the Vorii manifest the ability to truly gain power through utter desiccation of their victims. At 20th level, once per day, you can perform a special ritual which takes 10 minutes and requires you consume at least 1 pound of flesh and drink 1 pint of blood from a sentient creature which is either still living, or which has been dead for no more than 1 hour.

At the completion of this ritual, if the target was still alive, it is immediately affected as though affected by the spell *finger of death*, and you gain access to that creature's latent arcane energies, allowing you to use that energy for your own malign purposes. Regardless of whether the creature was alive or not, for the remainder of the day, you add any arcane spells the creature knew to your list of spells known. Additionally, for each prepared spell or unused spell slot that the creature possessed, you gain a bonus spell slot of the same level. These bonus spell slots remain until the next time you rest and recover your daily spells.

If the victim of this ability has a caster level higher than your own, this ability instead causes you to become sickened for 1 hour. If the victim had a caster level of at least 10 higher than your own, you are additionally affected as though by the spell *implosion*, as the intense arcane energies overwhelm even your fell blood.

# Appendix 3: Unique Witch Patrons

In some circles, much to-do is made about the source from which witches get their magical powers. It is common knowledge that each witch has a nebulous, otherworldly patron who is the source of both her spells and her familiar, but the exact nature of the relationship between the witch and her patron is unclear. Is the witch obligated to perform services of some sort for the patron? Does it make some kind of claim on her spirit? Which party is really the one in control?

The common witch patrons are more concepts than entities, things like "healing," or "wisdom," or "shadow," and it's not really clear if these so-called patrons are even sentient beings or if they are simply an ideal that guides the witch and influences what spells she knows. Provided here, however, are five witch patrons that are notably more unique, and possess a great deal more personality than their standard counterparts.

Instead of choosing a standard witch patron, a 1st-level witch may choose to take one of the following witch patrons. If she does so, in addition to the normal bonus spells a patron provides, she also gains a number of special benefits and drawbacks peculiar to her patron. These are described under the patron's Pact Boons and Payments sections, respectively. Information is also provided on the background and general character of each of these patrons, as well as on the sorts of familiars they typically grant, and what sorts of services they require from those to whom they lend their magic.

Some of the spells provided by these patrons do not appear on the witch spell list. In these cases, the witch treats the spell as though it were on the witch spell list at a spell level equal to 1/2 the witch level she receives it at (so, in the case of a witch whose patron is leanan sidhe, who receives the spell *glibness* at 8th level, she would treat *glibness* as though it were a 4th-level witch spell). Arctorithrax, the Undying Terror Undead Dragon Overlord

Arctorithrax is a ravener of inestimable age, and was already a great wyrm and considered ancient when he joined the ranks of the undead, an event that occurred so long ago that very few of the dragons alive today are old enough to have been alive when Arctorithrax descended into undeath. In fact, the ravener is so incredibly ancient that the necromantic energies that animate it have been slowly unraveling for centuries, forcing it to consume more and more life energy simply to stay alive.

At this point, it would be impossible for Arctorithrax to find and consume enough life energy to maintain itself, so instead it enters into pacts with magical practitioners, granting them fell power in exchange for life energy—both from the caster, and from those she slays with his fell gifts. This leaves the ravener free to plot his own century-spanning schemes. Arctorithrax does drain some life force for himself, however, and makes a habit of hunting down and extinguishing other dragons. He particularly likes to slay dragons just before their wyrmlings hatch, adopting the whelps of his victim as his own and raising them until they come to adulthood, at which point he devours them, as well.

Arctorithrax has been bending most of his efforts over the last few centuries towards finding ways to slow the decay of his necromantic animation, and he has hundreds of agents dispersed through dozens of arcane organizations searching for any clue that may help him continue to preserve his existence.

**Spells:** 2nd—ray of enfeeblement, 4th—ghoul touch, 6th—vampiric touch, 8th—animate dead, 10th—blight, 12th—create undead, 14th—control undead, 16th—horrid wilting, 18th—soulbind.
**Pact Boons:** By taking Arctorithrax as your patron, you gain a number of special boons, which those who serve other patrons do not receive. As you gain levels in witch, and your association with Arctorithrax becomes stronger, you are granted additional boons, as outlined below.

Blighted Power (Su): Whenever you cast a spell that deals ability damage or ability drain, inflicts negative levels, or imposes the fatigued or exhausted conditions, the DC of that spell is increased by +1. Additionally, whenever you cast a spell that deals negative energy damage, it deals one additional point of negative energy damage per damage die (so a spell that normally deals 3d6 negative energy damage would deal 3d6+3 negative energy damage, instead).

Corrupt Spell (Su): When you cast a spell that deals acid, cold, electricity, fire, sonic, or force damage, you may choose to have that spell deal negative energy damage, instead. This does not require an action, but you must declare your intent to use this ability before actually casting the spell. You may use this ability a number of times per day equal to 1 + your Intelligence modifier.

Consume Spirit (Su): Beginning at 6th level, when you cast a spell that deals negative energy damage, you may choose to heal a number of hit points equal to 1/2 the amount of negative energy damage dealt to the spell's target (if the spell has more than one target, or has an area of effect, you must choose a single individual damaged by the spell). This does not require an action, but you must declare your intent to use this ability before actually casting the spell. You may use this ability three times per day.

Negative Energy Immunity (Su): By 11th level, your long exposure to the draining effects of Arctorithrax have rendered you immune to negative energy, as well as to negative levels. You are also immune to any ability damage or drain to your physical ability scores (Strength, Dexterity, and Constitution), but not to your mental ability scores (Intelligence, Wisdom, and Charisma). This does not affect the life drain payment (see below).

Bestow Soul (Su): At 16th level, you can channel the souls of those you slay directly to Arctorithrax, feeding the ravener and also ensuring that the victim is never returned to life. When you cast a spell, you may choose to apply this ability to it. If you do, and the spell slays one or more creatures (whether through a death effect, dealing damage, reducing their Constitution score to o, or some other method), those creatures must each succeed on a Fortitude save or have their soul consumed. This functions as soul bind, except as noted here, and the fact that it does not require a focus. This does not require an action, but you must declare your intent to use this ability before actually casting the spell. You may use this ability once per day.

**Payment:** Arctorithrax does not grant his boons for free, and in serving him you must make certain sacrifices, as outlined below.

Life Drain (Su): At 1st level, when you initially make a pact with Arctorithrax, he creates a bond between you that allows him to siphon off your life energy. At first, this drain is slight: you suffer a -2 penalty to your Constitution score. This penalty cannot be healed by any means as long as Arctorithrax remains your patron, although if you remain in an anti-magic field for 24 hours or more, the penalty is temporarily removed for as long as you remain within the anti-magic field. As your bond with the ravener strengthens, however, the drain becomes more pronounced.

Beginning at 6th level, each day, when you rest, you take an amount of damage equal to 1/2 your Hit Dice (rounded down). This damage can't be reduced or prevented, but if you are in an *anti-magic field*, or similar effect, and the connection is blocked, this damage does not occur until you leave the *anti-magic field* (if you remain in the *anti-magic field* for more than 24 hours, you only suffer damage for one day upon leaving the field). At nth level, the penalty to your Constitution score is increased to -4. Finally, at 16th level, any time that you would regain hit points due to a spell (including potions, scrolls, and wands), spell-like ability, or supernatural ability, you regain only half as many hit points as you normally would (this also applies to your consume spirit ability, above).

