

# Advanced Arcana Volume IV



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## My Dearest Student,

Songratulations on beginning your fourth year as a student at the Aubergrave Academy of Arcana. S'm sure you don't need to be told, but as of now, you are no longer one of the underclassmen of the university, and have earned the right to officially call yourself a journeyman mage. This may seem like simply a matter of nomenclature to you, as you will still be taking classes and expected to study hard and learn, but S can assure you that it is no small thing, and that your new title reflects the respect and admiration that you are due as a result of your hard work and dedication to the magical arts.

You are most likely also aware that it is during this year of your education that you are asked to select a school of magic in which to specialize, or to make the equally-defining choice not to specialize at all. Choosing a school of magic to devote oneself to is not an easy task, and S wanted to do what S could to help you in that regard by providing you with this tome, which S feel will help to give you additional perspective on the matter.

While the author's opinions about the designations of different magical schools being arbitrary is questionable, at best, he raises several key points about the nature of each school of magic, and the ways in which they overlap. S believe that if you are able to master this book, and its school-bending spells, you will be well-versed enough in the nature of each school to make an informed decision. And while S of course hope that you will follow in my footsteps and specialize in the underappreciated art of necromancy, S will certainly understand if that is not your choice. S will not bore you by telling you yet again that these spells are more complex than the ones that you are used to: you have not disappointed me yet, and S don't expect you'll begin now.

Your mother and  $\heartsuit$  send our love, as always,

Sincerely, Alastro

## A Foreword by the Compiler of this Tome

The world is a vast and complex place, filled with numerous and myriad mysteries that even the greatest of sages have yet to uncover even a small fraction of. There are those who would argue that the secrets of magic are but one aspect of this world, and that they are wholly separate from the secrets of the divine, for example, or of the natural world. For my own part, however, I believe that magic is in fact an integral part to all of the world's mysteries, for magic is not some separate, discrete thing that can simply be separated from the whole of the multiverse. It is not an easily-detached separate component that one can add or subtract from the world at will, nor is it an alien force that is wholly separate from the rest of creation.<sup>1</sup> No, magic is a part of the fabric of creation itself, woven into it along with every other piece. Magic is not a way of controlling the world, or a way of understanding the world, but rather, in a sense, magic truly *is* the world. As such, it is my belief that in order to understand the world around us, and to unlock our inner potential, we must truly master the enigmatic and mysterious force that we refer to as magic.

There are many who would disagree with my characterization of magic as being enigmatic and mysterious, claiming that magic is an art that has been mastered, its rules and processes codified, its secrets unlocked.<sup>2</sup> They would argue that while magic may seem mysterious and enigmatic to those who are not initiated in its ways, to those who dedicate themselves to its mastery, it is no more a mystery than the process of farming is to a farmer. There is certainly some truth to this, as magic is a far more mysterious process to those who are not well-versed in it, but I put forth that even experienced archmages, in some ways, know shockingly little about the force that we call magic.

In the very first volume of *Advanced Arcana*, I brought forth a wide array of spells which completely undermine the widely-accepted Astocthan model of spell nodes, sometimes known as spell slots, which postulates that each spell takes up a certain amount of magical energy, graded on a scale of o – 9, to explain why a mage can only cast so many spells of given power levels in a day. The spells in *Advanced Arcana*, many of which appear to use up either more or less than one given spell node, are completely unexplainable under that system. The third installment of *Advanced Arcana* contained even stranger spells, which challenged a variety of seemingly-understood facts about magic, including spells that were simultaneously more than one spell level, and spells that provided the bulk of their magic before they were actually cast.

This volume may prove more shocking than any of its predecessors, however, for the spells in this volume challenge the very notion of the eight schools of magic, one of the foundations of arcane knowledge. This may seem shocking and impossible, but I urge you to keep an open mind as you peruse these pages, and to consider whether, perhaps, if spell levels, spell "slots," and spell schools could all be wrong, what else about magic that we think we know might not be true? While "unlearning" the accepted theories of spellcraft may seem like a step backwards, if it is a step towards a more full and rich understanding of magic, then it is a step that we must take, for the betterment not only of our profession, but that of all mankind.

~K.abaz M. Anvitz, Dean of Metamagic Studies, M.J.O

While there have been some popular schools of thought based around this concept, most notably the Ysbetian movement popularized by Roderic Ysbet, none of these scholars have, at the time of this publication, produced a single shred of actual evidence to support their claims that the natural state of the multiverse is to be without magic. For an extensive deconstruction of the Ysbetian movement and its related schools of thought, see *Unnatural Forces* by Harlowe d'Esperaux.

For example, Bartholomew Englethorp, a professor at the Osric Institute of the Arcane, whose latest published work, *Simplifying Advanced Arcana* attempts to counter the premise of the first *Advanced Arcana* book, by attempting to explain the spells contained within using the Astocthan spell node system. I do not believe he makes for a particularly compelling case, but I leave it up to you, the reader, to investigate for yourself.



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## 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 Advanced Arcana II, we examined how we could make spells more mutable and ephemeral by introducing spells which 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, with spells that modified other spells, spells that existed simultaneously at multiple spell levels, and spells that granted you benefits as long as they were prepared.

For Advanced Arcana IV, we're exploring another fundamental aspect of the *Pathfinder* and 3.5 OGL magic system: the eight schools of magic. Most of the time, a spell's school is not mechanically relevant to what it does, and serves more as a way to categorize the spell's effects than it does to actually define the spell. With the exception of a few specialist wizards, few spellcasters would care if *lightning bolt* suddenly became a necromancy spell, or *baleful polymorph* was an illusion. While we don't do anything as radical (or arbitrary) as that, the goal of this book is, in part, to blur the lines between different schools of magic, but also to highlight the role that schools of magic play, and make them a more integral part of the game.

One way that this is accomplished is with **dual-school spells**, which are spells that belong to two different schools of magic simultaneously. These spells are specifically designed to have effects that are too big for a single school of magic to contain, and often achieve their results by combining elements from different schools to form a single, spectacular result. With dual-school spells you can shoot bolts of lightning that cause those they slay to rise as undead under your control, or you can alter a target's mind and body simultaneously, or you can even unlock the secrets of time travel.

Another new twist on spell schools comes in the form of **alternate-school spells**, a group of spells which belong to two different schools, though only one at any given time. An alternate-school spell is, in many ways, two spells in one: it has a core element that makes up the spell's main identity, and is always the same regardless of how it is cast, but it also has additional components which only apply if the spell is cast as a certain school. For example, *Morticia's dark revival* will always bring a recently deceased character back from the dead, but while it serves as a cheap (if painful)



#### Sidebar: 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. For those of you who fall into this camp, we recommend picking up a copy of *Advanced Arcana Volume III*, which, along with a large number of new spells and exciting appendices, contains numerous suggestions on how to add new spells to your campaign without straining either the believability of the campaign world or the balance of power between players and the GM.



alternative to *raise dead* when cast as a conjuration (healing) spell, when cast as a necromancy spell the target returns as a free-willed, intelligent zombie.

Similar to alternate-school spells in many ways are the new **alternate-list spells**, which take the same approach of a core effect that can be modified in one or more different ways, and applies it to spell lists, instead of spell schools. In this way, while anyone targeted by *healing favor* will be healed, if the spell was cast by a cleric the target will be rendered unable to attack, while if the spell was cast by a druid the target will fall into a deep, restful sleep, and if the spell was cast by a witch the target will become deeply enamored with her.

Finally, Advanced Arcana IV marks the return of fountain spells, from the original Advanced Arcana. These are spells that occupy "less than a full spell slot," and so offer a sort of rebate to those who cast them, allowing the caster to regain one or more expended spells. In keeping with the book's theme, the type of spells that can be restored by the fountain spells in this book are more closely restricted, which allows the spells themselves to be more powerful. The majority of the fountain spells in this book bend the lines of schools of magic in a circumspect way, allowing the caster to recover an expended spell of a different, but thematicallylinked, school.

In addition to all of these, *Advanced Arcana IV* offers a great variety of spells that aren't tied to any particular mechanical theme, but stand on their own as great additions to any mage's spellbook.

## New Spell Mechanics

Advanced Arcana Volume IV 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.

## **Alternate-School Spells**

Alternate-school spells are spells that can be prepared in two different ways, each of which is associated with a different school of magic. The spell has a main, core effect, which is the same regardless of which way the spell is prepared, and an additional effect or alteration which only applies when the spell is prepared a certain way. In effect, you could consider an alternate-school spell to actually be a collection of two or more closely-related spells, which share a core effect, but expand upon it in different ways.

The description of an alternate-school spell begins with a description of the effects that occur regardless of what school is used to cast the spell. At the end of this section are two or more additional sections, which describe special modifications or additional effects that only apply when the spell is cast using a certain school. Typically these are simply additional effects, but sometimes this section can change or overwrite the effects described under the main description of the spell. Only the additional effects or modifications that are associated with the school that the spell is being cast as apply to any given casting of the spell. Ignore the additional effects or modifications for all other spell schools.

#### **Determining Spell Schools**

For prepared casters (such as clerics and wizards), the determination of which school the spell will use (and, by extension, any additional effects that depend on the spell's school) must be chosen at the time that the spell is prepared. If the character has special restrictions on the schools of the spells that he prepares (such as a wizard's opposed school), those are applied based on what version of the spell the caster prepares (for example, if a wizard with an opposed school of divination prepared quicksense as a transmutation spell, he would prepare it normally, but if he prepared it as a divination spell, he would suffer the normal penalties for preparing a spell from his opposed school). Once an alternate-school spell is prepared in this way, the school that it is associated cannot be changed without preparing the spell again.

For spontaneous casters (such as bards and sorcerers), determining the school of an alternate-school spell works somewhat differently. In this case, the caster simply chooses which version of the spell he will use as he casts the spell. If the caster somehow has specific restrictions on the schools of the spells that he casts, these apply as normal for the school that he chooses, as he casts the spell.

#### Alternate-School Spells and School-Dependent Effects

In general, an alternate-school spell only has one spell school at any given time, and is treated as belonging to whichever spell school was chosen when it was prepared or cast, ignoring the other school that could have been associated with the spell entirely (for example, if a wizard with Spell Focus (evocation) casts elemental arrow as an evocation spell, the benefit of Spell Focus (evocation) would apply. But if he chose to cast it as a conjuration spell, then he would not benefit from his Spell Focus (evocation) feat, because elemental arrow is not currently being cast as an evocation spell).

For the purposes of school-dependent effects that are not related to the spell being prepared or cast (such as the +2 bonus that a specialized wizard gains on Spellcraft checks to study a spell of his specialized school from a spellbook, or a prerequisite for a prestige class requiring that the character "know at least three necromancy spells," etc.) the alternateschool spell is treated as belonging to whichever school is most convenient for the character at the time.

#### Alternate-School Spells and Magic Items

For the purposes of magic items such as potions, scrolls, staves, and wands, the item's creator chooses which version of the spell will be associated with the item when the item is created, and this choice cannot later be changed. The school of the item's aura is the same school that is associated with the version of the spell stored in the item, and there is no way to detect the other school that the spell could have been associated with.

## **Alternate-List Spells**

Alternate-list spells are spells that have different effects depending on which spell list the spell was cast from. While there are occasionally various spells from other sources, including the *Pathfinder Roleplaying Game Core Rulebook* that have slightly different effects if cast by members of a certain class (for example, the area and duration of a *control weather* spell is improved if the caster is a druid), these spells have dramatic differences that apply to multiple different classes. In effect, you could consider an alternate-list spell to actually be a collection of two or more closely-related spells, which share a core effect, but expand upon it in different ways.

The description of an alternate-list spell begins with a description of the effects that occur regardless of what spell list the spell is cast from. At the end of this section are two or more additional sections, which describe special modifications or additional effects that only apply when the spell is cast from a certain spell list. Typically these are simply additional effects, but sometimes this section can change or overwrite the effects described under the main description of the spell. Only the additional effects or modifications that are associated with the spell list that the spell is being cast from apply to any given casting of the spell. Ignore the additional effects or modifications for all other spell lists.

#### **Determining Spell Lists**

Most of the time, determining which spell list the spell is being cast from is very simple. If the spell is being cast normally, then the spell list that is associated with the caster's spellcasting class is the one that is used (for example, if cast by a wizard, a spell uses the sorcerer/wizard spell list, but if cast by a cleric, that same spell uses the cleric/oracle spell list, and so on). Similarly, if the spell is being cast from a magic item (including potions, scrolls, staves, and wands), then the spell list associated with the spell is the one that was associated with the item's creator.

If a character belongs to more than one class that grants spellcasting, then the spell list that is associated with the spell is the one associated with the class that is granting him the spell slot that he is using to cast that particular spell (for example, if a wizard 5/cleric 5/mystic theurge 5 prepared Ardesalf's assessment with a spell slot he gained from his cleric spellcasting, it would have the effect associated with the cleric version of the spell, whereas if he prepared it with a spell slot he gained from his wizard spellcasting, it would have the effect associated with the wizard version of the spell). The caster cannot simply choose which version of the spell he uses, even if he has access to both classes.

## Animate Dead as a Resource

A number of spells in this book grant the caster the ability to control one or more creatures, but state that creatures that he controls in this way "count against the number of HD of undead that he can control with *animate dead*." In essence, these spells are allowing the caster to tap into the same reserves of energy that another caster might use to control zombies and skeletons with *animate dead*, but putting that energy to a different use (for the purposes of this book, that use is generally controlling elementals). For the purposes of game balance, the amount of Hit Dice worth of creatures that can be controlled by *animate dead* and by these spells is treated as a single pool, and Hit Dice from within this pool can essentially be divvied up by the caster amongst any number of spells that use that pool. This means that if the caster uses multiple spells that all "count against the number of HD of undead that he can control with *animate dead*," then those spells count against each other, as well, as they are all drawing from the same "pool" of Hit Dice.

### **Dual-School Spells**

Dual-school spells are spells that are simultaneously associated with two different schools of magic. For the most part, these spells function like any other spell, although the spell's effects typically blend things that are common to both of the schools that the spell is associated with. A dualschool spell counts as being a spell of both schools that it is associated with at all times, and any effect that would apply to spells of either of the dual-school spell's schools apply to it.

This means that a character with Spell Focus, or a similar feat or ability, applies to a dual-school spell as long as it would apply to one or more of the dual-school spell's schools (for example, a wizard with Spell Focus (enchantment) would gain the benefits of that feat whenever he cast nature's servant, even if he did not have Spell Focus (transmutation)). If the ability would apply to both of the dual-school spell's schools, it does not stack. A dual-school spell can only benefit once from the same school-based benefit (for example, if the same wizard gained Spell Focus (transmutation) at his next level, it would not affect the saving throw DC of his nature's servant spells, because it does not stack with the bonus he is already gaining from Spell Focus (enchantment)).

In general, the same rule applies for negative effects, as well: if one of a dual-school spell's schools is a wizard's opposed school, then the spell suffers the normal effects of belonging to the wizard's opposed school, and so on.

#### Fountain Spells

One of the most popular mechanics from the original *Advanced Arcana*, fountain spells are finally making a return. In essence, a fountain spell is a spell that has a weaker effect than most other spells of the same spell level, but in addition to the spell's normal effect, also grants the caster a "rebate" of magic after the fountain spell is actually cast, which allows the caster to immediately regain a single expended spell slot. While the original set of fountain spells allowed the caster to regain any spell of a certain spell level or lower, the fountain spells in this book have a tighter thematic focus, applying additional restrictions on the type of spell that can be regained in this way, and, sometimes, on the way in which that spell can be cast.