Familiars: Arctorithrax often assigns those who serve him familiars that are reptilian, such as lizards and snakes. Those who gain improved familiars from Arctorithrax often receive ooze mephits, as the mighty dragon retains a large network of these creatures which serve it as spies and agents. Some specially-favored witches in service of Arctorithrax receive a chromatic dragon wyrmling as a familiar. These wyrmlings are the progeny of dragons that Arctorithrax has slain, which the ravener has adopted (see above). They are only entrusted to those that have demonstrated their loyalty and capability to the dragon (minimum level 7 for white wyrmlings, level 10 for black wyrmlings, level 13 for green wyrmlings, level 16 for blue wyrmlings, and level 19 for red wyrmlings). The dragon arrives with the knowledge of any and all spells that her previous familiar knew. Witches who allow a dragon familiar that they have been granted to be killed are punished severely.

Serving Arctorithrax: Arctorithrax's main concern with those he makes pacts with is that they provide him with life energy. Even the most inept witches who take the ravener as their patron provide him with a constant trickle of vital power, and the cunning undead dragon has also mastered the art of siphoning off small amounts of life energy from the creatures that those bound in his service slay with magic. As a result, many find that he is a less demanding patron than most, at least in terms of requiring services.

That said, even if he views those he makes pacts with more as a food source than as actual servitors, when he sees an opportunity for one of the witches he patronizes to aid in one of his complex and byzantine plots, he doesn't hesitate to call for their involvement. In such cases, his



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tasks frequently involve gathering information about the weaknesses of a dragon or powerful being that the ravener intends to devour, or else to help weaken such a foe in advance (by stealing a key protective item, destroying a ward, or something similar) in order to make that creature an easier target for the ever-hungry undead dragon. While these tasks are dangerous and involved, they tend to be few and far between (usually one every four to five levels).

**Contact:** Arctorithrax does not deign to allow mortal creatures to view him in person. He often makes initial contact with a witch through a dream vision, or by sending a minion or servant. Once the pact is made, he sends any instructions he may have through either the witch's familiar, or through cryptic dream messages.

#### Dodonthus, the Ageless Tree Guardian and Avatar of Nature and Life

Dodonthus is a massive, sentient oak tree, who resides deep in the heart of an ancient, primeval forest which is unspoiled by human development, and remains as pristine and wild as it was in the time before man. His uppermost branches stretch out more than 200 feet above the ground, and it is rumored that it takes nearly an hour to walk around the circumference of his trunk. He is ancient beyond measure, and is said to have been just as large and mighty when the rest of his primordial forest was still nothing but saplings.

Dodonthus styles himself as a guardian of the natural world, and a protector over plants and animals. Whether this guardianship is an actual office, or just something that he took upon himself is unknown, but he is a powerful force of good for those who want to ensure that the old and wild ways still have a place in this world. Even the forces of civilization often find that Dodonthus and his agents are a force for good, as they spend far more time battling the undead, rapacious demons, and others who would lay waste to everything they cross than they do pushing back loggers and stopping civilization from encroaching on wild lands-in fact, many of Dodonthus's followers preach that those who revere the natural world have little to fear from civilization, for such things are only temporary, and eventually, whether it be hundreds or even thousands of years from now, all will return to primordial wilderness once again.

This attitude doesn't prevent Dodonthus and his agents from taking action against logging camps which are particularly vicious or destructive, however, or from acting in cases where entire species are being put at risk and may be lost forever, but, while Dodonthus is said to feel the death of each and every tree that dies, and mourn that death, he often sees the normal growth of cities and other human settlements as no worse than a forest fire or blight, and often has larger issues with which to concern himself.

Spells: 2nd—detect animals and plants, 4th—wood shape, 6th—speak with plants, 8th—solid fog, 10th—polymorph, 12th—liveoak, 14th—control weather, 16th—mind blank, 18th—imprisonment.

Pact Boons: By taking Dodonthus as your patron, you gain a number of special boons,

which those who serve other patrons do not receive. As you gain levels in witch, and your association with Dodonthus becomes stronger, you are granted additional boons, as outlined below.

Hale and Hearty: Your bond with Dodonthus invigorates you, and makes you stronger and healthier. You gain a constant +2 enhancement bonus to your choice of either Strength or Constitution. At 11th level, this bonus increases to +4, and you gain a +2 enhancement bonus to the other ability score (so a character who initially chose Constitution would have +2 Strength and +4 Constitution at 11th level, while one who initially chose Strength would have +4 Strength and +2 Constitution, instead).

Channel Life Energy (Su): Beginning at 3rd level, as a standard action, you can touch a single creature and channel your life energy into it, sacrificing your own health in order to restore that of the target. You may choose to take any amount of damage, which cannot be prevented or reduced in any way. The touched creature immediately heals that many hit points (or, if the target is an undead creature, it takes that much damage).

Improved Healing (Su): Beginning at 8th level, whenever a spell, spell-like ability, or supernatural ability would cause you to heal hit points, you heal twice as many hit points as you normally would. This does not affect any other kind of magical healing, such as healing ability score damage, nor does it apply to mundane healing, such as normal bed rest or certain uses of the Heal skill.

**Payment:** Dodonthus does not grant his boons for free, and in serving him you must make certain sacrifices, as outlined below.

Necromantic Ban: You are unable to cast spells of the necromancy school, nor can you use spell-trigger or spell-completion items to cast necromancy spells, except by using the Use Magic Device skill, as though those spells are not on your spell list. Additionally, you may not take any of the following hexes, major hexes, and grand hexes, nor can you (if you somehow gain access to them) make use of their abilities: agony, blight, death curse, infected wounds (*Ultimate Magic*), strike ill (*A Necromancer's Grimoire: Secrets of the Witch*), and zombie servant (*A Necromancer's Grimoire: Secrets of the Witch*). At the GM's discretion, certain other necromancy-related hexes may also fall into this category.

Stunted Spellcasting: You are able to prepare one less spell of each spell level except for o-level spells each day than you would normally be able to (so a 1st-level witch with an 18 Intelligence who chose Dodonthus as her patron would be able to prepare and cast three o-level spells, but only one 1st-level spell, even though she would normally be able to cast two 1st-level spells: one from her class and level, and the other from her high Intelligence score). If this would reduce the number of spells per day that you can cast at a certain level to o, you cannot cast spells of that level unless your Intelligence score is high enough to grant you bonus spells of that level.

**Familiars**: Dodonthus grants a wide variety of familiars, and seems to have no particular favorite type of animal, instead assigning those who serve him a familiar that he feels best suits the spirit of that individual—cunning witches might receive a fox or a raven, while deceptive or sneaky ones receive a rat, loyal and friendly ones a dog, proud ones a hawk or cat, and so on. If no particular animal seems well-suited, Dodonthus usually falls back on a hawk, raven, or some other sort of bird. Particularly favored servants receive a bonsai tree familiar (see Advanced Arcana II) that is a cutting from the great tree himself.

A witch who takes Dodonthus as her patron and takes the Improved Familiar feat can gain a violet fungus as a familiar, provided she is of at least oth level. The violet fungus arrives with the knowledge of any and all spells that her previous familiar knew.

Serving Dodonthus: Dodonthus takes his guardianship very seriously, and expects those who take him as a patron to help him further his own ends of protecting and promoting the wilds. He is one of the more involved patrons of those listed here, and keeps himself well-apprised of the actions of his agents, frequently requesting that they undertake small tasks that are conveniently close to whatever the agent happens to be doing at the time. If an agent is meeting with a circle of druids in order to ask their help in a quest, Dodonthus might ask that the witch also try to establish contact with the circle for the great tree, so that he might be able to bring them into the fold. Similarly, if the witch is already heading into a dungeon that happens to contain a lost artifact of powerful shamanic power, Dodonthus might ask that the witch recover it while she is there.

In general, Dodonthus takes the long view, and so, assuming an issue is not time-sensitive, is generally content to simply accumulate tasks and wait until he has an agent in the area to perform them, even if that takes years. These small, minor tasks are quite frequent and persistent, however (once every one to two levels), even if they are generally quite brief (generally one to two encounters at the most). In general, Dodonthus's tasks are not overtly violent in nature, and he prefers if his agents avoid killing living creatures.

Dodonthus does occasionally require more effort from his agents, especially in the case of time-sensitive issues. These tasks tend to be larger and more difficult (generally three to six encounters) but are much fewer and farther between (once every eight or nine levels, replacing a minor task).

**Contact:** Dodonthus typically makes initial contact with a witch through a dream vision, and may occasionally do so afterwards with particularly important topics, but typically prefers to communicate through a network of birds and other forest animals, which he is able to control, seeing what they see and speaking with their mouths.

#### Leanan Sidhe A Captivating Muse Who Feeds on Luck

There is not just one leanan sidhe, but rather the term seems to apply to a whole class of powerful fey creatures, who, while assuredly not gods, are nonetheless far more powerful than others of their kind, in the same way that demon princes and devil lords border on the realms of divinity with their power. Leanan sidhe is as much a title as it is a classification, and it is estimated that there are perhaps a dozen individual fey who can answer to that name.

What the leanan sidhe have in common. besides their power, is that they serve as muses to mortals, filling their patrons with passion and inspiration, as much as with magic and knowledge. While leanan sidhe prefer to make such pacts with witches and other spellcasters, they are quite willing to serve as patrons for mundane mortals as well, providing inspiration for artists, poets, blacksmiths, and carpenters alike. In every case, however, close association with a leanan sidhe brings about luck of the worst sort, and few who take a leanan sidhe as their patron live long and full lives, though they do have rich, full, and brilliant experiences in the time that they do have, like a great flame that burns brightly, then winks out, instead of one that provides a dull, soft glow all throughout the night.

Leanan sidhes are fickle mistresses, and enjoy nothing more than watching those they choose to patronize suffer through endless hardships, constantly having to struggle to stay afloat. In the face of this, a leanan sidhe would take great offense at anyone implying this was sadism, and instead feel that the valiant efforts in the face of adversity of those mortals she takes a shine to is a thing of beauty. Still, many of those whose lives are ended by a leanan sidhe patron piling too much on their shoulders fail to appreciate the difference.

**Spells:** 2nd—*charm person*, 4th—*enthrall*, 6th—*rage*, 8th—*glibness*, 10th—*modify memory*, 12th—*greater heroism*, 14th—*insanity*, 16th—*irresistible dance*, 18th—*wail of the* 

#### banshee.

Pact Boons: By taking a leanan sidhe as your patron, you gain a number of special boons, which those who serve other patrons do not receive. As you gain levels in witch, and your association with leanan sidhe becomes stronger, you are granted additional boons, as outlined below.

Inspired Spellcasting (Sp): You may prepare and cast an additional spell per day for each spell level that you can cast. Additionally, at 10th level, the saving throw DC of any spell you cast is increased by +1.

Impassioned Spellcasting (Sp): Beginning at 5th level, once per day, you can draw upon your passion and resolve in order to apply a single metamagic feat you know to a spell as you cast it without increasing its casting time or causing it to use up a higher-level spell slot. This is a free action made as part of casting the spell, but you must declare your intention to use this ability before the spell is cast.

At 5th level, the metamagic feat to be applied must be one that would normally cause the spell to take up a spell slot no more than one level higher than it actually is. At 10th, 15th, and 20th levels, you are able to apply more powerful metamagic, and the number of effective spell levels of metamagic that you can apply increases by one (to a maximum of four levels higher, at 20th level). You can choose to divide these effective spell levels over multiple metamagic feats, if you know more than one (so at 20th level, you could apply Quicken Spell, or you could apply both Maximize Spell and Still Spell).

**Payment:** Leanan sidhe do not grant their boons for free, and in serving one you must make certain sacrifices, as outlined below.

*Emotional (Su)*: You suffer a -2 penalty on all saving throws made to resist the effects of spells or abilities with the emotion descriptor. This does not apply to spells or abilities that also have the fear descriptor. Ill Luck (Su): Once per day, when you make a d2o roll of any kind (such as an attack roll, ability check, skill check, or so on), the leanan sidhe may impose ill luck on you, forcing you to roll twice, and take the lesser result. The leanan sidhe uses this ability at any time she likes (at the GM's discretion), and can do so regardless of distance or even being on the same plane. The GM must declare that the leanan sidhe is using this ability before the roll is made. At 5th level and 15th level, the leanan sidhe may use this ability an additional time per day.

At 10th level, the leanan sidhe may choose to expend one of these daily uses to instead impose a -3 penalty on a single d20 roll of his choosing. Unlike forcing you to roll twice, she can force you to suffer this penalty after the result of the roll is known. She cannot, however, use this ability and force you to roll twice on the same roll.

At 20th level, once per day, the leanan sidhe can declare that you automatically fail a single d20 roll, unless the result of that roll is a natural 20. The GM must declare that the leanan sidhe is using this ability before the roll is made. Note that a natural 20 is not an automatic success, unless it would normally be in that situation.

Familiars: The familiars provided by a leanan sidhe are usually exotic and beautiful creatures. She is far more likely to bestow a parrot or a thrush than a raven or a hawk, more likely to bestow a fox or a mongoose than a cat or a rat, and more likely to bestow an iguana or a turtle than a newt or toad. All familiars provided by a leanan sidhe are more colorful, sleek, and beautiful than normal animals of their kind, as well. Witches with a leanan sidhe as a patron who take the Improved Familiar feat may gain an animal companion instead of the normal benefits of that feat. In such cases, treat the witch's effective druid level as being equal to 1/2 her witch level (rounded down, minimum 1). The animal companion arrives with the knowledge of any and all spells that her previous familiar knew, and functions as a normal witch's familiar for this purpose.

Serving Leanan Sidhe: Leanan sidhe are known to be fickle, flighty mistresses, as are many of the fey. For the most part, as far as a leanan sidhe is concerned, the nature of any relationship with a creature that makes a pact with her is a predatory one: she basks in the passion and artistry of the creature to whom she serves as a muse, and feasts upon their luck, using it to nourish herself and ensure her own good fortune, while simultaneously dooming those she patronizes to terrible luck.

In addition to this, however, many leanan sidhe will make "requests" of those that they choose to patronize, and while they will always present these in such a way so as to suggest that the witch could refuse, the fact of the matter is that they are just as much commands as those issued by any of the other patrons presented here. Sometimes these requests involve slaying or punishing those who have crossed the leanan sidhe, but most of the time they are simply challenges set by the leanan sidhe for no real purpose other than to allow her to amuse herself by watching one of her agents in action.