When a fountain spell is cast, if the caster is a prepared caster (such as clerics or wizards), it allows the caster to immediately prepare one or more spells that fulfill certain criteria (such as being of a certain spell level or lower, belonging to a certain school or subschool, and so on). The chosen spell is treated as though it had just been prepared through the normal process, and has not yet been cast. This spell is in addition to the caster's daily allotment of spells of that spell level, and does not count against the number of spells of that level that he can caster each day. The fountain spell may or may not impose additional restrictions on how the prepared spell can be cast, or require that it be cast within a certain time frame or be lost.

If the caster is a spontaneous caster, then the fountain spell instead causes him to regain the use of a single spell slot that he has already expended, and which fulfills one or more criteria (such as being of a certain spell level or lower, being able to be used to cast a spell of a certain school or subschool, etc.). If the caster does not have a spell slot that has already been expended that meets those criteria (such as because he has not cast any spells of that level or lower yet, or because he does not know any spells of the given school or subschool, etc.), then this ability is wasted. If the criteria for the regained spell slot included anything other than being of a certain level or lower, then the regained spell slot can only be used to cast spells which meet the same criteria that applied to the spell slot in the first place, essentially "locking in" the spell slot as being used for spells of the indicated type. As with prepared casters, the fountain spell may or may not impose additional restrictions on how the prepared spell can be cast, or require that it be cast within a certain time frame or be lost.

Unless otherwise specified, a spell or spell slot regained in this way lasts until the next time that the caster rests and regains spells, or until it is expended. A spell or spell slot regained in this way cannot be "held onto" after the caster rests and regains spells.



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## 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 "AL" appearing at the end of a spell's name indicates an alternate-list spell. An "AS" appearing at the end of a spell's name indicates an alternateschool spell. A "DS" appearing at the end of a spell's name indicates a dual-school spell. Finally, an "Fo" appearing at the end of a spell's name indicates a fountain spell.

## Alchemist Extracts

#### 1<sup>st</sup>-level Alchemist Extracts

Olfactory Assault You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Prepare Body** You increase the duration of alchemical effects that you are subjected to in the next hour.

#### 2<sup>nd</sup>-level Alchemist Extracts

Ardesalf's Instant Knowledge<sup>Al</sup> Gain temporary skill ranks for 1 min./level.

Protection from Afflictions<sup>AS</sup> You suppress the effects of afflictions that touched creature is suffering from, and he becomes immune to poisons and either diseases or curses, for 10 min./level.

Quicksense<sup>AS</sup> You view the world as moving slowly, and can react with preternatural speed.

#### 3<sup>rd</sup>-level Alchemist Extracts

Mirror Eyes You can see better, and can reflect gaze attacks

back at their originator. Static Form<sup>F,DS</sup> The subject's form becomes locked in stasis, preventing him from being affected by polymorph spells and preventing existing polymorph spells from wearing off. Weakening Bomb Admixture Your bombs impose a Strength penalty for 1 round/level.

#### 4<sup>th</sup>-level Alchemist Extracts

Explosive Body If you are reduced to o or fewer hit points, you explode, damaging those around you.

Self Evolution You gain 5 evolution points worth of eidolon evolutions for 1 min./level.

#### 5<sup>th</sup>-level Alchemist Extracts

Imitative Transformation<sup>M</sup> You transform for up to 24 hours into a creature whose heart you eat. Stone Form<sup>AS</sup> Your body becomes made of solid stone,

granting natural armor and either damage reduction or immunity to critical hits and precision based damage, for 1 round/level.

#### 6<sup>th</sup>-level Alchemist Extracts

Self Evolution, Greater as self evolution but you gain 10 points worth of evolutions.

Unstable Shield You are immune to damage for as long as you can continue to succeed on Will saves.

## Antipaladin Spells

#### 1<sup>st</sup>-level Antipaladin Spells

Olfactory Assault You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. Summon Tainted Animal<sup>DS</sup> Summons a tiny animal which has natural attacks that deal Strength damage.

#### <sup>2<sup>nd</sup>-level Antipaladin Spells</sup>

Stand in Judgment You gain the judgment class feature for one encounter.

Sword of Devotion<sup>AS</sup> Summons a magical weapon of your choice which overcomes certain forms of damage reduction.

#### 3<sup>rd</sup>-level Antipaladin Spells

**Robust Companion**<sup>AL</sup> Your animal companion becomes more powerful and better able to serve you for 1 round/level. Wrathful Blade<sup>AL</sup> The touched weapon becomes animated and attacks of its own accord for 1 round/level, and can either benefit from your smite or your judgment class feature.

#### 4<sup>th</sup>-level Antipaladin Spells

Bjorndach's Totemic Infusion Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level.

Enhance Undead<sup>M</sup> You make a single undead more powerful indefinitely, but you are able to control fewer undead as long as the effect remains.

Lucent Field<sup>AL</sup> You create an aura of altered light or darkness that is filled with magical energy.

## **Bard Spells**

#### <sup>1st</sup>-level Bard Spells

Olfactory Assault You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Prepare Body** You increase the duration of alchemical effects that you are subjected to in the next hour. Quicksense<sup>AS</sup> You view the world as moving slowly, and can react with preternatural speed.

Shadow Burst<sup>Fo</sup> You cause a creature to become dazed, and can prepare a shadow version of a 2<sup>nd</sup>-level or lower nonillusion spell.

#### 2<sup>nd</sup>-level Bard Spells

**Object of Desire**<sup>DS</sup> You cause an object to seem more valuable than it is, forcing characters that see the object to stop at nothing to acquire it.

Veltannia's Magical Map<sup>F</sup> The target's location is displayed upon a map in real time, for 1 hour/level.

#### 3<sup>rd</sup>-level Bard Spells

Ardesalf's Arcane Interference It is difficult for the target to cast spells of the chosen school for 1 round/level. Mental Cleanser<sup>Fo</sup> Removes mind-affecting spells and effects of 3rd level or lower from your mind, and allows you to regain a divination spell of 2<sup>nd</sup> level or lower.

**Shadow Form**<sup>AS</sup> You become a dark mist for 1 round/level. **Sonic Sphere**<sup>AS</sup> Creates a zone of intense noise, which deafens those within and either deals sonic damage or nauseates affected creatures.

Speech Theft You rob the target of the ability to speak, and gain their voice, for 1 hour/level.

**Veltannia's Subtle Shock**<sup>DS</sup> You inflict 1d8 points of electricity damage/2 levels, and the spell is difficult to notice, even for the target.

#### 4<sup>th</sup>-level Bard Spells

**Local Summons** You specify a type of creature, and a random specimen of that type is summoned to your side from the nearby area.

**Mind Probe**<sup>Fo</sup> You read the thoughts of a single creature, and regain a mind-affecting spell of 2<sup>nd</sup> level or lower.

**Veltannia's Insurrection**<sup>AS</sup> Gain control of a character that is already being magically controlled, for up to 10 min./level.

#### 5<sup>th</sup>-level Bard Spells

**Balthavius's Instant Intoxication<sup>AL</sup>** Cause the target to behave as though extremely intoxicated for 1 hour. **Psychic Link<sup>AS</sup>** You form a psychic bond with the target, and can either gain information about him or influence his actions.

**Tulpic Aid**<sup>DS</sup> You create an illusory double of the target, with his memories and experiences.

#### 6<sup>th</sup>-level Bard Spells

**Balthavius's Imaginary Armor**<sup>AS</sup> You create an armor of pure willpower, which makes it difficult to attack you, and either makes it hard to affect you with spells or grants concealment.

**Miraculous Performance** You replicate the effect of a bardic performance, which plays on its own without your intervention.

## Cleric/Oracle Spells

#### 1<sup>st</sup>-level Cleric/Oracle Spells

**Brittle Aegis**<sup>AL</sup> Protects against 4 + caster level points of damage, then is dispelled creating a beneficial effect. **Shadow Glyph**<sup>DS</sup> You create a less powerful and only partially-real *glyph of warding*.

Summon Tainted Animal<sup>DS</sup> Summons a tiny animal which has natural attacks that deal Strength damage.

#### <sup>2<sup>nd</sup>-level Cleric/Oracle Spells</sup>

**Enforced Pacifisim**<sup>DS</sup> The target suffers a penalty to attack rolls and is shocked whenever he makes a hostile action. **Heridus's Planned Protection**<sup>DS</sup> Learn about threats which you will face in the immediate future, and gain appropriate defensive bonuses.

Morticia's Corpseshape<sup>DS</sup> You transform the corpse of one creature into the corpse of another kind of creature.

**Shield of the Living**<sup>DS</sup> You gain +4 AC and +2 on saving throws against undead, and scare any undead that sees you, for 1 min./level.

**Veltannia's Magical Map**<sup>F</sup> The target's location is displayed upon a map in real time, for 1 hour/level.

Xelar's Absorptive Barrier<sup>Fo</sup> You gain energy resistance and absorb the power of energy attacks in order to prepare spells of the same type.

#### 3<sup>rd</sup>-level Cleric/Oracle Spells

**Ardesalf's Assessment**<sup>AL</sup> Learn vital information about the target's combat capabilities. The exact information depends on your class.

**Divine Inspiration**<sup>Fo</sup> You gain a +2 bonus on attack rolls,

damage rolls, saving throws, skill checks, and ability checks. Additionally, you prepare a spell of your deity's choice. **Mental Cleanser**<sup>Fo</sup> Removes mind-affecting spells and effects of 3<sup>rd</sup> level or lower from your mind, and allows you to regain a divination spell of 2<sup>rd</sup> level or lower.

**Mirror Eyes** You can see better, and can reflect gaze attacks back at their originator.

**Protection from Afflictions**<sup>AS</sup> You suppress the effects of afflictions that touched creature is suffering from, and he becomes immune to poisons and either diseases or curses, for 10 min./level.

**Static Form**<sup>F,DS</sup> The subject's form becomes locked in stasis, preventing him from being affected by polymorph spells and preventing existing polymorph spells from wearing off.

#### 4<sup>th</sup>-level Cleric/Oracle Spells

**Ardesalf's Arcane Interference** It is difficult for the target to cast spells of the chosen school for 1 round/level.

**Enhance Undead**<sup>M</sup> You make a single undead more powerful indefinitely, but you are able to control fewer undead as long as the effect remains.

**Forceful Expulsion**<sup>AS</sup> You thrust all characters near you 30 feet away.

**Magic Circle of Imprisonment** You create a magic circle that traps a creature if that creature enters it.

**Stand in Judgment** You gain the judgment class feature for one encounter.

**Violence Voyeur** Learn how a touched corpse died, and gain the ability to identify people or objects involved in the death.

#### 5<sup>th</sup>-level Cleric/Oracle Spells

**Channel Divinity**<sup>Fo</sup> Your caster level is treated as 1 higher than it actually is for 1 round/level, and you can immediately prepare any spell from the cleric spell list of 4<sup>th</sup> level or lower. **Morticia's Dark Revival**<sup>AS</sup> Returns the target to life, but either damages him and imposes temporary negative levels, or causes him to be returned to life as a free-willed intelligent zombie.

**Psychic Link**<sup>AS</sup> You form a psychic bond with the target, and can either gain information about him or influence his actions.

**Wall of Darkness<sup>AS</sup>** Creates a wall of darkness which inflicts cold damage, and either staggers or deals Strength damage to characters passing through it.

#### 6<sup>th</sup>-level Cleric/Oracle Spells

Elemental Servants Summons elementals to serve you indefinitely.

**Healing** Favor<sup>AL</sup> You heal the target of damage, and grant him a sense of peace and rest, which has one of several different effects.

Heridus's Twin Wards<sup>DS</sup> Gain a +5 deflection bonus to AC, and spell resistance; additionally, characters attacking you must succeed on a Will save or suffer a penalty on attack rolls. Stone Form<sup>AS</sup> Your body becomes made of solid stone, granting natural armor and either damage reduction or immunity to critical hits and precision based damage, for 1 round/level.

#### 7<sup>th</sup>-level Cleric/Oracle Spells

**Bjorndach's Dire Storm**<sup>AS</sup> Creates a terrible hurricane or blizzard, and shelters you from some of its effects. **Commandeer Vitality**<sup>Fo</sup> The target suffers 1d6 points of Constitution damage and becomes exhausted. Additionally, you prepare a spell that creates undead creatures. Form of the Ghost<sup>AL</sup> You become incorporeal, and gain some other ghost-like traits, for 1 min./level.

**Heridus's Damning Decoy**<sup>DS</sup> You create illusory doubles of yourself, which cause creatures that touch them to suffer negative levels.

**Unstable Shield** You are immune to damage for as long as you can continue to succeed on Will saves.

#### 8<sup>th</sup>-level Cleric/Oracle Spells

**Supreme Terror**<sup>AS</sup> Subject becomes panicked, and either dies from fear or is permanently aged by the experience. **Temporal Exile**<sup>DS</sup> You temporarily cause the target to exit the time stream.

#### 9<sup>th</sup>-level Cleric/Oracle Spells

**Éphemeral Detainment**<sup>AS</sup> The target cannot move, and is either protected from harm or unable to harm others, for 1 round/level.

**Miraculous Performance** You replicate the effect of a bardic performance, which plays on its own without your intervention.

**Reaffirm Devotion**<sup>Fo</sup> You regain daily uses of domain powers, and regain a single domain spell you already cast.

## Druid Spells

#### 1<sup>st</sup>-level Druid Spells

**Ardesalf's Instant Knowledge**<sup>AI</sup> Gain temporary skill ranks for 1 min./level.

**Olfactory Assault** You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Prepare Body** You increase the duration of alchemical effects that you are subjected to in the next hour. **Summon Tainted Animal**<sup>DS</sup> Summons a tiny animal which has natural attacks that deal Strength damage.

#### 2<sup>nd</sup>-level Druid Spells

**Bjorndach's Avian Assistant**<sup>AS</sup> Summon a magical finch to serve as your loyal agent for 1 min./level.

**Protection from Afflictions**<sup>AS</sup> You suppress the effects of afflictions that touched creature is suffering from, and he becomes immune to poisons and either diseases or curses, for 10 min./level.

**Veltannia's Magical Map**<sup>F</sup> The target's location is displayed upon a map in real time, for 1 hour/level.

**Xelar's Absorptive Barrier**<sup>Fo</sup> You gain energy resistance and absorb the power of energy attacks in order to prepare spells of the same type.

#### 3rd-level Druid Spells

**Shield of the Living**<sup>DS</sup> You gain +4 AC and +2 on saving throws against undead, and scare any undead that sees you, for 1 min./level.

**Static Form**<sup>F,DS</sup> The subject's form becomes locked in stasis, preventing him from being affected by polymorph spells and preventing existing polymorph spells from wearing off.

#### 4<sup>th</sup>-level Druid Spells

**Local Summons** You specify a type of creature, and a random specimen of that type is summoned to your side from the nearby area.

**Robust Companion**<sup>AL</sup> Your animal companion becomes more powerful and better able to serve you for 1 round/level. Summon Boundless Elemental<sup>DS</sup> Summons a Medium elemental that grows in size and power over time.

#### 5<sup>th</sup>-level Druid Spells

**Bjorndach's Totemic Infusion** Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level.

**Elemental Servants** Summons elementals to serve you indefinitely.

Magic Circle of Imprisonment You create a magic circle that traps a creature if that creature enters it.

#### 6<sup>th</sup>-level Druid Spells

**Birdbrain** Target believes that he is a chicken for 1 round/ level.

**Heat Transfer** You move the heat from one area to another, dealing cold and fire damage to characters within those areas, respectively.

**Self Evolution** You gain 5 evolution points worth of eidolon evolutions for 1 min./level.

**Stone Form**<sup>AS</sup> Your body becomes made of solid stone, granting natural armor and either damage reduction or immunity to critical hits and precision based damage, for 1 round/level.

#### 7<sup>th</sup>-level Druid Spells

**Bjorndach's Dire Storm**<sup>AS</sup> Creates a terrible hurricane or blizzard, and shelters you from some of its effects. **Healing Favor**<sup>AL</sup> You heal the target of damage, and grant him a sense of peace and rest, which has one of several different effects.