In general, these tasks are moderate in length—long enough to prove challenging and put on a good show, but not so long as to allow the leanan sidhe to become bored, if they are handled correctly (generally three to four encounters). The leanan sidhe does not require them particularly often, though a witch who consistently performs the tasks laid before her in amusing or impressive ways may be called upon more frequently (in general, once every three to five levels).

**Contact:** Different leanan sidhe contact witches in different ways, but most of them do so through dreams and visions, which usually turn passionate after any business that the leanan sidhe is concerned with gets resolved. Some prefer to meet face-to-face, and will meet with those they patronize in person, both to give them instructions and to reward them for good service (again, passionately). Some leanan sidhe are even known to travel with those they patronize, either in disguise or openly, though they virtually never lift a finger to aid in any dangerous situations that may arise, preferring to watch and observe the outcome instead, even if it means the bloody death of a prized agent. Leanan sidhe rarely use messengers or gobetweens, such as familiars, to contact their witches.

#### Malphavros, the Infernal Will Hedonistic Devil and Master of Temptation

It is entirely likely that Malphavros is the origin of much of the myth, superstition, and rumor surrounding witches making pacts with devils for their power, and, indeed, Malphavros fits the descriptions of most such rumors and accounts quite well. He appears as a 7-foot tall humanoid with a well-chiseled physique and skin of a deep burgundy. He wears no clothes, but his legs resemble those of a goat's, and are covered in coarse red-brown fur. He is said to be obtrusively male, and smells faintly of brimstone.

Malphavros, like many devils, offers mortals various temptations in exchange for their souls and eternal servitude. With Malphavros, the temptation usually takes the form of raw, arcane power, but he has also been known to fulfill other cravings, such as for wealth or passion, in order to "sweeten" a deal. He especially delights in helping to realize particularly taboo desires, such as cannibalism or other deviant practices. Malphavros seals every pact that he makes not with a contract, like many devils, but rather with an act of raw, animal passion, or some other sort of hedonism.

**Spells**: 2nd—*charm person*, 4th—*bear's endurance*, 6th—*suggestion*, 8th—*scrying*, 10th—*polymorph*, 12th—*symbol of persuasion*, 14th—*modify memory*, 16th—*sympathy*, 18th*dominate monster*.

**Pact Boons:** By taking Malphavros as your patron, you gain a number of special boons, which those who serve other patrons do not receive. As you gain levels in witch, and your association with Malphavros becomes stronger, you are granted additional boons, as outlined below.

Extra Spells (Sp): You can gain extra spells by making a sacrificial offering of some of your blood. As a full-round action, you can perform a brief ritual whereby you cut yourself, and allow some of your blood to pour upon the ground in Malphavros's name, invoking him to power your spell. Casting a spell in this way does not use up a spell slot, but does inflict a number of points of damage equal to three times the spell's level. This damage cannot be prevented or reduced in any way, or the spell has no effect. You may cast any spell that your familiar knows and that you are of a high enough level to cast, as long as that spell's casting time is no longer than 1 full round. You must still provide any focuses or material components the spell calls for, if appropriate.

You may use this ability once per day at 1st level. At 11th level, you may use it one additional time per day.

Imp Familiar: At 7th level, Malphavros sends you an imp to replace your existing familiar. The imp quickly devours your unsuspecting familiar, and in so doing is able to provide any spells that the previous familiar knew. The imp also comes with an additional 2 spells of every spell level from 1st to 4th (which are either determined randomly, or chosen by the GM, but none of which should "overlap" with the spells known by your previous familiar).

**Payment:** Malphavros does not grant his boons for free, and in serving him you must make certain sacrifices, as outlined below.

Brand of Evil (Su): You are visibly branded with a magic seal that is easily recognizable to those who know of such things as symbolizing a pact between yourself and a powerful devil. This symbol is usually placed on the hand or forehead, though in rare cases it can be somewhere less conspicuous. In either case, it can be concealed through either magical or mundane means, but no matter how well it is hidden, it is always immediately and unmistakably visible when viewed with detect evil, true seeing, or a similar ability. In addition to being recognizable, this brand also causes you to be treated as an evil creature, regardless of your actual alignment, for the purposes of spells or abilities which affect evil creatures differently.

Sold Soul: You have sold your soul to Malphavros, and when you die, it will go to him, instead of anywhere else. If you die, it is very difficult for you to be returned to life. If an attempt is made to return you to life (such as raise dead or reincarnate spells) within 24 hours of your death, you must succeed on a Will save (DC 10 + 1/2 your level + your Intelligence)modifier) or be unable to return to life. After 24 hours, it is impossible for you to be returned to life by any means, unless your soul is recovered from Malphavros (an act that can be accomplished, either through force, guile, or diplomacy, but cannot be done with a simple wish spell). This ability does not prevent you from rising as an undead creature, but it does mean that any undead creature created from you is either mindless or completely insane (and therefore not suitable for a player character).

**Familiars:** Malphavros generally provides familiars that would normally be considered pests or vermin, or who are otherwise associated with evil, such as rats, ravens, spiders, centipedes, and the like. Because Malphavros automatically provides those who take him as a patron with an imp familiar, few of his followers choose to take the Improved Familiar feat, but those that do, and who are of 9th level or higher, may apply the advanced template to the imp familiar that Malphavros provides.

Serving Malphavros: For the most part, Malphavros asks very little of those who take him as a patron (except, of course, for their soul, but that is something that comes later). The devil has some limited interest in the Material Plane, as far as it is a source of potential souls for him to recruit, but ultimately he is much less involved in the goings-on of the mortal realm, and what interest he does take, he usually acts on himself, or handles through an infernal minion, rather than a witch with whom he has made a pact. In fact, for the most part, Malphavros views those he patronizes more as clients than as servants or agents. That said, the devil is always certain that any contract he makes with a witch gives him the right to call upon him or her for service from time to time. The tasks that Malphavros calls for are usually only moderately difficult (two to three encounters, on average), and are infrequent (generally once every six or seven levels), but tend to involve unquestionably evil acts which weigh heavily on the consciences of even some hardened criminals. These tend to involve sadistically cruel twists and visiting ruin upon unsuspecting (and sometimes entirely undeserving) victims.

Malphavros may also visit the witch once or twice in order to offer further temptations. While these temptations come in a wide variety of forms (from free feats and spells to unique abilities to magic items, and so on, at the GM's discretion), they are never without a price. That price might be a particularly difficult or extensive task that, due to a technicality in the contract, the devil cannot require of the witch, or could involve taking a number of years off of the witch's natural lifespan (or even aging the witch several decades), permanent loss to one or more ability scores, and so on.

**Contact:** An avatar of Malphavros can be summoned with a secret ritual that takes about 10 minutes to perform. Malphavros can see and hear through this avatar, and while he cannot attack or take any other kind of combat action with his avatar, it does feel real, and allows Malphavros to consummate his pacts without having to come to the Material Plane in person. When Malphavros wants to get in touch with the witch (rather than the other way around) he typically appears in her dreams.

#### Sivellisthar, the Unknowable Master of Knowledge, Shrouded in Secrecy

Sivellisthar's identity, and, in fact, nearly everything about him (if, indeed, it is a "him,") is a mystery, and few have even heard of this master of secrets. Among those who have heard his name, even his most valued lieutenants and servants (none of them could be called "trusted," but some are certainly more valued than others) can provide precious little knowledge about this enigmatic personality. A few have even devoted their lives to trying to uncover exactly who Sivellisthar is, and what his true goals really are, but thus far none have determined much of note.

What is known of Sivellisthar is that he is old, or else that the name refers to an inherited office, rather than an individual, as he is mentioned in the ancient journal of the obscure and eccentric wizard known as Felzibald the Unstable, and that he is both intensely secretive and intensely interested in acquiring knowledge of any and every sort. Some believe that Sivellisthar is the personification of the saying that knowledge is power, others believe he is a particularly cautious devil or lich, and still others that he is an avatar or close servant of the god of knowledge.

Spells: 2nd—comprehend languages, 4th—locate object, 6th clairaudience/ clairvoyance, 8th—scrying, 10th—prying eyes, 12th—analyze dweomer, 14th—vision, 16th—discern location, 18th—foresight.

**Pact Boons:** By taking Sivellisthar as your patron, you gain a number of special boons, which those who serve other patrons do not receive. As you gain levels in witch, and your association with Sivellisthar becomes stronger, you are granted additional boons, as outlined below.

Otherworldly Knowledge (Su): You are considered trained in all Knowledge skills, even if you have no ranks in them (you do not gain a +3 bonus on any of these skills for being class skills unless you have at least one rank in them, however). Additionally, once per day, before you make a Knowledge check, you may declare that you are communing with Sivellisthar and receiving information from him. If you do, you gain a bonus on the check equal to 5 + twice your witch level.

Otherworldly Contacts (Su): Beginning at 3rd level, you can mystically contact Sivellisthar to gain information about the goings-on in a local area. This functions as the gather information use of the Diplomacy skill, except that the entire process takes only a single minute as you mystically commune with your patron, and you gain a +5 bonus on the Diplomacy check.

Contact Other Plane (Sp): Beginning at 9th level, you add contact other plane to the list of spells your familiar possesses. Additionally, whenever you cast contact other plane, you may choose to automatically contact Sivellisthar, in which case you are considered to automatically succeed on the Intelligence check to avoid Intelligence and Charisma damage, and the answer that is received (whether it is true, a lie, and so on) is determined as though Sivellisthar were a demigod. Even though Sivellisthar is your patron, he will still lie to you or give you random answers in certain circumstances, if he feels it will further one of his own byzantine plots.

**Payment:** Sivellisthar does not grant his boons for free, and in serving him you must make certain sacrifices, as outlined below.

Arcane Voyeurism (Sp): Sivellisthar is able to "tap into" your divination spells, learning everything that you learn. Whenever you cast a spell that allows you to see or hear something from another time or place (such as clairaudience/clairvoyance or scrying), Sivellisthar becomes aware of it, and can, if he chooses, experience the sight or sound himself. He can even choose to view (or hear, or smell, etc.) the spell's result at a later time, any time within 24 hours of the casting (the information he views is still the same. He could not, for example, view what someone is doing four hours after a scrying spell ends with this ability. He would see what the person was doing during the time the spell was in effect). Similarly, any time that you cast a divination spell that provides you with specific information (such as locate object, identify, legend lore, or augury), Sivellisthar automatically becomes aware of this information, including the nature of any questions asked, and any information provided about the target.

Memory Loss (Su): At 11th level, Sivellisthar begins to siphon away some of your memories. In most, but not all of those who make pacts with Sivellisthar, various precious memories, including the identities of certain people, or events from the past, are lost. In all cases, however, you gain one less skill point per level than you normally would. You also immediately lose 11 skill points of your choice from among your current skill points.

Familiars: Sivellisthar usually grants familiars that make particularly good spies, such as ravens and rats, which are common enough not to attract too much attention, and can get to places that the witch may not be able to easily (the raven possessing a bird's eye view, and the rat able to make it through small cracks). Vermin are common for the same reason, especially spiders. If a witch with Sivellisthar for her patron takes the **Improved Familiar** feat, instead of gaining the normal benefit of that feat, she may choose to take a standard familiar, but grant it the ability to cast invisibility on itself as a spell-like ability at will. This ability can even be applied to her existing familiar.

Serving Sivellisthar: Sivellisthar values knowledge—especially obscure, secret, and valuable knowledge—above all other things, and because those in his service often unintentionally provide him with all kinds of knowledge through the various divination spells he grants them, some who serve Sivellisthar are never called upon to do anything they wouldn't ordinarily do on their own.

Others, though, especially those who demonstrate themselves as capable and resourceful, are frequently called upon to recover information for their mysterious patron. These calling appear in the form of visions and dreams, where the witch, wandering through a hazy and impenetrable fog, encounters a perfect replica of herself, which relays Sivellisthar's wishes. Usually these tasks are short and simple—following a specified individual for an afternoon and making note of where he goes, or stealing a rare book from an average library. Such simple tasks are asked with relative frequency (once every one or two levels).

> Sivellisthar also sometimes calls upon those who serve him to perform more complicated tasks, such

as capturing and questioning a high-profile individual, or delving into a dungeon to recover a lost ancient tablet of lore. These much more dangerous and involved tasks are imposed more rarely

(once every seven or eight levels, in place of a lesser task).

**Contact:** Sivellisthar appears only through cryptic dream messages, and even then he always takes the guise of the witch to whom he is speaking.

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# Bibliography

#### 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 original 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 was assured by many readers that this information was quite entertaining, I feared that such a detailed account was perhaps sensationalist, rather than academic, and served only to push the 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. As a result, beginning in the second volume I switched to a more academic account of the book's contributors. I am pleased to say that you, dear readers, proved receptive to this more scholarly approach, and, in fact, begged for more information on the backgrounds of these contributors. As such, I have updated the bibliography to contain more up-to-date information, where appropriate, and have also provided some detailed statistics about the accomplishments and magical merits of each of these talented individuals, as well.

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

ARDESALF CR 20
XP 307,200
Male human wizard 20
LN Medium humanoid (human)
Init +2; Senses Perception +25
DEFENSE
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 90 (20d6+20)
Fort +6, Ref +10, Will +19
OFFENSE
Speed 30 ft.
Melee masterwork dagger +10/+5 (1d4-1/19-20
x2)
Special Attacks hand of the apprentice
(10/day), metamagic mastery (6/day)
Spells Prepared (CL 20th)
9th—foresight, gate, imprisonment (DC 26),
mage's disjunction
8th—discern location, maze (DC 25),
polymorph any object (DC 25), greater prying
eyes
7th—Ardesalf's arcane response, planeshift (DC
24) (2), spell turning , vision
6th—analyze dweomer, chain lightning (DC 23),
legend lore , planar binding , true seeing
5th—contact other plane , dismissal (DC 22),
major creation, telepathic bond, teleport
4th—arcane eye, Ardesalf's curse catcher,
dimension door , locate creature , scrying (DC
23)
3rd—arcane sight , clairaudience/clairvoyance
(2), displacement , explosive runes , tongues
2nd—alter self, detect thoughts (DC 21), fog
cloud, extended mage armor, obscure object,
see invisibility
1st—alarm , comprehend languages , endure
elements , identify , unseen servant (2)
o-detect magic , light , open/close , resistance
STATISTICS
Str 8, Dex 14, Con 10, Int 25, Wis 20, Cha 14
Base Atk +10; CMB +9; CMD 21
Feats Alertness, Brew Potion, Extend Spell

Feats Alertness, Brew Potion, Extend Spell, Greater Spell Focus (divination), Improved Counterspell, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (knowledge [arcana]), Skill Focus (knowledge [the planes]), Skill Focus (knowledge [religion]), Skill Focus (Spellcraft), Spell Focus (divination), Still Spell **Skills** Appraise +30, Diplomacy +22, Knowledge (arcana) +36, Knowledge (engineering) +30 Knowledge (planes) +36, Knowledge (religion) +36, Perception +25, Sense Motive +25, Spellcraft +36

Languages abyssal, aklo, auran, aquan, celestial, common, infernal, terran

SQ arcane bond (bonded item [*blessed book*]), cantrips

Gear blessed book, headband of mental prowess +2 (intelligence [sense motive], wisdom), ioun stone (pale lavender), ioun stone (orange), masterwork dagger, robe of useful items, staff of illumination

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 only 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. Moreover, 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.