#### 8<sup>th</sup>-level Druid Spells

**Corrupt Wilderness** You cause a 1-mile-radius area to become more dangerous, making plants poisonous, enraging animals, and increasing the effects of difficult terrain. **Doomwasp Swarm<sup>AL</sup>** You summon a swarm of insects which nauseates creatures and either deals physical and ability score damage or hampers spellcasting and inflicts negative levels. **Nature's Servant<sup>DS</sup>** The target's body is transformed into that of a powerful creature, and his mind is enslaved to your will.

**Phoenix Form** Deal 5d6 points of fire damage/round to the target, and if the target dies, a large fire elemental rises from the ashes to serve you.

#### 9<sup>th</sup>-level Druid Spells

**Reaffirm Devotion**<sup>Fo</sup> You regain daily uses of domain powers, and regain a single domain spell you already cast. **Self Evolution, Greater** as *self evolution* but you gain 10 points worth of evolutions.

## **Inquisitor Spells**

#### <sup>1st</sup>-level Inquisitor Spells

**Enforced Pacifisim**<sup>DS</sup> The target suffers a penalty to attack rolls and is shocked whenever he makes a hostile action. **Quicksense**<sup>AS</sup> You view the world as moving slowly, and can react with preternatural speed.

**Shadow Glyph**<sup>DS</sup> You create a less powerful and only partially-real *glyph of warding*.

#### 2<sup>nd</sup>-level Inquisitor Spells

Ardesalf's Instant Knowledge<sup>AI</sup> Gain temporary skill ranks for 1 min./level.

**Veltannia's Magical Map<sup>F</sup>** The target's location is displayed upon a map in real time, for 1 hour/level.

#### 3<sup>rd</sup>-level Inquisitor Spells

**Mirror Eyes** You can see better, and can reflect gaze attacks back at their originator.

**Stand in Judgment** You gain the judgment class feature for one encounter.

Wrathful Blade<sup>AL</sup> The touched weapon becomes animated and attacks of its own accord for 1 round/level, and can either benefit from your smite or your judgment class feature.

#### 4<sup>th</sup>-level Inquisitor Spells

**Mind Probe**<sup>Fo</sup> You read the thoughts of a single creature, and regain a mind-affecting spell of 2<sup>nd</sup> level or lower. **Violence Voyeur** Learn how a touched corpse died, and gain the ability to identify people or objects involved in the death.

#### 5<sup>th</sup>-level Inquisitor Spells

**Potent Judgment** Your judgments become more powerful for 1 round/level.

**Veltannia's Subtle Shock**<sup>DS</sup> You inflict 1d8 points of electricity damage/2 levels, and the spell is difficult to notice, even for the target.

#### 6<sup>th</sup>-level Inquisitor Spells

**Miraculous Performance** You replicate the effect of a bardic performance, which plays on its own without your intervention.

**Reaffirm Devotion**<sup>Fo</sup> You regain daily uses of domain powers, and regain a single domain spell you already cast. **Zealous Judgment** You can maintain additional judgments for 1 round/level.

## Magus Spells

#### 1<sup>st</sup>-level Magus Spells

**Brittle Aegis**<sup>AL</sup> Protects against 4 + caster level points of damage, then is dispelled creating a beneficial effect. **Olfactory Assault** You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Quicksense**<sup>AS</sup> You view the world as moving slowly, and can react with preternatural speed.

**Spasmodic Shock**<sup>AS</sup> Inflicts 1d6 points of electricity damage/3 levels, and either staggers the target or imposes a -2 penalty to his attack rolls.

#### 2<sup>nd</sup>-level Magus Spells

**Elemental Arrow**<sup>AS</sup> Unleash a bolt of energy dealing 1d6 points of cold, electricity, or fire damage per 2 levels, and which hampers the target based on the type of energy selected.

**Fiery Breach**<sup>DS</sup> The target becomes vulnerable to fire, and then suffers 1d6 fire damage/level.

#### 3<sup>rd</sup>-level Magus Spells

Forceful Expulsion<sup>AS</sup> You thrust all characters near you 30 feet away.

**Sonic Sphere**<sup>AS</sup> Creates a zone of intense noise, which deafens those within and either deals sonic damage or

#### nauseates affected creatures.

**Veltannia's Subtle Shock**<sup>DS</sup> You inflict 1d8 points of electricity damage/2 levels, and the spell is difficult to notice, even for the target.

#### 4<sup>th</sup>-level Magus Spells

**Conjure Mind Blade**<sup>DS</sup> Creates a magical weapon which inflicts Intelligence damage and lasts for 1 round/level. Energy Absorption<sup>Fo</sup> Your touch inflicts 1d4 temporary negative levels unless the target succeeds on a Fortitude save. You can also regain an expended spell based on the number of negative levels you inflict.

**Explosive Body** If you are reduced to o or fewer hit points, you explode, damaging those around you.

#### 5<sup>th</sup>-level Magus Spells

Achilles Strike Touched creature's attacks are treated as critical threats for 1 round.

**Heat Transfer** You move the heat from one area to another, dealing cold and fire damage to characters within those areas, respectively.

Heridus's Damning Decoy<sup>DS</sup> You create illusory doubles of yourself, which cause creatures that touch them to suffer negative levels.

#### 6<sup>th</sup>-level Magus Spells

**Dark Exile**<sup>AS</sup> Traps the target in the plane of shadow for 1 round/level, after which he returns to reality 5 ft./caster level away from his original location.

Heridus's Shocking Decoy<sup>DS</sup> As heridus's damning decoy, but decoys inflict large amounts of electricity damage. Xelar's Crackling Web<sup>DS</sup> You create a highly conductive web which deals electricity damage to creatures caught inside.

## Paladin Spells

#### 1st-level Paladin Spells

Heridus's Planned Protection<sup>DS</sup> Learn about threats which you will face in the immediate future, and gain appropriate defensive bonuses.

**Mirror Eyes** You can see better, and can reflect gaze attacks back at their originator.

#### 2<sup>nd</sup>-level Paladin Spells

**Shield of the Living**<sup>DS</sup> You gain +4 AC and +2 on saving throws against undead, and scare any undead that sees you, for 1 min./level.

**Stand in Judgment** You gain the judgment class feature for one encounter.

**Sword of Devotion**<sup>AS</sup> Summons a magical weapon of your choice which overcomes certain forms of damage reduction.

#### 3<sup>rd</sup>-level Paladin Spells

**Protection from Afflictions**<sup>AS</sup> You suppress the effects of afflictions that touched creature is suffering from, and he becomes immune to poisons and either diseases or curses, for 10 min./level.

**Robust Companion**<sup>AL</sup> Your animal companion becomes more powerful and better able to serve you for 1 round/level. **Wrathful Blade**<sup>AL</sup> The touched weapon becomes animated and attacks of its own accord for 1 round/level, and can either benefit from your smite or your judgment class feature.

#### 4<sup>th</sup>-level Paladin Spells

**Bjorndach's Totemic Infusion** Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level. **Lucent Field**<sup>AL</sup> You create an aura of altered light or darkness

that is filled with magical energy.

## **Ranger Spells**

#### 1<sup>st</sup>-level Ranger Spells

**Olfactory Assault** You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Quicksense**<sup>AS</sup> You view the world as moving slowly, and can react with preternatural speed.

#### 2<sup>nd</sup>-level Ranger Spells

Mirror Eyes You can see better, and can reflect gaze attacks back at their originator.

**Veltannia's Magical Map**<sup>F</sup> The target's location is displayed upon a map in real time, for 1 hour/level.

#### 3<sup>rd</sup>-level Ranger Spells

**Bjorndach's Avian Assistant**<sup>AS</sup> Summon a magical finch to serve as your loyal agent for 1 min./level.

**Robust Companion**<sup>AL</sup> Your animal companion becomes more powerful and better able to serve you for 1 round/level.

#### 4<sup>th</sup>-level Ranger Spells

**Bjorndach's Totemic Infusion** Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level.

**Local Summons** You specify a type of creature, and a random specimen of that type is summoned to your side from the nearby area.

## Sorcerer/Wizard Spells

#### 1<sup>st</sup>-level Sorcerer/Wizard Spells

**Ardesalf's Instant Knowledge**<sup>AI</sup> Gain temporary skill ranks for 1 min./level.

**Brittle Aegis<sup>AL</sup>** Protects against 4 + caster level points of damage, then is dispelled creating a beneficial effect. **Enforced Pacifisim<sup>DS</sup>** The target suffers a penalty to attack rolls and is shocked whenever he makes a hostile action. **Olfactory Assault** You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Prepare Body** You increase the duration of alchemical effects that you are subjected to in the next hour.

**Quicksense**<sup>AS</sup> You view the world as moving slowly, and can react with preternatural speed.

**Shadow Burst**<sup>Fo</sup> You cause a creature to become dazed, and can prepare a shadow version of a 2<sup>nd-</sup>level or lower non-illusion spell.

Shadow Glyph<sup>ps</sup> You create a less powerful and only partially-real *glyph of warding*.
Spasmodic Shock<sup>AS</sup> Inflicts 1d6 points of electricity

**Spasmodic Shock**<sup>AS</sup> Inflicts 1d6 points of electricity damage/3 levels, and either staggers the target or imposes a -2 penalty to his attack rolls.

Summon Chupacabra Summons a chupacabra, but has the potential to harm you if the chupacabra dies.

Summon Tainted Animal<sup>DS</sup> Summons a tiny animal which has natural attacks that deal Strength damage.

#### 2<sup>nd</sup>-level Sorcerer/Wizard Spells

**Bjorndach's Avian Assistant<sup>AS</sup>** Summon a magical finch to serve as your loyal agent for 1 min./level.

**Elemental Arrow**<sup>AS</sup> Unleash a bolt of energy dealing 1d6 points of cold, electricity, or fire damage per 2 levels, and which hampers the target based on the type of energy selected.

**Fiery Breach**<sup>DS</sup> The target becomes vulnerable to fire, and then suffers 1d6 fire damage/level.

**Object of Desire**<sup>DS</sup> You cause an object to seem more valuable than it is, forcing characters that see the object to stop at nothing to acquire it.

**Shield of the Living**<sup>DS</sup> You gain +4 AC and +2 on saving throws against undead, and scare any undead that sees you, for 1 min./level.

**Sword of Devotion**<sup>AS</sup> Summons a magical weapon of your choice which overcomes certain forms of damage reduction. **Veltannia's Magical Map**<sup>F</sup> The target's location is displayed upon a map in real time, for 1 hour/level.

**Xelar's Absorptive Barrier**<sup>Fo</sup> You gain energy resistance and absorb the power of energy attacks in order to prepare spells of the same type.

#### 3<sup>rd</sup>-level Sorcerer/Wizard Spells

**Ardesalf's Arcane Interference** It is difficult for the target to cast spells of the chosen school for 1 round/level.

**Ardesalf's Assessment**<sup>AL</sup> Learn vital information about the target's combat capabilities. The exact information depends on your class.

**Conjure Mind Blade**<sup>DS</sup> Creates a magical weapon which inflicts Intelligence damage and lasts for 1 round/level. **Forceful Expulsion**<sup>AS</sup> You thrust all characters near you 30 feet away.

Heridus's Planned Protection<sup>DS</sup> Learn about threats which you will face in the immediate future, and gain appropriate defensive bonuses.

**Mental Cleanser**<sup>Fo</sup> Removes mind-affecting spells and effects of 3<sup>rd</sup> level or lower from your mind, and allows you to regain a divination spell of 2<sup>rd</sup> level or lower.

**Sonic Sphere**<sup>AS</sup> Creates a zone of intense noise, which deafens those within and either deals sonic damage or nauseates affected creatures.

**Speech Theft** You rob the target of the ability to speak, and gain their voice, for 1 hour/level.

**Static Form**<sup>F,DS</sup> The subject's form becomes locked in stasis, preventing him from being affected by polymorph spells and preventing existing polymorph spells from wearing off.

#### 4<sup>th</sup>-level Sorcerer/Wizard Spells

**Birdbrain** Target believes that he is a chicken for 1 round/ level.

Energy Absorption<sup>Fo</sup> Your touch inflicts 1d4 temporary negative levels unless the target succeeds on a Fortitude save. You can also regain an expended spell based on the number of negative levels you inflict.

**Explosive Body** If you are reduced to o or fewer hit points, you explode, damaging those around you.

**Local Summons** You specify a type of creature, and a random specimen of that type is summoned to your side from the nearby area.

**Lucent Field**<sup>AL</sup> You create an aura of altered light or darkness that is filled with magical energy.

**Magic Circle of Imprisonment** You create a magic circle that traps a creature if that creature enters it. **Mind Probe**<sup>69</sup> You read the thoughts of a single greature ar

Mind Probe<sup>Fo</sup> You read the thoughts of a single creature, and

regain a mind-affecting spell of 2<sup>nd</sup> level or lower.

**Mirror Eyes** You can see better, and can reflect gaze attacks back at their originator.

**Morticia's Corpseshape**<sup>DS</sup> You transform the corpse of one creature into the corpse of another kind of creature.

**Protection from Afflictions**<sup>AS</sup> You suppress the effects of afflictions that touched creature is suffering from, and he becomes immune to poisons and either diseases or curses, for 10 min./level.

**Shadow Form**<sup>AS</sup> You become a dark mist for 1 round/level. **Veltannia's Subtle Shock**<sup>DS</sup> You inflict 1d8 points of electricity damage/2 levels, and the spell is difficult to notice, even for the target.

**Violence Voyeur** Learn how a touched corpse died, and gain the ability to identify people or objects involved in the death.

#### 5<sup>th</sup>-level Sorcerer/Wizard Spells

**Balthavius's Instant Intoxication**<sup>AL</sup> Cause the target to behave as though extremely intoxicated for 1 hour.

**Bjorndach's Totemic Infusion** Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level.

**Enhance Undead**<sup>M</sup> You make a single undead more powerful indefinitely, but you are able to control fewer undead as long as the effect remains.

**Reality Acid**<sup>Fo</sup> You create a 30-ft. cone of acide that deals 1d4 points of acid damage/level, and regain a conjuration spell of 4<sup>th</sup> level or lower, which must be cast in the same area.

Summon Boundless Elemental<sup>DS</sup> Summons a Medium elemental that grows in size and power over time.

**Temporal Dislocation**<sup>DS</sup> You send an object forward or backward in time.

**Tulpic Aid**<sup>DS</sup> You create an illusory double of the target, with his memories and experiences.

**Veltannia's Insurrection**<sup>AS</sup> Gain control of a character that is already being magically controlled, for up to 10 min./level. **Vision of Terror** The target is frightened for 1 round/level, and possibly driven permanently insane by fear.

**Wall of Darkness**<sup>AS</sup> Creates a wall of darkness which inflicts cold damage, and either staggers or deals Strength damage to characters passing through it.

#### 6<sup>th</sup>-level Sorcerer/Wizard Spells

Achilles Strike Touched creature's attacks are treated as critical threats for 1 round.

**Channel Divinity**<sup>M, Fo</sup> Your caster level is treated as 1 higher than it actually is for 1 round/level, and you can immediately prepare any spell from the cleric spell list of 4<sup>th</sup> level or lower. **Commandeer Vitality**<sup>Fo</sup> The target suffers 1d6 points of Constitution damage and becomes exhausted. Additionally,

you prepare a spell that creates undead creatures. **Dark Exile**<sup>AS</sup> Traps the target in the plane of shadow for 1 round/level, after which he returns to reality 5 ft./caster level away from his original location.

Elemental Servants Summons elementals to serve you indefinitely.

**Heat Transfer** You move the heat from one area to another, dealing cold and fire damage to characters within those areas, respectively.

Heridus's Damning Decoy<sup>DS</sup> You create illusory doubles of yourself, which cause creatures that touch them to suffer negative levels.

**Heridus's Twin Wards**<sup>DS</sup> Gain a +5 deflection bonus to AC, and spell resistance; additionally, characters attacking you must succeed on a Will save or suffer a penalty on attack rolls.

## **Imitative Transformation**<sup>M</sup> You transform for up to 24 hours into a creature whose heart you eat.

**Psychic Link**<sup>AS</sup> You form a psychic bond with the target, and can either gain information about him or influence his actions.

**Stone Form**<sup>AS</sup> Your body becomes made of solid stone, granting natural armor and either damage reduction or immunity to critical hits and precision based damage, for 1 round/level.

**Xelar's Crackling Web**<sup>DS</sup> You create a highly conductive web which deals electricity damage to creatures caught inside.

#### 7<sup>th</sup>-level Sorcerer/Wizard Spells

**Balthavius's Imaginary Armor**<sup>AS</sup> You create an armor of pure willpower, which makes it difficult to attack you, and either makes it hard to affect you with spells or grants concealment.

**Balthavius's Premeditated Escape**<sup>DS</sup> You are automatically teleported away from harm a number of times equal to 1/4 your caster level.

**Create Plasmic Servant**<sup>Fo</sup> Create a servant made of mimetic plasm that lasts for 1 round/level and regain a single transmutation spell to enhance that plasmic servant. **Form of the Ghost**<sup>AL</sup> You become incorporeal, and gain

some other ghost-like traits, for 1 min./level. Morticia's Dark Lightning<sup>DS</sup> Inflicts 1d6 points of electricity damage/level, and causes slain creatures to rise as ghasts. Sculpt Weakness<sup>DS</sup> You learn, and then alter, some or all of a

target's weaknesses. Summon Winged Sovereign<sup>AS</sup> Summons a powerful dragon which may or may not be real.

**Unstable Shield** You are immune to damage for as long as you can continue to succeed on Will saves.

#### 8<sup>th</sup>-level Sorcerer/Wizard Spells

**Ardesalf's Uraveling**<sup>Fo</sup> As *disintegrate*, but you also regain a single spell of the creation subschool.

**Bjorndach's Dire Storm**<sup>AS</sup> Creates a terrible hurricane or blizzard, and shelters you from some of its effects.

**Doomwasp Swarm**<sup>AL</sup> You summon a swarm of insects which nauseates creatures and either deals physical and ability score damage or hampers spellcasting and inflicts negative levels. **Heridus's Shocking Decoy**<sup>DS</sup> As heridus's damning decoy, but decoys inflict large amounts of electricity damage.

**Nature's Servant**<sup>DS</sup> The target's body is transformed into that of a powerful creature, and his mind is enslaved to your will.

**Phoenix Form** Deal 5d6 points of fire damage/round to the target, and if the target dies, a large fire elemental rises from the ashes to serve you.

**Supreme Terror**<sup>AS</sup> Subject becomes panicked, and either dies from fear or is permanently aged by the experience. **Temporal Exile**<sup>DS</sup> You temporarily cause the target to exit the time stream.

#### 9<sup>th</sup>-level Sorcerer/Wizard Spells

**Ephemeral Detainment**<sup>AS</sup> The target cannot move, and is either protected from harm or unable to harm others, for 1 round/level.

**Heridus's Final Contingency**<sup>F, Fo</sup> As *contingency*, except the level of the contingent spell is equal to 1/2 your caster level, and it can be any spell. Additionally, when the contingent spell is cast, you regain an abjuration spell of the same level. **Invoker's Window**<sup>F,DS</sup> You create a special scrying window

which evocation spells and ranged attacks can be fired through.

**Red Plague**<sup>AL</sup> You create a deadly curse which spreads from victim to victim.

**Slave Beyond Death**<sup>F,DS</sup> As dominate person, except that it can target corporeal undead, and slain targets who were not undead become vampires that remain under your control. **Unmourned Demise**<sup>DS</sup> As disintegrate, except the effect is hard to detect, and if the target is destroyed, he is seamlessly replaced with an illusory double.

**Xelar's Prismatic Wave**<sup>AS</sup> Creates a cone of colors which blinds and deafens creatures caught within, and deals damage or renders character unconscious, confused, and sickened.

## Summoner Spells

#### 1<sup>st</sup>-level Summoner Spells

Summon Chupacabra Summons a chupacabra, but has the potential to harm you if the chupacabra dies.

Summon Tainted Animal<sup>DS</sup> Summons a tiny animal which has natural attacks that deal Strength damage.

#### 2<sup>nd</sup>-level Summoner Spells

**Ardesalf's Instant Knowledge**<sup>AI</sup> Gain temporary skill ranks for 1 min./level.

**Bjorndach's Avian Assistant**<sup>AS</sup> Summon a magical finch to serve as your loyal agent for 1 min./level.

#### 3<sup>rd</sup>-level Summoner Spells

**Local Summons** You specify a type of creature, and a random specimen of that type is summoned to your side from the nearby area.

Summon Boundless Elemental<sup>DS</sup> Summons a Medium elemental that grows in size and power over time.

#### 4<sup>th</sup>-level Summoner Spells

**Self Evolution** You gain 5 evolution points worth of eidolon evolutions for 1 min./level.

**Summon Improved Eidolon**<sup>DS</sup> Summons a more powerful version of your eidolon for 1 round/level.

**Temporal Dislocation**<sup>DS</sup> You send an object forward or backward in time.

#### 5<sup>th</sup>-level Summoner Spells

**Bjorndach's Totemic Infusion** Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level.

**Reality Acid**<sup>Fo</sup> You create a 30-ft. cone of acide that deals 1d4 points of acid damage/level, and regain a conjuration spell of  $4^{\text{th}}$  level or lower, which must be cast in the same area.

#### 6<sup>th</sup>-level Summoner Spells

**Create Plasmic Servant**<sup>Fo</sup> Create a servant made of mimetic plasm that lasts for 1 round/level and regain a single transmutation spell to enhance that plasmic servant. **Self Evolution, Greater** as *self evolution* but you gain 10 points worth of evolutions.

## Witch Spells

#### 1<sup>st</sup>-level Witch Spells

**Olfactory Assault** You emit a stinking sweat for 1 round/ level, which causes nearby creatures to become sickened. **Shadow Burst<sup>Fo</sup>** You cause a creature to become dazed, and can prepare a shadow version of a 2<sup>nd</sup>-level or lower nonillusion spell.

Shadow Glyph<sup>DS</sup> You create a less powerful and only partially-real *glyph of warding*.
Summon Tainted Animal<sup>DS</sup> Summons a tiny animal which

**Summon Tainted Animal**<sup>DS</sup> Summons a tiny animal which has natural attacks that deal Strength damage.

#### 2<sup>nd</sup>-level Witch Spells

**Enforced Pacifisim**<sup>DS</sup> The target suffers a penalty to attack rolls and is shocked whenever he makes a hostile action. **Object of Desire**<sup>DS</sup> You cause an object to seem more valuable than it is, forcing characters that see the object to stop at nothing to acquire it.

**Spasmodic Shock**<sup>AS</sup> Inflicts 1d6 points of electricity damage/3 levels, and either staggers the target or imposes a -2 penalty to his attack rolls.

**Veltannia's Magical Map**<sup>F</sup> The target's location is displayed upon a map in real time, for 1 hour/level.

#### 3<sup>rd</sup>-level Witch Spells

**Ardesalf's Arcane Interference** It is difficult for the target to cast spells of the chosen school for 1 round/level.

**Ardesalf's Assessment**<sup>AL</sup> Learn vital information about the target's combat capabilities. The exact information depends on your class.

**Bjorndach's Avian Assistant**<sup>AS</sup> Summon a magical finch to serve as your loyal agent for 1 min./level.

**Morticia's Corpseshape**<sup>DS</sup> You transform the corpse of one creature into the corpse of another kind of creature.

**Shield of the Living**<sup>DS</sup> You gain +4 AC and +2 on saving throws against undead, and scare any undead that sees you, for 1 min./level.

**Speech Theft** You rob the target of the ability to speak, and gain their voice, for 1 hour/level.

#### 4<sup>th</sup>-level Witch Spells

**Local Summons** You specify a type of creature, and a random specimen of that type is summoned to your side from the nearby area.

Magic Circle of Imprisonment You create a magic circle that traps a creature if that creature enters it.

**Mind Probe**<sup>Fo</sup> You read the thoughts of a single creature, and regain a mind-affecting spell of 2<sup>nd</sup> level or lower.

**Protection from Afflictions**<sup>AS</sup> You suppress the effects of afflictions that touched creature is suffering from, and he becomes immune to poisons and either diseases or curses, for 10 min./level.

**Violence Voyeur** Learn how a touched corpse died, and gain the ability to identify people or objects involved in the death.

#### 5<sup>th</sup>-level Witch Spells

**Birdbrain** Target believes that he is a chicken for 1 round/ level.

**Bjorndach's Totemic Infusion** Your animal companion, eidolon, or familiar gains a bonus to one of its ability scores, as well as a special ability, for 1 min./level.

**Psychic Link**<sup>AS</sup> You form a psychic bond with the target, and can either gain information about him or influence his

#### actions.

**Summon Boundless Elemental**<sup>DS</sup> Summons a Medium elemental that grows in size and power over time. **Tulpic Aid**<sup>DS</sup> You create an illusory double of the target, with his memories and experiences.

**Vision of Terror** The target is frightened for 1 round/level, and possibly driven permanently insane by fear.

#### 6<sup>th</sup>-level Witch Spells

**Commandeer Vitality**<sup>Fo</sup> The target suffers 1d6 points of Constitution damage and becomes exhausted. Additionally, you prepare a spell that creates undead creatures. **Imitative Transformation**<sup>M</sup> You transform for up to 24

hours into a creature whose heart you eat. **Morticia's Dark Revival**<sup>AS</sup> Returns the target to life, but either damages him and imposes temporary negative levels, or causes him to be returned to life as a free-willed intelligent zombie.

**Temporal Dislocation**<sup>DS</sup> You send an object forward or backward in time.

#### 7<sup>th</sup>-level Witch Spells

Heridus's Damning Decoy<sup>DS</sup> You create illusory doubles of yourself, which cause creatures that touch them to suffer negative levels.

Morticia's Dark Lightning<sup>DS</sup> Inflicts 1d6 points of electricity damage/level, and causes slain creatures to rise as ghasts.

**Wall of Darkness**<sup>AS</sup> Creates a wall of darkness which inflicts cold damage, and either staggers or deals Strength damage to characters passing through it.

**Xelar's Crackling Web**<sup>DS</sup> You create a highly conductive web which deals electricity damage to creatures caught inside.

#### 8<sup>th</sup>-level Witch Spells

**Corrupt Wilderness** You cause a 1-mile-radius area to become more dangerous, making plants poisonous, enraging animals, and increasing the effects of difficult terrain. **Healing Favor**<sup>AL</sup> You heal the target of damage, and grant him a sense of peace and rest, which has one of several different effects.

**Nature's Servant**<sup>DS</sup> The target's body is transformed into that of a powerful creature, and his mind is enslaved to your will.

#### 9<sup>th</sup>-level Witch Spells

**Éphemeral Detainment**<sup>AS</sup> The target cannot move, and is either protected from harm or unable to harm others, for 1 round/level.

Heridus's Shocking Decoy<sup>DS</sup> As heridus's damning decoy, but decoys inflict large amounts of electricity damage. **Red Plague**<sup>AL</sup> You create a deadly curse which spreads from victim to victim.

**Supreme Terror**<sup>AS</sup> Subject becomes panicked, and either dies from fear or is permanently aged by the experience.



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## New Spells

The following spells are presented in alphabetical order.

#### ACHILLES STRIKE

School divination; Level magus 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (an eagle's eye) Range touch Target creature touched Duration 1 round Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You provide the target with preternatural senses that allow him to detect the vital spots on his opponents, and better strike them. He can hear the beating of their hearts, see their pulses as their blood passes through major arteries, and see the outlines of his foes' vital organs as faint glowing images within their body. For the spell's duration, whenever the target successfully hits a creature with an attack, that attack is treated as though it were a critical threat, and the target rolls to confirm, regardless of what the result of the die roll was. The target must still successfully hit the target, and must succeed on the confirmation roll in order to gain the benefits of a critical hit.

#### ARDESALF'S ARCANE INTERFERENCE

School universal; Level bard 3, cleric 4, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw none; Spell Resistance yes

You surround the target with magical interference, which makes it difficult for him to summon the energy required to cast spells of a certain sort. When you cast *Ardesalf's arcane interference*, choose a single school of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). For the spell's duration, any time the target attempts to cast a spell of the chosen school, he must succeed on a concentration check (DC 20 + twice the spell's level) or the spell fails, and is lost. The target is inherently aware of the spell's effects, and knows that he is likely to lose any spell of the chosen school that he casts.

#### ARDESALF'S ASSESSMENT

School divination; Level cleric 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes You pierce the target's mind and gather information about the target which could be critical in defeating him. First, you learn the target's current hit point total, as well as the amount of any Dexterity or natural armor bonuses to AC that the target possesses (this information is conveyed in a fashion that makes sense to you, rather than as abstract terms such as "hit points," and "armor class."). You also become aware of all natural attacks and extraordinary abilities that the target possesses.

If cast as a cleric spell, you also become aware of any supernatural abilities, spells, and spell-like abilities that the target possesses.

If cast as a sorcerer/wizard spell, you also become aware of any immunities or resistances that the target possesses, including any spell resistance or damage reduction.

If cast as a witch spell, you also become aware of any special weaknesses or vulnerabilities that the target may possess. You also learn which of the target's saving throws (Fortitude, Reflex, or Will) has the lowest bonus and which has the highest bonus, though you do not learn the actual bonuses themselves.

#### ARDESALF'S INSTANT KNOWLEDGE

School divination; Level alchemist 2, druid 1, inquisitor 2, sorcerer/wizard 1, summoner 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

Your mind fills with knowledge relating to a specific subject. Choose a single skill (if there are multiple different versions of the chosen skill, such as Craft or Profession, select one of them). You gain a number of temporary ranks in the chosen skill equal to your caster level. This cannot increase the number of ranks you have in that skill beyond your caster level. The temporary skill ranks last for the spell's duration.

If cast as an alchemist formula, then for the spell's duration you also no longer suffer any penalties to your mental ability scores as a result of your mutagen class feature.

If cast as a druid spell, you must select the skill to gain temporary ranks in from the following list: Handle Animal, Knowledge (geography), Knowledge (nature), Profession (gardener), Profession (herbalist), or Survival.

If cast as an inquisitor spell, and the skill is Intelligence- or Charisma-based, you may use your Wisdom modifier, instead of the appropriate ability score modifier, to determine the result of skill checks made with the chosen skill for the spell's duration.

If cast as a sorcerer/wizard spell, you must select the skill to gain temporary ranks in from the following list: Knowledge (arcana), Knowledge (history), Knowledge (planes), Linguistics, Profession (scribe), Spellcraft, or Use Magic Device. If cast as a summoner spell, you may also have your eidolon gain the benefits of the spell. The eidolon gains temporary ranks in the same skill that you do.

#### ARDESALF'S UNRAVELING

School transmutation; Levels sorcerer/wizard 8 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect ray Duration instantaneous

Saving Throw Fortitude partial (object); Spell Resistance yes

A thin purple beam springs from your finger, dissolving the first creature or object that it touches and allowing you to draw upon the matter that is destroyed in this way. The ray functions identically to *disintegrate*, with an additional effect described below.

As soon as the spell is cast, you may immediately prepare a single spell of the creation subschool, which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot that you have already expended since the last time you regained spells, which you can use to cast a spell of the creation subschool. You can only use that spell slot to cast spells of the calling subschool until the next time you rest and regain your spells.