Matron Wendrigal Hidbiddle: Matron Hidbiddle is a gnomish mage of no small repute. Though she is not a scholar, and is not classically schooled in arcane theory, she nonetheless displays a natural gift for intuitively understanding magic, and our conversations on spellcraft proved absolutely fascinating, as well as fruitful for this tome.

Matron Hidbiddle is a rural hedgemage, who provides magical services to farmers and villagers within a few dozen miles of her home, as well as midwife and apothecary services. She is the proud mother of over a dozen young gnomes, and grandmother to five or six times that many, the youngest of which I can attest are very lively and energetic from the afternoons that I spent discussing spellcraft with their grandmother. She dresses plainly and practically, in browns and tans and greys, and keeps her white hair in a tight bun. She wears half-moon spectacles, and is rarely seen without an apron. She has a no-nonsense approach to magic, along with just about everything else, and I'm not ashamed to admit that she kept me on track a few times when I might otherwise have let my head get away in the clouds while excited about some of the magical theories researched in this book.

In addition to the spells that bear her name, this book also contains nearly two dozen folk-spells which had been grown and developed in the countryside around Hidbiddle's warren, but which were not widely known. While I always strive to include these rare gems of ingenuity from the hardworking common hedgewizard and mountain witch, Matron Hidbiddle's contribution allowed me to acquire

#### HIDBIDDLE

CR 13

XP 25,600 Female gnome witch 13 NG Small humanoid (gnome)

Init +0; Senses Perception +20

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 size) hp 71 (13d6+26)

Fort +4, Ref +6, Will +9

OFFENSE

### Speed 30 ft.

Melee masterwork club +6/+1 (1d4-1)

**Special Attacks** hex (cackle, disguise [13 hours/day], evil eye, healing, hidden home, major healing)

Spells Prepared (CL 13th)

7th—heal

6th—greater dispel magic , Hidbiddle's superior ward

5th—break enchantment, cure critical wounds (2), mark of justice

4th—cure serious wounds (2), restoration, locate creature, divination

3rd—Hidbiddle's stern word (DC 18), locate object, remove curse, remove disease, tongues 2nd—augury, cure moderate wounds, delay poision, lesser restoration (2) 1st—comprehend languages, cure light wounds (3), remove fear, sleep (DC 16)

o—guidance, light, message, touch of fatigue (DC 15)

#### STATISTICS

Str 8, Dex 10, Con 12, Int 20, Wis 16, Cha 17 Base Atk +6; CMB +4; CMD 14 Feats Animal Affinity, Alertness, Iron Will, Great Fortitude, Maximize Spell, Skill Focus (diplomacy), Skill Focus (heal) Skills Diplomacy +22, Heal +22, Knowledge (arcana) +21, Knowledge (nature) +21, Perception (arcana) +21, Knowledge (nature) +21, Perception +20, Sense Motive +20, Spellcraft +21 Languages common, elven, sylvan SQ arcane bond (fox familiar), patron (healing) Gear headband of mental perfection +2 (knowledge [arcana]), masterwork club, periapt of health, stone salve (2), potion of cure moderate wounds (3) these sorts of spells with much more ease than I have had in previous installments of *Advanced Arcana*.

**Bertram Ollander**: Known in some circles as "Ollander the Blue," Bertram is a shining example of an enchantment expert who does not abuse his power. While most mages who focus in that particular school use it only to warp and abuse the minds of others, violating their mental sanctity and turning them into little more than puppets, Ollander uses his expertise to craft enchantment spells which are effective, but are as undamaging to the target's mind as possible, and far less morally ambiguous than spells such as dominate person (or even charm person, for that matter).

The main thing that brought Bertram to my attention is the fact that he seems to specialize in enchantment spells that actually enhance the target's mind, rather than circumvent or subdue it. While spells like heroism, and, to a lesser extent, rage, do provide beneficial effects to the subject, such spells are few and far between in the school. Ollander's mental boon and Ollander's mental fortitude are shining examples of how mind magic can be used for the betterment of all mankind, instead of the selfish desires of would-be tyrants who squander and misuse their gifts, and I am incredibly grateful that he was willing to share them with the world. Even the seemingly severe strip mind serves as an excellent alternative to death, in the case of truly dangerous criminals.

Bertram Ollander himself is a remarkably plain and unassuming man, with brown hair and brown eyes. He is clean-shaven, and wears his hair short, sporting large, thick spectacles. He tends to wear robes of a deep (but not overly ostentatious) blue. He speaks with a soft, soothing voice.

Bertram spends most of his time at the magic academy of Rassilon, developing new spells and sculpting the minds of up-andcoming young wizards (through teaching, of course, not through magic). An ex-adventurer, Bertram remains active in commissioning adventurers to go in search of lost tomes or artifacts, and other knowledge. I am proud to have been able to add his work to this tome, and also proud that he has asked me to help contribute to his own upcoming work: *Applied Enchantment: Mastery of the Mind.* 

#### BERTRAM OLLANDER

CR 13

XP 25,600 Male human wizard 13 LG Medium humanoid (human) Init +o; Senses Perception +19 DEFENSE AC 11, touch 11, flat-footed 10 (+1 Dex) hp 71 (13d6+26) Fort +6, Ref +6, Will +11 OFFENSE Speed 30 ft. Melee +1 dagger +8/+3 (1d4+1) Special Attacks aura of despair (13 rounds/day), dazing touch (9/day) Spells Prepared (CL 13th) 7th-silent still telekinesis 6th-greater heroism, widened heroism, permanent image 5th—dream, persistent image, symbol of sleep (DC 23), telekinesis 4th—crushing despair (DC 22), fear (DC 20), extended heroism, Ollander's strip mind (DC 22), rainbow pattern (DC 20) 3rd—deep slumber (DC 21), heroism (2), rage (DC 21), tongues 2nd—daze monster (DC 20) (2), hideous laughter (DC 20), invisibility, Ollander's mental fortitude, scorching ray 1st (6/day)-charm person (DC 19), comprehend languages (2), hypnotism (DC 19), mage armor, o-acid spalsh, detect magic, flare (DC 20), ray of frost

#### STATISTICS

Str 10, Dex 12, Con 12, Int 22, Wis 10, Cha 12 Base Atk +6; CMB +6; CMD 17

Feats Alertness, Extend Spell, Iron Will, Greater Spell Focus (enchantment), Improved Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Sense Motive) Spell Focus (Enchantment), Spell Penetration, Still Spell, Widen Spell Skills Bluff +5, Diplomacy +18, Fly +17, Intimidate +5, Knowledge (arcana) +22, Knowledge (dungeoneering) +22, Perception +19, Sense Motive +23, Spellcraft +22, Swim +13 Languages common, dwaven, elven, gnome, halfling, giant, orc SQ arcane school (enchantment), arcane bond (bonded item [medalion of thoughts ]),

enchanting smile,

**Gear** +1 dagger, head band of vast intelligence +2, medallion of thoughts, ring of mind shielding

Siegfried "The Bold" Vandermacht: It always saddens me to see magical talent wasted, and I must admit that when I first heard tale of Siegfried, I assumed that he would fall into this category. Instead, after meeting with the young man, I can't help but feel inspired, even if I do feel that his genius could perhaps be put to better use in the world of academia than in his current profession.

A young man of perhaps 25 or so, Siegfried has short blond hair, blue eyes, and striking features which, I'm told, make him quite popular with the young ladies. He hails from a family of knights, and in fact is at least as physically fit as he is mentally astute.

Siegfried does not actually consider himself a mage of any kind. Rather, the young lad is quite accomplished at swordplay, and considers himself a warrior. That said, he is naturally gifted with magic, and has taken it upon himself to dabble in the arcane arts in order to aid his swordplay.

At first I naturally assumed that the young man had come across some sort of wondrous item that was replicating spells for him, or that he had a friend who was surreptitiously providing him with magic, especially because he seemed so poorly versed in magical theory, but when I could finally persuade him to put down his sword for a few minutes and demonstrate his spellcasting, there was no doubt that he had created half-a-dozen spells which, while hardly elegant on paper (the original versions, before I cleaned them up and simplified them, took nearly four times as many pages to record as a normal spell of their respective levels), are surprisingly simple yet effective in application.

I immediately offered him a scholarship at Siribellion, but sadly the boy seems to disdain proper academic study, and declared that he was only interested in magic insofar as it allowed him to slay dragons and rescue princesses. I can only hope that age and experience temper his outlook, and that he will eventually turn his attentions to academia, and put his talent to real use.

**CR 10** 

#### SIGFRIED

#### XP 9,600

Male human fighter 1/wizard 5/eldritch knight 4 N Medium humanoid (human) Init +0; Senses Perception +20 DEFENSE AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge) hp 85(5d10 + 5d6 + 40)Fort +6, Ref +6, Will +n OFFENSE Speed 30 ft. Melee +1 flaming longsword +12/7 (1d8+6 plus 1d6 fire damage/19-20 x2) Special Attacks hand of the apprentice (6/day) Spells Prepared (CL 8th) 4th—bestow curse (DC 17), mass reduce person 3rd—haste, heroism, Siegfried's greater enhancer 2nd—bear's endurance, bull's strength (2), cat's grace, scorching ray 1st—enlarge person, mage armor, obscuring mist, ray of enfeeblment, shield o-acid splash, flare (DC 13), light, resistance STATISTICS Str 16, Dex 13, Con 14, Int 16, Wis 10, Cha 10 Base Atk +7; CMB +10; CMD 22

Feats Arcane Armor Mastery, Arcane Armor Training, Cleave, Combat Casting, Dodge, Improved Intiative, Power Attack, Scribe Scroll, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword) Skills Acrobatics +13, Climb +16, Craft (blacksmithing) +16, Knowledge (arcana) +16, Spellcraft +16, Swim +16 Languages common, dwarven, giant, orc SQ arcane school (universal), arcane bond (bonded item [+1 flaming longsword]) Gear +1 flaming longsword, +1 mithral chainmail, headband of vast intelligence +2, 2 potions of cure moderate wounds

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 mages' power, draining their life force, consuming their essence, and somehow gaining some fraction of their magical talent. He began a sort of dark crusade, 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

#### SORVITHAL

CR 17

XP 102,400 Male human wizard 17 NE Medium humanoid (human) Init +1; Senses Perception +17 DEFENSE AC 11, touch 11, flat-footed 10 (+1 Dex) hp 110 (17d6+51) Fort +9, Ref +6, Will +12 OFFENSE Speed 30 ft. Melee +2 vicious dagger +10/+5 (1d4+2 plus 2d6 vicious) Special Attacks grave touch (13/day), power over undead (DC 16; 13/day) Spells Prepared (CL 20th) oth-enslave soul (DC 31), Sorvithal's blackest curse (DC 31), wail of the banshee (DC 31) 8th-clone, create greater undead, quickened enervation, horrid wilting (DC 30) 7th—control undead (DC 29), maximized enervation, finger of death (DC 29), quickened vampiric touch, spell turning 6th—circle of death (DC 28), create undead, eyebite (DC 28) (2), repulsion (DC 26), soul sieve (DC 28), maximized vampiric touch 5th—blight (DC 27), cone of cold (DC 25), hold monster (DC 25) magic jar (DC 27), mind fog (DC 25), Sorvithal's withering hex AA2, teleport 4th—animate dead, bestow curse (DC 26), contagion (DC 26), fear (DC 26), enervation (2), maximized ray of enfeeblement (DC 23) 3rd—displacement, gaseous form, hold person (DC 23) (2), protection from energy, ray of exhaustion, vampiric touch (2) 2nd—blindness/deafness (DC 24), corpsedance AA2, ghoul touch (DC 24), false life, momentary weakness (DC 24), spectral hand (2), Sorvithal's blackest curse (DC 24) 1st-cause fear (DC 23), chill touch (DC 23), disguise self, midnight bolt AA2, obscuring mist, ray of enfeeblement (DC 23), silent image (DC 21), unseen servant o-detect magic, light, mage hand, prestidigitation STATISTICS

Str 10, Dex 12, Con 14, Int 30, Wis 10, Cha 7

Base Atk +8; CMB +8; CMD 19

Feats Brew Potion, Command Undead, Eschew Materials, Extend Spell, Great Fortitude, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Iron Will, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Penetration Skills Appraise +30, Bluff +15, Craft (alchemy) +30, Fly +21, Intimidate +15, Knowledge (arcana) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +17, Sense Motive +17, Spellcraft +30, Stealth +18, Swim +17 Languages abyssal, aklo, auran, aquan, celestial, draconic, elven, giant common, infernal, terran SQ arcane bond (bonded item [mask of the skull]), cantrips, life sight

Gear +2 vicious dagger, headband of vast intelligence +6, mask of the skull, lesser metamagic rod (maximize)

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 were 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, of course, obvious: 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.

Even more troubling, there are reports that Sorvithal may have returned from death. So far these are contradictory and muddled, and it is not even clear whether the necromancer has returned alive or as a member of the undead, but there are too many rumors on the subject for it to be completely without truth. As such, it is imperative that those spells that the defiler created, and was prone to use, be made publicly available, so that those at risk can train and prepare themselves to defend against them.

Veltannia de Muerva: Veltannia de Muerva is a talented, if not precisely scrupulous, young sorceress and debutante. 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 s omeone 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.