The level of the spell or spell slot regained cannot exceed a certain amount, determined by what *Ardesalf's unraveling* disintegrates. If the ray hits an object, the spell or spell slot that is regained can be of up to 4<sup>th</sup> level. If it disintegrates a creature that is not capable of casting spells, the spell or spell slot that is regained can be of up to 6<sup>th</sup> level. If it disintegrates a creature that is capable of casting spells, the spell or spell slot that is regained can be of up to 8<sup>th</sup> level. In the case of creatures, the creature must actually be disintegrated (reduced to 0 hit points), or you cannot regain any spells.

#### BALTHAVIUS'S IMAGINARY ARMOR

School enchantment (compulsion) [mind-affecting] or illusion (glamer); Level bard 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 min./level Saving Throw Will negates, see text; Spell Resistance yes

You are surrounded by a suit of armor crafted from your imagination. The strength of this armor is dependent entirely on your will, and any creature attacking you must succeed on a Will save or suffer a -10 penalty on attack rolls made against you until the beginning of that creature's next turn. Multiple instances of this penalty do not stack.

If cast as an enchantment spell, the armor also protects against magic attacks, and any creature casting a spell or spell-like ability that targets you must succeed on a Will save, or else the saving throw DC of that spell or ability is reduced by 10.

If cast as an illusion spell, you also gain concealment (20 % miss chance) for the spell's duration.

BALTHAVIUS'S INSTANT INTOXICATION
School enchantment (compulsion) [mind-affecting]; Level
bard 5, sorcerer/wizard 5
Casting Time 1 standard action
<b>Components</b> V, S, M (a mug of ale)
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 hour
Saving Throw Will negates; Spell Resistance yes

You remove the target's inhibitions and fill his head with a pleasant fogginess. The target gains the sickened and staggered conditions for the spell's duration. Additionally, the target becomes more amicable, and his starting attitude is automatically improved by 2 steps towards all creatures that he encounters while affected by the spell. Further, the target has difficulty concentrating, and is incapable of using any Intelligence-, Wisdom-, or Charisma-based skills, except for Intimidate. Finally, at the end of the spell's duration, the target loses all memory of everything that occurred during the spell's duration, though his memory is unimpeded while under the effects of the spell.

If cast as a bard spell, you may choose one of the following actions when the spell is cast: singing, pursuing romantic trysts, or returning home and sleeping. If you do, the target is compelled to perform the chosen action to the best of its ability for the spell's duration. The creature will still defend itself if threatened, even if compelled to perform one of these activities.

If cast as a sorcerer/wizard spell, the target loses all proficiencies with all types of weapons, armor, and shields for the spell's duration (character attacking with weapons that they are not proficient with suffer a -4 penalty on attack rolls, characters wearing armor or a shield that they are not proficient with apply its armor check penalty to attack rolls and to all skill checks that involve moving).

#### BALTHAVIUS'S PREMEDITATED ESCAPE

School abjuration and conjuration (teleportation); Level sorcerer/wizard 7 Casting Time 1 round Components V, S Range personal Target you Duration 1 min./level, or until discharged

You wrap yourself in protective energies which sense any attacks made against you, and act automatically to remove you from harm's way. For the spell's duration, any time that you are the target of an attack, or harmful ability (one that deals hit point or ability damage, imposes a negative condition, imposes negative levels, or allows a saving throw that is not denoted as harmless), or are in the area of a harmful effect, you are automatically teleported out of the way, as the spell *dimension door*. This requires no action on your part, and you need not even be conscious, though if you are not conscious when you are teleported, your destination is determined randomly from among the unoccupied squares within range in which you would not immediately fall, take damage, or be within the threat range of an enemy creature. If you are conscious, you choose your destination.

Being teleported in this manner causes you to avoid the attack or ability that triggered the teleportation, but there is a 20% chance each time that you are teleported a fraction of a second too late, and are hit anyway. Once you have been teleported a number of times equal to 1/4 your caster level (to a maximum of 5 times at 20<sup>th</sup> level), the spell ends automatically.

#### BIRDBRAIN

School enchantment (compulsion) [mind-affecting]; Level druid 6, sorcerer/wizard 4, witch 5 Casting Time 1 standard action Components V, S, M/DF (the beak of a chicken) Range close (25 ft. + 5 ft./2 levels) Target one intelligent creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

You shroud the target's mind in confusing and befuddling magic, which shuts off access to higher thinking, and makes the target believe that he is a chicken. The target loses all weapon and armor proficiencies (and drops everything that he's holding), and cannot use any class features that require conscious effort to use, including spellcasting, extraordinary, supernatural, and spell-like abilities. Further, for the spell's duration, the target acts with animal intelligence, and is unable to speak or understand language of any kind. Finally, the target suffers a -4 penalty on saving throws made to resist fear effects.

Creatures that already have an Intelligence score of 2 or lower are unaffected by this spell.

#### **BJORNDACH'S AVIAN ASSISTANT**

School conjuration or divination; Level druid 2, ranger 3, sorcerer/wizard 2, summoner 2, witch 3 Casting Time 1 standard action Components V, S, M/DF (a finch's feather) Range close (25 ft. + 5 ft./2 levels) Effect 1 summoned bird Duration 1 min./level Saving Throw none; Spell Resistance no

You call into existence a small being of pure magic in the form of a finch with brilliant silver feathers. This creature has the ability to speak a single language of your choice and is abnormally intelligent (treat as though it had an Intelligence of 6), but otherwise has statistics identical to a standard hawk, except that it cannot make attacks or perform combat maneuvers. The finch obediently follows your commands and is a capable scout. As a standard action, you can enter a trance that allows you to see through the finch's eyes. If you do, you are considered blind and helpless, though you see everything that the finch sees. You can end this trance at any time as a move action. If the finch is slain while you are seeing through its eyes in this way, you suffer 5d6 points of damage and are shaken for 10 minutes.

If cast as a conjuration spell, the summoned finch can make attacks and perform combat maneuvers as though it were a standard hawk. Additionally, the finch is treated as being trained in the Disable Device skill, and has a bonus on Disable Device checks equal to your caster level. The finch cannot disable magical traps.

If cast as a divination spell, the summoned finch gains supernatural senses and is affected constantly as though by the spells *detect magic, see invisibility, darkvision* and *detect evil* (or *detect good, chaos,* or *law,* at the caster's discretion).

#### **BJORNDACH'S DIRE STORM**

School abjuration or transmutation; Level cleric 7, druid 7, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M/DF (the foot of a rabbit that has been struck by lightning) Range touch Area 250-ft.-radius, centered on touched point Duration 1 min./level

You call into being a powerful storm, which appears instantly, as the sky suddenly transforms to reflect your wrath. The affected area is immediately subjected to a hurricane (or, in cold climates, a blizzard). This causes the wind speed in the affected area to increase to 55 mile per hour, making normal ranged attacks impossible, and imposing a -4 penalty on ranged attacks made with siege weapons. Additionally, creatures of Medium size or smaller are unable to move against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or DC 20 Fly check (if airborne). Further, creatures of Small size or smaller are at risk of being blown away: if the creature is on the ground, it must succeed on a DC 15 Strength check or be knocked prone and roll 1d4 x 10 feet, suffering 1d4 points of nonlethal damage per 10 feet moved in this way, whereas if the creature is in the air, it must succeed on a DC 25 Fly check or by blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage per 10 feet moved in this way. Finally, all creatures in the affected area suffer a -8 penalty on Fly checks.

Additionally, the affected area is also subject to a downpour (in warm and temperate areas) or heavy snow (in cold areas). A downpour reduces visibility by half, imposing a -4 penalty on Perception checks, and also obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (20% miss chance). Heavy snow has the same effects, but after 5 minutes of heavy snow, the ground in the affected area becomes covered with snow, and it costs 2 squares of movement to enter such a square. After 15 minutes of heavy snow, the ground in the affected area becomes covered with heavy snow, and it costs 4 squares of movement to enter such a square. Any snow created by the storm remains after the end of the spell's duration, until it melts naturally or is otherwise dealt with.

If cast as an abjuration spell, you do not suffer the brunt of the storm. Your vision is not affected by the rain or snow, and you do not need to make Strength checks to avoid being checked or blown away, regardless of your size. Finally, you are able to make ranged attacks in the storm, although you still suffer a -4 penalty on such attacks.

If cast as a transmutation spell, the winds of the storm lift you into the air and carry you aloft. As long as you remain in the affected area, you gain a fly speed equal to your base movement speed, with average maneuverability. You gain a bonus on all Fly checks made in the affected area equal to your caster level (to a maximum of +20 at 20<sup>th</sup> level), and do not suffer the normal -8 penalty on Fly checks imposed by the storm. You are still subject to being checked or blown away, and must make Fly checks each round, if appropriate.

#### **BJORNDACH'S TOTEMIC INFUSION**

School transmutation; Level antipaladin 4, druid 5, paladin 4, ranger 4, sorcerer/wizard 5, summoner 5, witch 5 Casting Time 1 standard action Components V, S Range touch Target your animal companion, eidolon, or familiar Duration 1 min./level

You fill the target with the spirit of a powerful totem creature, empowering it in one of several ways. When you cast this spell, choose either bear, bull, cat, eagle, fox, or owl. The exact effects of the spell depend on the type of totem you choose to infuse your companion with as outlined below.

*Bear:* The target gains a +4 bonus to its Constitution score. Additionally, if the target gains a natural armor bonus to AC that depends on your class level, then for the spell's duration, that natural armor bonus is treated as though you were 4 levels higher than you actually are.

*Bull:* The target gains a +4 bonus to its Strength score. Additionally, for the spell's duration, the target's natural attacks deal damage as though it were one size category larger than it actually is.

*Cat:* The target gains a +4 bonus to its Dexterity score. Additionally, the target gains the improved evasion special ability for the spell's duration. If the target already possessed improved evasion, then instead, for the spell's duration, whenever it would be forced to make a Reflex saving throw, it can choose to take 10 on that Reflex save.

*Eagle:* The target gains a +4 bonus to its Charisma score. Additionally, for the spell's duration, the target gains the ability to communicate telepathically with creatures within 100 ft. If it already possessed the ability to communicate telepathically, the maximum range at which it may do so is increased by 100 feet, instead.

Fox: The target gains a +4 bonus to its Intelligence score. Additionally, for the spell's duration, the target gains a +4 competence bonus on all skill checks for skills in which it is trained.

*Owl:* The target gains a +4 bonus to its Wisdom score. Additionally, the target is difficult to compel or mentally control, and for the spell's duration, whenever it is forced to make a saving throw to resist a compulsion effect, it may roll twice and take the better result.

#### BRITTLE AEGIS

School abjuration; Level cleric 1, magus 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, F (a rook chess piece) Range personal or touch; see text Target you or touched creature; see text Duration 1 round/level or until discharged Saving Throw none; Spell Resistance yes; see text

You weave a barrier from magic that harmlessly disperses energy into the air around you. The first time you would suffer damage while this spell is in effect, the amount of damage that you take is reduced by an amount equal to 4 + your caster level (to a maximum of 14 points of damage, at 10<sup>th</sup> level). After this spell absorbs damage once, the spell's energy is consumed and the spell ends.

If cast as a cleric spell, *redistribution field* has a range of touch, and targets the touched creature, granting the spell's benefits to that creature, rather than to you (you can still cast it on yourself, if desired).

If cast as a magus spell, when redistribution field prevents damage to you, you can redirect that damage to another creature that is adjacent to you. Doing so is a free action that requires no effort on your part, and you may choose which adjacent creature is affected. The chosen creature is hit automatically, although you must overcome the creature's spell resistance, if any, in order to affect him. The chosen creature suffers an amount of damage equal to that prevented by *redistribution field*. The damage is of the same type as that which the spell prevented (so if the prevented damage was from a fireball, the chosen creature would suffer fire damage, while if it was from an attack with a greataxe, the chosen creature would suffer slashing damage, etc.). The chosen creature only suffers the amount of damage that was prevented, even if that is less than the amount of damage that redistribution field is capable of preventing.

If cast as a sorcerer/wizard spell, then one redistribution field is discharged, it creates a short-lived magical shield to further protect you. When the spell is discharged, if the amount of damage that the spell prevented was less than the maximum amount that it could have prevented, you gain a +1 deflection bonus to AC for 1 round. For every 3 points by which the maximum amount of damage the spell could have prevented exceeds the amount of damage that it actually prevented, this deflection bonus increases by 1 (for example, if the spell was cast by a 10<sup>th</sup>-level character, and could prevent a maximum of 14 points of damage, but was discharged on an attack that only dealt 5 points of damage, then the difference would be 9 points of damage and the total deflection bonus granted would be +4).

#### CHANNEL DIVINITY

School divination; Level cleric 5, sorcerer/wizard 6 Casting Time 1 minute Components V, S, M (incense and special oils worth 1,000 gp) Range personal Target you Duration 1 min./level You draw upon divine energy, empowering yourself and using it to provide you with the power and knowledge to cast a single divine spell. For the spell's duration, your caster level is treated as being 1 higher than it actually is for the purposes of all spells that you cast.

Additionally, when you cast *channel divinity*, you may immediately prepare any single spell that appears on the cleric/oracle spell list, whose spell level is 4 or lower. You do not need to know this spell, and it does not need to appear on your spell list, but you must have already cast a spell of the same spell level as the chosen spell, and the chosen spell takes the place of the expended spell, except that it is treated as though you just prepared it. If you are a spontaneous spellcaster, you must choose a single spell that appears on the cleric/oracle spell list, whose spell level is 4 or lower. You gain an additional spell slot of the chosen spell's spell level, but you can only use this spell slot to cast the chosen spell. You do not need to know the spell, or even have it on your spell list. This does not grant you the ability to cast the chosen spell using your other spell slots.

If you prepare a spell in this way whose effects are dependent on the caster's class or spell list (such as an alternate-list spell or *control weather*), you are treated as being a cleric for the purposes of that spell, rather than your normal class. This only affects class-dependent aspects of the spell, and does not affect whether or not the spell is divine or arcane, arcane spell failure chance, or any other aspect of the spell.

When cast by a cleric, *channel divinity* does not have a costly material component.

#### **COMMANDEER VITALITY**

School necromancy [evil]; Levels cleric 7, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M/DF (a severed human fingerbone) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

You draw out some of the life essence of the target, which appears as a hazy, glowing wisp of bluish-white smoke that emerges from their body and flies towards your outstretched hand. This inflicts 1d6 points of Constitution damage and leaves the target exhausted. A successful Fortitude save negates the Constitution damage and leaves the target fatigued, instead.



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Additionally, you are able to repurpose the stolen life essence, and can use it to imbue life on the deceased. As soon as the spell is cast, you may immediately prepare any spell which creates one or more undead creatures as part of its effect, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot that you have already expended since the last time you regained spells, and which you can use to cast a spell that creates one or more undead creatures as part of its effect. You can only use that spell slot to cast spells that create one or more undead creatures until the next time you rest and regain your spells.

#### **CONJURE MIND BLADE**

School conjuration (creation) and enchantment [mindaffecting]; Level magus 4, sorcerer/wizard 3 Casting Time 1 standard action Components V, S Range o ft. Effect one mind blade Duration 1 round/level Saving Throw Will half, see text; Spell Resistance yes

You create in your outstretched hand a weapon made of special crystal, laced with a mind-sapping enchantment. The conjured weapon is identical to a non-magical weapon of any sort you desire, as long as it is a melee weapon, and is always the appropriate size category for you to wield. It functions in all ways as a normal, non-magical weapon of its type, except that it has hardness 10, 5 hit points per caster level you possess, and any time it successfully hits a living, intelligent creature (one with an Intelligence score of 3 or higher) that creature suffers 1d4 points of Intelligence damage, instead of the weapon's normal damage (any bonuses to damage, such as from a high Strength score, do not apply). A successful Will save halves this damage.

The first time that a creature with spell resistance is hit with the conjured mind blade, roll to see if you overcome its spell resistance. If you do, the mind blade affects the creature normally for the spell's duration. If not, then for the spell's duration the mind blade can damage the creature as though it were a normal weapon, but does not deal Intelligence damage to that creature.

If you lose contact with the conjured weapon at any time, such as by putting it down or giving it to someone else, it immediately vanishes, and the spell ends.

#### **CORRUPT WILDERNESS**

School transmutation; Level druid 8, witch 8 Casting Time 1 standard action Components V, S, M/DF (a poisonous mushroom) Range touch Area 1-mile-radius centered on the touched spot Duration 1 day/level Saving Throw Will negates, or Fortitude negates, see text; Spell Resistance yes You fill the natural world with corruption and malice, perverting it into a dangerous and vile place. All plants within the spell's area become poisonous, and affect humanoid creatures that eat them as though with the spell *poison*. This affects only plants which where currently growing at the time the spell was cast, and has no effect on plants and foodstuffs that were harvested prior to casting the spell. Plants retain this quality until the end of the spell's duration, after which they return to normal. Further, the flesh of creatures within the spell's area immediately turns foul after they die. Any meat harvested from an animal that died while in the affected area affects the character that consumes it as though by the spell *contagion*, regardless of how quickly it is harvested, how well it is stored, or the manner in which it is prepared.

Animals, fey, and magical beasts within the spell's area must succeed on a Will save or become hostile and agitated for the next 24 hours. Creatures affected in this way aggressively attack any humanoids that they see. A creature which succeeds on his Will save is able to act normally for 24 hours, after which, if it is still within the affected area, it must make a new Will save or become agitated again. Creatures that succeeded on this saving throw the most recent time that they made it gain a +8 bonus on their Will save to resist this effect. Creatures that enter the area after the spell is cast must make this saving throw after 2d10 minutes in the affected area.

Finally the terrain itself turns vile, and all terrain within the spell's area hampers movement: within the affected area, each square costs an additional 5 feet of movement to enter, in addition to any existing impediments to movement (such as undergrowth or heavy snow).

#### CREATE PLASMIC SERVANT

School conjuration (creation); Levels sorcerer/wizard 7, summoner 6 Casting Time 1 round Components V, S, M (1 oz. of mucus) Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level Saving Throw none; Spell Resistance no

You create a mass of mimetic plasm, which psychically shapes itself into the form of a fearsome monster that fights on your behalf. This functions similarly to *summon monster VII*, except that the plasmic servant can shape itself into the form of any creature you desire of CR 7 or lower. Whatever form it takes, the plasmic servant's mechanical statistics are identical to a normal creature of that sort, though it is always clearly made of a pale-green goo. Further, as a standard action, you can direct the plasmic servant to change its form, selecting a new creature of CR 7 or lower for it to mimic.

Additionally, the psychic link between you and the plasmic servant that you create makes it exceptionally easy for you to alter or augment it magically. As soon as the spell is cast, you may immediately prepare any transmutation spell that is 5<sup>th</sup>-level or lower, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot of 5<sup>th</sup>-level or lower that you have already expended since the last time you regained spells, and which you can use to cast a transmutation spell. You can only use that spell slot to cast transmutation spells until the next time you rest and regain your spells.

Any spell prepared this way or cast from a spell slot regained this way must target the plasmic servant created by this spell. If the spell does not target the plasmic servant, it has no effect. If *create plasmic servant* ends before the regained spell is cast, the regained spell is lost.

At the end of the spell's duration, the plasmic servant crumbles to dust, which, in turn, fades into nothingness.

#### DARK EXILE

School illusion; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration instantaneous and 1 round/level; see text Saving Throw Will partial; Spell Resistance yes

In order to cast *dark exile*, you must be in an area of dim light. The target is shunted to a random location on the plane of shadow, and remains there for a number of rounds equal to your caster level before automatically returning to the material plane. When the target returns, he does so in a random unoccupied square within 5 feet per caster level of the location from which they travelled to the plane of shadow. If the target is capable of planar travel, nothing prevents it from leaving the plane of shadow on its own, in which case the spell ends.

If cast as a magus spell, the target is transported to a particularly hostile part of the plane of shadow that is inimical to living creatures, and suffers 1d6 points of damage each round that they are on the plane of shadow. Damage reduction does not apply to damage inflicted in this way.

If cast as a sorcerer/wizard spell, you have greater control over where the target reappears, and may choose the exact square that he returns to at the end of the spell's duration. This choice is made when the target reappears, and can be any unoccupied square within the spell's range, as long as it is an environment that can support him (ie., has solid ground to stand on, or is underwater if the target cannot breathe air, etc.). The chosen square must still be within 5 feet per caster level of the square that the target was in when the spell was cast.

#### **DIVINE INSPIRATION**

School universal; Level cleric 3 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level; see text

You call out to your deity to aid you in a time of need, and open yourself up to what you are offered. This has two effects. First, you are filled with energy as a surge of religious euphoria washes over you. This grants a +2 morale bonus to attack rolls, damage rolls, saving throws, skill checks, and ability checks for 1 round per caster level.

Additionally, as you cast the spell, you can focus your mind on a single problem or obstacle that you are facing, or on a single spell that you are aware of and feel would be beneficial to have at this time. If you do, this spell sends a plea for magical aid to your deity, who may choose to respond. Make a Knowledge (religion) check. The base DC is 17. If you succeed, your deity selects a single spell of 1<sup>st</sup> level or lower from either the cleric, druid, or sorcerer/ wizard spell list and allows you to immediately prepare it in a single spell slot that you have already expended today. The spell is prepared as though you had prepared it in the normal fashion. For every three points by which your Knowledge (religion) check exceeds the DC, the maximum spell level of the spell that is granted to you increases by 1 (to a maximum of 3<sup>rd</sup>-level spells).

The spell granted to you by your deity (if any) is determined by the GM, based on what you describe. In general, if you request a specific spell, and that spell is not something that your deity would be morally or ethically opposed to for any reason, and the result of your Knowledge (religion) check is sufficient, you should get the spell you ask for. If you describe an obstacle, instead, you receive the lowest-level spell that can solve that problem in a way that the deity would find acceptable. If multiple different spells of the same level would be able to solve the issue, you are granted spells that appear on the cleric list first, then those that appear on the druid list, and then those that appear on the sorcerer/wizard list. For spells that do not appear on the cleric spell list, use the spell level for the spell on the list that it is taken from. The spell that you are provided does not have to be of the maximum level available. If the only spells that can resolve the issue are ones that are too high a level for you to be able to cast, or are of a level higher than what your Knowledge (religion) result would allow, or the nature of your request goes against your deity's tenets, then you do not regain any spells.

#### DOOMWASP SWARM

School conjuration (summoning); Level druid 8, sorcerer/ wizard 8 Casting Time 1 round Components V, S, M/DF (a handful of pomegranate seeds) Range medium (100 ft. + 10 ft./level) Effect one swarm Duration 1 round/level Saving Throw Fortitude negates or Fortitude partial, see text; Spell Resistance no

A swarm of insects issues forth from your mouth, conjured from the darkest realms of your own mind. The insects occupy a single 5-ft. square, have a fly speed of 60 ft., and can attach themselves en masse to a single adjacent creature by succeeding on a combat maneuver check as a standard action (their CMB is equal to your caster level + your primary spellcasting ability score modifier). If the swarm of insects successfully attach themselves to a creature, that creature must succeed on a Fortitude save each round or be nauseated for 1 round. If the swarm of insects is unable to attach itself, it tries again each round until the spell ends or it is given a new target. The insects act on your turn, including the turn that you initially summon them. You can direct the insects to attack a new target as a move action, but you can choose their initial target as a free action made as part of casting the spell.

If cast as a druid spell, the insects embody the implacable and inhuman cycle of destruction and regrowth inherent to nature, and quickly devour their victims, stripping them clean like a plague of locusts ravaging a crop field. The insects bite and burrow into any creature that they attach themselves to, using their fierce mandibles and drain his vital fluids. For the spell's duration, at the end of your turn each round, if the swarm is currently attached to any creature, that creature suffers 3d4 points of damage, and must succeed on a Fortitude save or suffer 1d4 points of Strength, Dexterity, and Constitution damage.

If cast as a sorcerer/wizard spell, the insects are imbued with arcane power, magically sapping the life-force of their victims, as well as making spellcasting difficult by interfering with their victims' magical energies. If a creature that the swarm is currently attached to attempts to cast a spell or use a spell-like ability, there is a 50% chance that that spell or spell-like ability fails, and has no effect (the spell slot or daily use of the spell-like ability is still expended). Additionally, at the end of your turn each round, if the swarm is currently attached to any creature, that creature must succeed on a Fortitude save or gain 1 temporary negative level.

#### ELEMENTAL ARROW

School conjuration or evocation [fire, cold, electricity]; Level magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (an arrow) Range close (25 ft. + 5 ft./2 levels) Duration instantaneous Saving Throw Reflex partial, see text; Spell Resistance see text

You unleash a powerful bolt of pure energy that flies forward from your hands to damage the target. When you cast this spell, choose one of the following damage types: cold, electricity, or fire. The target suffers 1d6 points of damage of the chosen type per 2 caster levels you possess. Additionally, the spell has another effect based on the type of damage chosen. If you choose cold, the target must succeed a Reflex save or become frozen in place and unable to move for 1 round. The target is still able to act normally, though he cannot leave his square, and he suffers a -4 penalty to his Dexterity score for 1 round. If you choose electricity, the target must succeed a Reflex save or have one of his held, worn, or carried items damaged by the spell as well; if he critically fails this save, two of his items are affected, instead (see the Pathfinder Roleplaying Game Core Rulebook for more information on spells damaging items). If you choose fire damage, the target must succeed on a Reflex save or catch on fire (see the Pathfinder Roleplaying Game Core Rulebook for more information about catching on fire).

If cast as a conjuration spell, you must succeed on a ranged touch attack in order to affect the target, but the spell

does not offer spell resistance.

If cast as an evocation spell, this spell hits the target unerringly (he is still entitled to a Reflex save to resist the secondary effect), but spell resistance applies.

#### ELEMENTAL SERVANTS

School conjuration (calling); Level cleric 6, druid 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a diamond, emerald, sapphire, or ruby, depending on the type of elemental to be summoned, worth at least 100 gp per Hit Die of elementals) Range close (25 ft. + 5 ft./2 levels) Effect one or more summoned elementals Duration instantaneous Saving Throw none; Spell Resistance no

You call one or more willing elementals to serve you. The spell automatically finds elementals that are willing to serve you, in exchange for a tiny amount of your energy, which has no impact on your spellcasting. You can summon a total number of Hit Dice of elementals in this way up to twice your caster level. All summoned elementals must be air, earth, fire, or water elementals. At 11<sup>th</sup> level, these must be Small elementals. At 14<sup>th</sup> level, you can choose to summon Medium elementals, instead. At 17<sup>th</sup> level, you can choose to summon Large elementals. All elementals summoned as part of any given casting of *elemental servants* must be of the same type (air, earth, fire, or water), but not necessarily the same size.

The summoned elementals serve you faithfully, and obey your spoken commands. They can be made to follow you, or can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the area. The elementals serve you until slain. You can control no more than 4 HD of elementals per caster level in this way, and any elementals you control in this way count against the number of HD of undead you can control with *animate dead*, and similar effects, and vice-versa (undead you control with *animate dead* count against the number of HD of elementals you can control). If you attempt to call elementals whose total HD would exceed the number of elementals you can control, only as many HD worth of elementals answer the call as you can control.

#### **ENERGY ABSORPTION**

School necromancy; Level magus 4, sorcerer/wizard 4 Casting Time 1 round Components V, S, M (a live leech) Range touch Target living creature touched Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

Your hand becomes wreathed in crackling black energy, and you drain the life force from another creature, repurposing it to cast another spell. You must succeed on a melee touch attack to hit the target. If the attack hits, and the target fails his saving throw, he suffers 1d4 temporary negative levels. Negative levels stack.

Assuming the target survives, it regains lost levels after a number of hours equal to your caster level (to a maximum of 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from *energy absorption* don't last long enough to do so.

If you successfully inflict one or more negative levels with this spell, then you may immediately prepare a single spell of the evocation school whose spell level is less than or equal to the number of negative levels you inflicted, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot that you have already expended since the last time you regained spells, and which you can use to cast an evocation spell, and whose spell level is less than or equal to the number of negative levels you inflicted. You can only use that spell slot to cast evocation spells until the next time you rest and regain your spells.

ENFORCED PACIFISM

School enchantment and evocation (compulsion) [electricity, mind-affecting, pain]; Level cleric 2, inquisitor 1, sorcerer/wizard 1, witch 2 Casting Time 1 standard action Components V, S, F (a handful of rose thorns) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

You fill the target's mind with a compulsion to do no harm, and back it up with electrical jolts that punish him for violence. For the spell's duration, the target suffers a -2 penalty on attack rolls. Additionally, for the spell's duration, whenever the target takes a hostile action (such as making an attack, casting a spell that deals hit point damage, ability score damage or drain, inflicts negative levels, or allows a saving throw that is not denoted as "harmless," or otherwise directly causing harm to another creature), he suffers 1 point of electricity damage.

Even if the target is immune to mind-affecting effects or pain effects, he still suffers the electricity damage when he attacks, but does not suffer the penalty on attack rolls. Similarly, even if the target is immune or resistant to electricity, he still suffers the penalty to attack rolls.

#### ENHANCE UNDEAD

School necromancy; Level antipaladin 4, cleric 4, sorcerer/ wizard 5 Casting Time 1 standard action Components V, S, M (an obsidian gem worth 50 gp) Range touch Target undead creature touched Duration permanent (D) You empower the touched creature, filling it with surplus negative energy and rendering it more powerful. The target gains a +2 profane bonus to attack and damage rolls, AC, and saving throws, and gains channel resistance 5. These benefits last indefinitely, but each creature that is currently affected by an instance of this spell that you cast reduces the maximum number of Hit Dice worth of undead that you can control with *animate dead*, and similar effects, by 4. You can dismiss this effect from a single, specific creature as a fullround action, regardless of the distance between yourself and the target (and even if the target is on another plane). You cannot affect yourself with this spell.

#### EPHEMERAL DETAINMENT

School abjuration or enchantment; Level cleric 9, sorcerer/ wizard 9, witch 9 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target 1 creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You encase the target in magical wards and bindings which prevent harm and hold him in place. For the spell's duration, the target cannot move or be moved from his current location, whether by mundane, supernatural, or magical means (including spells, spell-like abilities, and magical items). The target can still act normally, other than not being able to leave his square, and he retains his Dexterity bonus to AC and is not considered helpless.

If cast as an abjuration spell, the target is prevented from coming to harm. For the spell's duration, the target gains damage reduction equal to your caster level, which can only be overcome by epic weapons, and spell resistance equal to 10 + your caster level. Finally, the target gains a bonus on all saving throws equal to 1/2 your caster level.

If cast as an enchantment spell, the target cannot perform any hostile action, including attacking, casting hostile spells (spells that deal damage, cause death, or allow a saving throw that is not denoted as harmless), or using any magic item or supernatural ability which deals damage or requires a character to make a saving throw. Additionally, for the spell's duration, as a free action, you can compel the target to speak truthfully to you (to the best of his ability) about whatever you wish.