#### VELTANNIA CR 14 XP 38,400 Female human sorcerer 14 CN Medium humanoid (human) Init +6; Senses Perception +o DEFENSE AC 12, touch 12, flat-footed 10 (+2 Dex) hp 73 (14d6+14) Fort +4. Ref +6, Will +9 OFFENSE Speed 30 ft. Melee +1 rapier +8/+3 (1d6+1/18-20 x2) Spells Known (CL 14th) 7th (5/day)—project image (DC 25) 6th (7/day)-mislead (DC 24), veil, Veltannia's unwilling accomplice 5th (7/day)-break enchantment, mage's faithful hound, persistent image (DC 23), secret chest, teleport 4th (7/day)—confusion (DC 22), dimension door, freedom of movement, rainbow pattern (DC 22) 3rd (8/day)-displacement, protection from energy, suggestion (DC 21), Veltannia's disappearance 2nd (8/day)—blur, eagle's splendor, invisibility, levitate, Veltannia's covert casting 1st (8/day)-alarm, charm person (DC 19), color spray (DC 19), grease (DC 18), shocking grasp o-acid splash, dancing lights, detect magic, ghost sound (DC 17) STATISTICS Str 7, Dex 14, Con 10, Int 14, Wis 10, Cha 24

Base Atk +7; CMB +5; CMD 17 Feats Combat Casting, Eschew Materials, Greater Spell Penetration, Improved Initiative, Skill Focus (acrobatics), Skill Focus (bluff), Skill Focus (escape artist), Spell Focus (enchantment), Spell Focus (illusion), Weapon Finesse, Weapon Proficiency (rapier) Skills Acrobatics +22, Bluff +30, Escape Artist +28, Sense Motive +14, Spellcraft +16 Languages common, elven, sylvan SQ destined bloodline, fated (+3 bonus), it was meant to be (1/day), touch of destiny (+7, 10/day) Gear deck of illusions , headband of alluring charisma +4, marvelous pigments, +3 rapier ,

vest of escape

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.

Since the publishing of Advanced Arcana II, Veltannia was caught and imprisoned while attempting to steal the eye of the sun, one of the most priceless diamonds in the civilized world, and is currently being held in Spellbane, the prison for dangerous spellcasters located on the island of Cortenne, just off the Darvin peninsula. I was allowed to visit her in prison, and she was willing to provide me with some of her spells for this tome simply out of desire for visitors. Personally, however, while I maintain hope that her stay in that institution will cause her to reconsider her attitude on crime, part of me can't help but suspect that she will not be staying there for too terribly much longer.

Xelar the Red: Sadly known shortly before his death as Xelar the Mad, this man was one of the most brilliant evokers our age has known, and was years before his time. He has been dead for shortly over three centuries now, and yet his spells, which had never really gained in popularity over the years, have now proven the impetus for not one but two volumes of Advanced Arcana, as it was from his infamous prismatic cascade that I eventually stumbled onto the concept of fountain spells, and his inventions also served as the inspiration for the core of this tome, the multi-level spell.

For those of you who haven't read my account of how I came to learn of Xelar, from the original Advanced Arcana, he was a powerful

# XELAR

XP 51,200

Male human sorcerer 15

N Medium humanoid (human)

Init +7; Senses Perception +14

## DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 82 (15d6+30)

CR 15

Fort +6, Ref +8, Will +8

#### OFFENSE Speed 30 ft.

Melee rod of thunder and lightning +9/+4 (1d6+2)

Special Attacks metamagic adept (4/day), school power (evocation)

Spells Known (CL 15th)

7th (5/day)-delayed blast fireball (DC 27), greater teleport, prismatic spray (DC 27) 6th (7/day)—antimagic field, chain lightning (DC 26), disintegrate (DC 22), freezing sphere, true seeing

5th (7/day)—cone of cold (DC 25), cloud kill (DC 21), overland flight, summon monster V, teleport

4th (7/day)-black tentacles, dimension door, ice storm (DC 24), shout (DC 24), stone shape, wall of fire (DC 24)

3rd (8/day)—dispel magic, fireball (DC 23), fly, lightning bolt (DC 23), Xelar's kinetic bolt 2nd (8/day)—acid arrow, eagle's splendor, glitter dust (DC 18), invisibility, scorching ray, Xelar's energetic enhancer

1st (8/day)-burning hands (DC 21), mage armor, magic missle, identify, shocking grasp, Xelar's prismatic blossom (DC 21 or higher) o—acid splash, detect magic, flare (DC 20), ray of frost

#### STATISTICS

Str 10, Dex 16, Con 12, Int 10, Wis 8, Cha 23 Base Atk +7; CMB +8; CMD 19 Feats Combat Casting, Eschew Materials, Empower Spell, Extend Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Initiative, Maximize Spell, Silent Spell , Spell Focus (evocation), Spell Penetration, Still Spell, Widen Spell

Skills Bluff +24, Perception +14, Spellcraft +18

Spell, Widen Spell Skills Bluff +24, Perception +14, Spellcraft +18 Languages common SQ arcane bloodline, arcane bond (bonded item, rod of thunder and lightning ) Gear belt of incredible dexterity +2, headband of alluring charisma +2, necklace of fireballs type V, rod of thunder and lightning

elemental sorcerer who was closely associated with fire, and served at the Voldaniarus mage academy until Lord Pakshar's War drafted all men of fighting ability into battle with the djinni. He famously protected (and, in light of new evidence, likely romanced) Queen Rhiannon II of Tolmiar, but was affected by the war, and eventually became an eccentric recluse.

Although I had thought that I had exhausted the contributions of this fine and ancient mage-warrior who so proudly defended his queen, country, and academy during Lord Pakshar's War, I am pleased to say that I was mistaken. Some few months ago, just after the release of Advanced Arcana II, I received a package from Archmagister Wrester, at the magic academy of Voldaniarus, whose support helped me to uncover notes on the red wizard from the past. The package contained a set of journals by Xelar, which, in addition to clearing up some confusions about his personal life and filling in quite a few details on Lord Pakshar's War (which, as any student of history of that time period will know is full of misinformation and speculation), also contained extensive notes on Xelar's experiments with what he called prismatic blossom, a spell that he considered to be the ultimate in prismatic magic, even above and beyond his prismatic cascade. Sadly, he never perfected the spell in his lifetime, but I am proud to say that, using it as inspiration, and with the aid of some of the collaborators in this book, this ages-old puzzle was finally solved, and I was able to include Xelar's masterpiece, as well as a few of his other spells, in this tome.

Other Contributors: Of course, while the above individuals are among the most prolific

and noteworthy of those who contributed to this tome, and the ones with whom I collaborated the oftenest, there are dozens of others who contributed to the spells contained in this book. While those above contributed between three and five spells apiece, many other hedgewitches and -wizards provided one or two spells that they had created, or that they had learned from the hedgewitch who taught them, and, in a few cases, their spells that have been handed down from generation to generation, with each spellcaster who gets his or her hands on it adjusting it slightly, in such a way that some of the spells in this book have a dozen or more contributors.

It is only by drawing upon this rich tapestry of colloquial and folk magic traditions that the Advanced Arcana books have become as varied and wondrous as they are, and it is my belief that only by tapping this previously untouched vein of magical knowledge that we can truly push back the boundaries of our understanding of magical phenomena, and truly unlock the mysteries of the universe. It is my sincere hope that reading about the above mages, as well as the impact that even the lowliest of country sorcerers can have, will encourage you, gentle reader, to pursue your own career and studies in the arcane arts, so that one day you will be the pioneer who pushes back the boundaries of ignorance and helps bring us all a little bit closer to the day when we realize our true magical potential and inheritance.



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