#### EXPLOSIVE BODY

School transmutation; Level alchemist 4, magus 4, sorcerer/ wizard 4 Casting Time 1 standard action Components V, S, M (1 oz. of gunpowder) Range personal Target you Duration 1 hour/level, or until discharged

You transmute your body to become explosive, ensuring that if you die, you will still leave your mark on the world. For the spell's duration, any time that you are reduced to o or fewer hit points, you explode catastrophically, dealing 2d6 points of fire damage per caster level to all creatures and objects within a 20-ft.-radius area centered on you (to a maximum of 40d6 at 20<sup>th</sup> level). A successful Reflex save halves this damage. If you die as a result of the explosion, your body is completely destroyed, and you cannot be resurrected except by a *true resurrection* spell, or greater magic. Either way, the first time that you explode in this way, the spell ends immediately.

#### FIERY BREACH

School evocation and transmutation [fire]; Level magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a handful of dry grass) Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous and 1 round/level; see text Saving Throw Fortitude partial (object), and Fortitude half (object); Spell Resistance yes (object)

A brilliant ruby-red beam shoots forth from your outstretched finger, entwined with another, topaz-yellow beam. You must make a ranged touch attack against a single creature or object in the spell's range. If the attack hits, the target is first transmuted to become more flammable. If the target is an object, then for 1 round/level, any fire damage dealt to the object is not halved, and the object's hardness does not apply to any fire damage it takes. If the target is a creature, then for 1 round/level it loses any fire resistance or immunity that it might possess, and, if it did not have fire resistance or immunity, it becomes vulnerable to fire damage for that time, instead. A successful Fortitude save negates these effects.

Whether or not the target is affected by the transmutation effect, above, the target then suffers 1d6 points of fire damage per caster level you possess (to a maximum of 10d6 damage at 10<sup>th</sup> level). A successful Fortitude save halves this damage. This Fortitude save is separate from the Fortitude save made to resist the transformation effect.

Any effect that changes the type of damage that fiery breach deals, or changes its descriptor, also changes the type of energy that is affected by the transmutation effect (for example, if fiery breach were made to deal acid damage, then the spell would strip the target of any acid resistance or immunity, instead of fire resistance or immunity).

#### FORCEFUL EXPULSION

School abjuration or evocation; Level cleric 4, magus 3, sorcerer/wizard 3 Casting Time 1 standard action Components V Range personal Area 30-ft.-radius burst or emanation centered on you; see text

**Duration** instantaneous or 1 round/level; see text **Saving Throw** Fortitude negates, and Will negates or Fortitude half, see text; **Spell Resistance** yes You expel a wave of magical energy in all directions, pushing nearby creatures away from you. Each creature within the spell's area must succeed on a Fortitude save or be thrust back to the nearest unoccupied square on the edge of the spell's area, effectively positioning creatures 30 feet away from you. Movement caused by this spell does not provoke attacks of opportunity. If this spell would cause a character to move into harm's way, such as into a pit of acid or over the edge of a cliff, he gains a +8 bonus on his saving throw.

If cast as an abjuration spell, creatures who failed their saving throw cannot come within 30 feet of you for a number of rounds equal to your caster level, unless they succeed on a Will save. If you move within 30 feet of them, or they are forcibly moved within 30 feet of you, they are not forced to move to be 30 feet or more away from you, but they still cannot move any closer to you unless they succeed on a Will save.

If cast as an evocation spell, affected creatures also suffer 4d6 points of damage for every 10 feet they are pushed. A successful Fortitude save halves this damage.

#### FORM OF THE GHOST

School illusion; Level cleric 7, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M/DF (1 oz. of ectoplasm) Range personal Target you Duration 1 min./level

You transform your body and all your gear to become like that of a ghost. You gain the incorporeal special quality, with the following exceptions. First, the deflection bonus that you gain to AC is equal to your primary spellcasting ability score modifier, rather than your Charisma modifier. Second, while you are capable of passing through solid objects, doing so is painful and dangerous, and you suffer 3d10 points of damage any time that you pass through a solid object.

All of your held, worn, and carried equipment becomes incorporeal for the spell's duration, as well, and you gain a fly speed equal to your base speed with perfect maneuverability for the spell's duration.

If cast as a cleric spell, you are also immune to ability drain, bleed, death effects, energy drain, exhaustion, fatigue, disease, mind-affecting effects, paralysis, poison, sleep effect, and stunning for the spell's duration.

If cast as a sorcerer/wizard spell, then for the spell's duration, you also gain your choice of one of the following special attacks of the ghost template: corrupting touch, frightful moan, malevolence, or telekinesis. Each time you use the chosen ability, the remaining duration of *form of the ghost* is decreased by 1 minute. If less than 1 minute of the spell's duration remains, you cannot use the chosen ability. For the purpose of the chosen ability, your CR and caster level are treated as being equal to your caster level minus 5.

#### HEALING FAVOR

School conjuration; Level cleric 6, druid 7, witch 8 Casting Time 1 standard action Components V, S, M (rose-scented salve)



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Range touch Target living creature touched Duration instantaneous; see text Saving Throw Will partial, see text; SR yes

You fill the target with healing energy that not only cures its wounds, but also fills it with a soothing sense of peace. The target regains a number of lost hit points equal to 6d6 plus 1 point per caster level (maximum +20), and is affected as though by *calm emotions*.

If cast as a cleric spell, you may choose to fill the target's mind with peaceful thoughts, making it difficult for him to attack. If you do, then the target cannot take any hostile action (including making attacks, casting spells that deal damage or allow a saving throw that is not denoted as harmless, and other direct acts of violence) unless he succeeds on a Will save (DC equal to *healing favor*'s DC). If the save fails, the action is wasted. Even if the save succeeds, he must continue making Will saves if he wants to perform further hostile actions. This effect lasts for 1 round per two caster levels.

If cast as a druid spell, you may choose to have the target fall into a deep, restful slumber. The target must succeed on a Will save (DC equal to *healing favor's* DC) or fall asleep for a number of hours equal to your caster level. While sleeping in this way, the target gains regeneration 5, which can only be overcome by fire or acid damage, and heals 1 point of ability damage per hour. The target is not awakened by noise of any kind, but can be deliberately awoken as a full-round action that provokes attacks of opportunity, and requires physical contact with the target. If the target is awakened early, he ceases gaining the listed benefits.

If cast as a witch spell, your soothing energy leaves the target enamored with you, and instills a deep sense of gratitude and affection towards you. The target must succeed on a Will save (DC equal to *healing favor's* DC) or be affected as though by the spell *charm monster*, except that the effect lasts one day per caster level.

#### HEAT TRANSFER School evocation [cold, fire]; Level druid 6, magus 5, sorcerer/wizard 6

Casting Time 1 standard action Components V, S, M (a vial of mercury) Range medium (100 ft. + 10 ft./level) Area two 10-ft.-radius bursts (which must be within 30 ft. of each other) Duration 3 rounds

Saving Throw Reflex half; Spell Resistance yes

You draw out all the heat from one 10-foot-radius area, and transfer it into another 10-foot-radius area. The change occurs suddenly, causing each creature in the first 10-foot-radius area to suffer 10d6 points of cold damage, and each creature in the second 10-foot-radius area to suffer 10d6 points of fire damage. A successful Reflex save halves the damage in all cases.

Even after the initial transfer of energy, the affected squares continue to have imbalanced temperatures for the next two rounds, as the temperature returns to normal. On the second round, each creature in the first 10-foot-radius area suffers 5d6 points of cold damage, and each creature in the second 10-foot-radius area suffers 5d6 points of fire damage. A successful Reflex save halves the damage.

Finally, on the third round, each creature in the first 10-foot-radius area suffers 3d6 points of cold damage, and each creature in the second 10-foot-radius area suffers 3d6 points of fire damage. Again, a successful Reflex save halves the damage. By the fourth round, the temperature in the affected areas returns to normal.

#### HERIDUS'S DAMNING DECOY

School illusion (figment) and necromancy; Level cleric 7, magus 5, sorcerer/wizard 6, witch 7 Casting Time 1 standard action Components S

components 5

**Effect** one or more illusory doubles of you which harm those who touch them

Duration 1 min./level

Saving Throw Will disbelief (if interacted with), see text; Spell Resistance yes

You create one or more illusory doubles of yourself, which you imbue with potent negative energy, which punishes any creature that touches them. You create one illusory decoy, plus an additional decoy for every 3 caster levels beyond n<sup>th</sup> (to a maximum of four decoys at 20<sup>th</sup> level). Each of these decoys appears in an unoccupied square of your choosing within the spell's range. The illusory doubles seem to take whatever action you take as you take it: if you cast a spell, they go through the same motions. If you swing your sword, so do they. Whenever you move, you may choose where each of the decoys moves, up to your normal movement speed. Once the decoys are created, they can go any distance from you without disrupting the spell.

Additionally, each decoy is charged with negative energy, which is not illusory. Any creature that touches one of the decoys, including hitting it with a melee attack, suffers 1d4 negative levels. Even if a creature successfully disbelieves the decoy, they are still subject to this damage if he touches it. Once a decoy deals damage in this way, it is destroyed. The decoys naturally avoid contact with creatures and objects, in order to avoid giving away that they are illusory, and cannot be directed to deliberately touch a creature in an attempt to damage it.

#### HERIDUS'S FINAL CONTINGENCY School evocation; Levels sorcerer/wizard 9 Casting Time 10 minutes; see text Components V, S, F (crystal statuette of you worth 2,500 gp) Range personal Target you

Duration 24 hours (D) or until discharged

This potent spell is the final defense in many a paranoid mage's arsenal of defensive spells, and the first defense for many others. Not only does it allow you to prepare for any eventuality, but also leaves you armed with one or more spells of warding and defense. It functions as *contingency*, with a few exceptions. First, the maximum spell level of the spell you bring into effect can be up to 1/2 your caster level (rounded down). Further, you can bring into effect spells other than ones that affect your person.

Note that if you choose to have *Heridus's final contingency* bring a spell into effect that has a target, affects a certain area, or otherwise requires decisions to be made at the time that it is cast, those decisions must be made when *Heridus's final contingency* is cast, and are subject to the same guidelines as the ones that apply to what triggers a *contingency* spell, in regards to how specific and clear they must be.

Finally, when *Heridus's final contingency* is triggered, and the companion spell is brought into effect, you may immediately prepare a single abjuration spell that you can prepare in the spell slot that the companion spell previously occupied. The chosen spell is brought to your mind, as though you had prepared it, instead of the companion spell. If you are a spontaneous caster, then you instead regain the use of the spell slot used for the companion spell, but until the next time you rest and regain your spells, you can only use that spell slot to cast abjuration spells.

#### HERIDUS'S PLANNED PROTECTION

School abjuration and divination; Level cleric 2, paladin 1, sorcerer/wizard 3 Casting Time 1 minute Components V, S, F (a glass marble with a shield engraved on it) Range personal Target you Duration 24 hours

This spell peers into your future, and tells you whether, over the course of the next 24 hours, you are most likely to be at risk from one of three categories: magic, treachery, or violence. Magic consists of threats in the form of spells, spell-like abilities, curses, and similar phenomenon. Treachery includes lying and disinformation, as well as poisons and the like. Violence consists of simple physical assault. The spell determines which of these three is the most likely to cause you serious harm in the next 24 hours, and informs you accordingly. This is more of an educated guess than anything else, and it is entirely possible for the spell to be wrong.

In addition to the information the spell provides, it can also provide you with some protection against one of the three categories of dangers. You may choose any of the three categories, even if it is not the one that the spell predicted would be most dangerous for you that day. Each of the three categories provides a different set of benefits, as outlined below. Each of these benefits lasts for the spell's duration.

*Magic:* You gain a +1 bonus on saving throws made to resist spells and spell-like abilities, and a separate +1 bonus on saving throws made to resist curses (in the case of spells that inflict curses, such as *bestow curse*, these bonuses stack).

Treachery: You gain a +3 bonus on Sense Motive checks, and a +1 bonus on saving throws made to resist poison. Additionally, whenever you would suffer any amount of precision-based damage (such as a rogue's sneak attack) you take 2 less points of that damage than you ordinarily would.

Violence: You gain a +2 armor bonus to AC.

#### HERIDUS'S SHOCKING DECOY

School evocation and illusion (figment) [electricity]; Level magus 6, sorcerer/wizard 8, witch 9 Casting Time 1 standard action Components S Range close (25 ft. + 5 ft./2 levels) Effect one or more illusory doubles of you which shock those who touch them Duration 1 round/level Saving Throw Will disbelief (if interacted with), see text; Spell Resistance yes

This functions as *Heridus's damning decoy*, except that you the decoys are charged with an incredible amount of electricity, rather than negative energy. Any creature that touches one of the decoys, suffers 1d6 points of electricity damage per caster level (to a maximum of 20d6 at 20<sup>th</sup> level), instead of suffering negative levels.

#### HERIDUS'S TWIN WARDS

School abjuration and enchantment (compulsion) [mindaffecting]; Level cleric 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, F (a two-sided handmirror) Range personal Target you Duration 1 min./level Saving Throw Will partial; Spell Resistance yes, see text

This potent spell provides twin protections, to ensure that you remain perfectly safe no matter who might be attacking you. First, for the spell's duration, you gain a +5 deflection bonus to AC, and spell resistance equal to 5 + your caster level. Unlike the spell's other effect, this is not a compulsion or mind-affecting affect, and is not subject to the spell resistance of any creature whose attacks or spells would be affected by this protection.

In addition to the above protection, you also emit an aura of uncertainty and doubt that causes those who attack you to second-guess themselves, weakening their resolve. Any creature that can see you must succeed on a Will save or suffer a -5 penalty on attack and damage rolls made against you. Further, this doubt can also wreak havoc with the intricate and precise gestures and words necessary for casting spells, and any creature that fails this saving throw also suffers a 30% spell failure chance on all spells that target you or include you in their area. This applies even to divine casters and others that do not normally have spell failure chance, but does not apply to spell-like or supernatural abilities. If the target already suffers from arcane spell failure, this does not stack. Use the higher of the two spell failure chances. These penalties remain for the spell's duration. Any given creature need only make this save once, and the result applies for the entire duration of the spell: looking away and then back again does not force a creature to make a new save, nor does it allow him a new one if he failed the first. Even if a creature closes his eyes or looks away after failing his saving throw, he still suffers the penalties for the spell's duration.

#### IMITATIVE TRANSFORMATION

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

Casting Time 1 standard action

Components V, S, M (the heart of a recently deceased creature mixed with a mercury solution worth at least 200 gp) Range personal Target you Duration 24 hours (D)

You assume the form of a creature whose heart you consume as part of casting the spell. In order for this spell to have any effect, the target must have been deceased for no more than 1 day per caster level at the time that you cast the spell. The creature whose heart is consumed in this fashion must not have more Hit Dice than the sum of your caster level + your Intelligence modifier, or the spell has no effect.

When you assume the form of the creature whose heart you consume, you undergo a physical transformation, actually becoming the target in many ways. You assume his appearance, and you look, feel, sound, and smell exactly like him. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities, but you use the deceased creature's Strength, Dexterity, Constitution, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't activate the creature's extraordinary or supernatural abilities. You do not gain any of the creature's spells or spell-like abilities. You use the higher of either your maximum hit point total, or the target's, for the spell's duration. You gain a +20 bonus on Disguise checks made to appear as the deceased creature.

#### INVOKER'S WINDOW

**School** divination (scrying) and evocation; **Level** sorcerer/ wizard 9



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Casting Time 1 standard action Components V, S, F (a diamond lens worth at least 10,000 gp) Range see text Effect magical sensor Duration 1 min./level

Saving Throw Will negates; Spell Resistance yes

You create a special scrying window that not only allows you to observe the target, but also allows for a transfer of energy, allowing you to harm the target from afar. This functions as the spell *scrying*, except that it creates an actual window through space, instead of a scrying sensor. This window is a circle roughly 1 foot in diameter, which allows you to see through it in a 6o-ft. cone. The window cannot be moved on either end, meaning that if the creature you were scrying on moves out of this space, the window cannot follow. The window is initially invisible on the target's side, but if you cast any spells or make any attacks through the window, it immediately becomes visible, and creatures on the other side are able to see through it in the same manner that you are.

Ranged attacks can be made through the window, though such attacks suffer a -4 penalty. A select handful of spells can be cast through the window, as well, though the magical nature of the window blocks most magic from passing through it. In order to be cast through the scrying window, a spell must have a range greater than touch, and must be an evocation spell with the acid, cold, electricity, or fire descriptors. Finally, the spell must be of 7<sup>th</sup>-level or lower.

You are treated as having line of effect and line of sight to the area that you are scrying upon for the purposes of such spells, and any spells cast through the scrying window treat the window as their point of origin (a *lightning bolt* cast through a *invoker's window* would be a line starting from the location of the scrying sensor, whereas a *fireball* would need to be centered somewhere within 400 ft. + 40 ft./level of the scrying sensor, etc.).

The ability for energy to pass through a *invoker's window* spell is not one-way, meaning that if the target discovers the scrying sensor, he can cast spells back at you in the same fashion. Additionally, if the scrying sensor happens to be located in a place of extreme heat (under the surface of a pool of lava, for example) it will pass that heat through the spell, potentially harmfully (the exact effect of any such environmental hazards is up to the GM, but should generally be the same as if the caster were as far from the hazard as he is from the scrying window).

#### LOCAL SUMMONS

School conjuration (teleportation); Level bard 4, druid 4, ranger 4, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 standard action Components V, S, M/DF (a piece of fresh fruit) Range medium (100 ft. +10 ft./level), and 1 mile; see text Target one living creature Duration 1 round/level Saving Throw Will negates Spell Resistance yes You summon a single creature that is currently within 1 mile of your location, causing him to appear in an unoccupied square within medium range (100 ft. + 10 ft./ level). The creature to be summoned must be designated by you when you cast the spell. The summoned creature can be of any sort that you desire, such as "a blacksmith," "an elderly woman," or "a bear." If there are more than one individual matching the chosen description, then one is summoned at random. While a reasonable level of specificity can be managed (such as "a red-headed elf woman less than 200 years old," or "a wizard capable of casting *plane shift*"), you cannot call out specific individuals by name or title (such as "Raxen Dale, the wizard" or "the mayor of Blackrock").

If there is no creature matching your description within a 1-mile radius, the spell fails. Otherwise, a single randomly-selected creature within range that matches your description must succeed on a Will save or be immediately transported to the square you designate (within medium range of location when you cast the spell). Upon arrival, the summoned creature is typically free to act however he wishes, however if he fails his Will save by 5 or more, he cannot harm you (unless you make a hostile action towards him, first), and if he fails his Will save by 10 or more, he must obey your spoken commands to the best of his ability for the spell's duration. At the end of the spell's duration the target may choose to immediately and magically return to the location that he was in when the spell was cast.

#### LUCENT FIELD

School evocation; Level antipaladin 4, paladin 4, sorcerer/ wizard 4

Casting Time 1 standard action Components V, S, DF

Range touch

Kange touch

Area 30-ft.-radius emanation centered on the touched point Duration 1 round/level or concentration + 1 round/level; see text

Saving Throw none or Will half, see text; Spell Resistance yes

You are able to alter the light level in the affected area as you choose. As a swift action, you can set the level of illumination in the affected area to be bright light, normal light, dim light, darkness, or supernatural darkness. Further, within the affected area, your vision is never hampered as a result of the light level, if you could not normally see in the level of light in question. This does not affect other things that might prevent you from seeing (such as a *blindness/ deafness* spell).

If cast as an antipaladin spell, you can only decrease the light level in the affected area, not increase it. Additionally, the spell's area is also filled with profane energy, which damages good creatures. For the spell's duration, whenever a good-aligned creature enters or begins its turn within the affected area, that creature suffers 4d6 points of damage. A successful Will save halves this damage.

If cast as a paladin spell, you can only increase the light level in the affected area, not decrease it. Additionally, the spell's area is also filled with holy energy, which damages evil creatures. For the spell's duration, whenever an evilaligned creature enters or begins its turn within the affected area, that creature suffers 4d6 points of damage. A successful Will save halves this damage.

If cast as a sorcerer/wizard spell, the spell's duration is increased to concentration + 1 round/level, causing it to last for as long as you continue to concentrate on it and for 1 round/level thereafter.

#### MAGIC CIRCLE OF IMPRISONMENT

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

Casting Time 10 minutes

**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered gold, and a sample of blood, hair, or skin from each creature to be affected)

Range touch Area 10-ft.-radius emanation from touched spot

Duration 24 hours; see text

Saving Throw Will negates; Spell Resistance yes

This spell creates a specially-designed magical prison designed to trap one or more specific creatures, in the same way that a *magic circle against evil* can be used to bind called outsiders. Once the spell is cast, any creature whose hair, blood, or skin was used as a material component can enter the affected area, but is unable to leave it by any means, including spells like *teleport* or *plane shift*. A trapped creature may attempt a Will save to leave the area, and, if it has spell resistance, you must overcome it or else the creature is able to leave the prison, as well. A trapped creature cannot reach across the boundary of the effect, nor can it use any of its ranged attacks, spells, or spell-like abilities across the boundary of the effect.

The circle of powdered gold used as a material component for the spell must remain in place in order for the spell to have any effect. The circle can be disturbed by any creature as a swift action, and even simply laying a piece of straw across the circle ends the spell immediately. Any creature that is trapped within the circle is unable to affect it (treat the circle itself as being just outside the boundary of the spell's effects), but a creature that saw the circle before entering it could purposely disturb it while walking into it, for example.

Though *magic circle of imprisonment* lasts for 24 hours, anyone who knows the spell can extend its duration by expending an unused spell slot of 4<sup>th</sup> level or higher and performing a 10 minute ritual that requires being within 30 feet of the spell's area. Doing so causes the duration to "reset" to be 24 hours from the time of the ritual's conclusion. Each time that the spell is reset in this way, each creature trapped within the *magic circle of imprisonment* is entitled to a new Will save, and can apply its spell resistance, if any, again.

#### MENTAL CLEANSER

School enchantment [mind-affecting]; Levels bard 3, cleric 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M/DF (a miniature likeness of yourself) Range personal Target you

#### **Duration** instantaneous

You magically tear through your own mind, removing any unnatural influences. Any mind-affecting spell or effect with an effective spell level of less than 3 that is currently affecting you ends immediately, as though it had been dispelled. Additionally, for each mind-affecting spell or effect with an effective spell level of 3 or higher that is currently affecting you, you may make a new saving throw to resist the effect (at the original DC), and, if you succeed, the effect ends.

Additionally, emptying your mind in this way makes it easier for you to open it up to new information. As soon as the spell is cast, you may immediately prepare any divination spell that is of  $2^{nd}$ -level or lower, which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot of  $2^{nd}$ -level or lower that you have already expended since the last time you regained spells, and which you can use to cast a divination spell. You can only use that spell slot to cast divination spells, until the next time you rest and regain your spells.

#### MIND PROBE

School divination [mind-affecting]; Levels bard 4, inquisitor 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, F (a 1-inch copper dome) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

You tap into the target's mind, allowing you to mentally hear its surface thoughts. This functions as *detect thoughts*, except that you can only hear the thoughts of the target, and you do not need to concentrate for multiple rounds in order to gain the full information.

Additionally, you are able to passively draw upon the target's mind in order to power a mentally-oriented spell. As soon as the spell is cast, you may immediately prepare any spell with the mind-affecting descriptor that is 2<sup>nd</sup>-level or lower, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot of 2<sup>nd</sup>-level or lower that you have already expended since the last time you regained spells, and which you can use to cast a spell with the mind-affecting descriptor. You can only use that spell slot to cast spells with the mind-affecting descriptor until the next time you rest and regain your spells.

Finally, if you cast the spell that you regain as a result of this spell on the spell's target before the spell's duration expires, the saving throw DC of that spell increases by +2.

#### MIRACULOUS PERFORMANCE

School illusion (figment); Level bard 6, cleric 9, inquisitor 6 Casting Time 1 standard action Components V, S, F (a golden trumpet)



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Range see text Effect one bardic performance Duration 1 round/level Saving Throw see text; SR no

You create the sound of a heavenly choir that can perform a large variety of effects. This spell functions as a bardic performance made by a character whose bard level is equal to 1/2 your caster level (rounded down). The performance in question can be any type of bardic performance available as a standard bard class feature to a bard with the spell's effective bard level. The performance continues without any additional effort on your part, and you can direct the spell to change to a different type of bardic performance as a swift action. The saving throw DC for the performance (if any) is equal to the saving throw DC of miraculous performance. Any Perform checks made as part of the performance use a bonus equal to 1/2 your caster level + your primary spellcasting ability score modifier. The spell can replicate both auditory and visual components as necessary, creating dancing lights or spectral images of performers as appropriate for the performance. The performance is always treated as originating from your square.

If you have the bardic performance class feature, then this spell instead uses your bard level instead of 1/2 your caster level for the purposes of determining the performance's effects (as well as which performances are available). Additionally, you can use your normal Perform modifier instead of the one listed above. You can make your own bardic performance while using this spell, if desired.

#### MIRROR EYES

School abjuration; Level alchemist 3, cleric 3, inquisitor 3, paladin 1, ranger 2, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M/DF (1 oz. of liquid glass) Range personal

#### Target you Duration 1 min./level

Your eves become enshrouded in tiny mirrors which amplify light and reflect all that you see. As long as you are in an area where the light level is dim or better, you treat the light level as though it were one step higher than it actually is (dim light becomes normal light, normal light becomes bright light). Additionally, you are rendered immune to the effects of gaze attacks which require eye contact, and can turn those attacks back on their source. Whenever you would be affected by a gaze attack, you are automatically immune to its effects, and may choose to turn it back on the creature that subjected you to it. If you do, that creature is affected by the gaze attack, as normal (any saving throws, spell resistance, or similar defenses still apply, if they would normally apply to the gaze attack). The source of the gaze attack gains a + 4bonus on any saving throws that it makes as a result of this ability. Finally, for the spell's duration, you gain a +4 bonus on saving throws made to resist sight-based effects.

#### MORTICIA'S CORSESHAPE

School necromancy and transmutation (polymorph); Level cleric 2, sorcerer/wizard 4, witch 3 Casting Time 1 standard action Components V, S, M/DF (a tooth from a doppelganger) Range touch Target corpse touched Duration instantaneous Saving Throw none; Spell Resistance no

You transform the corpse into the corpse of another kind of creature. The new creature must be of the aberration, animal, dragon, humanoid, magical beast, monstrous humanoid, or vermin types. Any damage to the corpse (such as that caused by decay, missing limbs, etc.) remains, but it shifts to become the remains of a different kind of creature. You can increase or decrease the corpse's size category by one step with each casting of the spell. If used in conjunction with spells that animate corpses (such as *animate dead*), this spell can be used to create undead creatures of a different kind than the original corpse would have produced (*for example, by transforming a human corpse into that of a brown bear, you could then animate the corpse to create a brown bear zombie instead of a human zombie*).

#### MORTICIA'S DARK LIGHTNING

School evocation and necromancy [electricity, evil]; Level sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, M (a miniature copper replica of a human skeleton) Range 120 ft. Area 120-ft. line Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You release a crackling, branching arc of purple lightning from your hand, which courses through everything in its path, and those slain by this burst of magical energy have their hearts re-started by a fell taint of necromancy that is laced within the spell.

You deal 1d6 points of electricity damage per caster level (to a maximum of 20d6 at 20<sup>th</sup> level) to each creature within the spell's area. The area begins at the edge of your square. The *Morticia's dark lightning* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier of the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Additionally, any humanoid creature that dies as a result of this spell is animated as a ghast. Any ghasts created in this way serve you faithfully, as though they had been created with the *create undead* spell, and count against the number of Hit Dice of undead that you can control with *animate dead* and similar effects. Additionally, these ghasts are super-charged with electrical energy, and each of their natural attacks deals an additional 4d6 points of electricity damage on a successful hit. This effect lasts until the ghast has dealt a total amount of electricity damage equal to your caster level, after which the electricity is spent, and it becomes a normal ghast. Non-humanoid creatures that die as a result of this spell die normally, and are not animated.

#### MORTICIA'S DARK REVIVAL

**School** conjuration (healing) or necromancy; **Level** cleric 5, witch 6

Casting Time 1 standard action Components V, S, M/DF (a blood-stained bandage) Range touch Target one dead creature Duration instantaneous and 1 round/level; see text Saving Throw none; Spell Resistance no

You bring the target back from the dead, though he is scarred by his brush with death. The target must not have been dead for more than 1 day per caster level you possess. The target is returned to life with his maximum hit points, and any ability scores damaged to 0 are raised to 1. Any poisons or diseases that the target was suffering from remain. As with *raise dead*, the target's body must be whole in order for the spell to work.

Though the target is restored to full life and strength as a result of this spell, he is returned with grave and magical wounds, which give the appearance of uncontrollable bleeding from the target's eyes, as well as from superficial wounds that appear spontaneously across the target's body. These magical wounds inflict 2d10 points of damage to the target each round for 10 rounds. This damage is not subject to damage reduction, though it can be healed as normal. Despite the appearance of the wounds, this is not bleed damage. If a character dies as a result of this damage, his body is completely destroyed and cannot be brought back to life by anything less than a *true resurrection* spell. Even if the creature's body is restored, the creature cannot be brought back to life for 1 year after dying in this fashion. This spell has no effect on undead creatures.
If cast as a conjuration spell, then the target returns to life with 4 temporary negative levels. Because these negative levels are temporary, the revived character can make a Fortitude save (with a saving throw DC equal to *Morticia's dark revival's* DC) every 24 hours after this spell is cast, until all the negative levels are removed. Additionally, in order to cast this spell as a conjuration spell, the target's soul must be intact, free, and willing to return to his body; otherwise, the spell fails, as with *raise dead*.

If cast as a necromancy spell, the target also gains the zombie template, with the following exception. First, the target retains his Intelligence score, and is free-willed (although he can still be controlled by effects like *control undead* or Command Undead). Second, the target retains all of its class levels, including all skills, feats, class features, and Hit Dice resulting from those class levels, though it does not gain any additional Hit Dice from the zombie template. Finally, the target's dead throat and clumsy zombified limbs are poorly suited for casting spells, and it suffers a 20% chance of spell failure for any spell that it casts with verbal or somatic components. This applies to both arcane and divine spellcasters.

This version of the spell does not require the target's soul (which continues on to its normal afterlife), and simply animates the target's corpse, which preserves his personality and memories through his brain tissue. As a result, the spell still functions even if the target's soul is not free and willing to return, and the resulting zombie does not possess a soul. It is even possible for the target's soul to later be resurrected with a *true resurrection* spell, and for that creature and the zombie resulting from this spell to coexist.

#### NATURE'S SERVANT

School enchantment (compulsion) and transmutation (polymorph) [mind-affecting]; Level druid 8, sorcerer/ wizard 8, witch 8 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one humanoid Duration 24 hours Saving Throw Fortitude partial, Will partial, see text; Spell Resistance yes

You transform the target into another form, while simultaneously warping his mind and bending it to your will. You can cause the target to take the form of an animal, elemental, magical beast, monstrous humanoid, plant, or vermin. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as *beast shape III*. If the form is that of an elemental, the spell functions as *elemental body II*. If the form is that of a monstrous humanoid, the spell functions as *monstrous physique III*. If the form is that of a plant, it functions as *plant shape I*. If the form is that of a vermin, it functions as vermin *shape II*. If the target succeeds on a Fortitude save, his body remains unaltered, but he may still be affected by the spell's other effect. At the same time, the magic of the spell takes hold over the target's mind, functioning as *dominate person*, except as indicated here. The *dominate person* effect functions even if the target's form changes to no longer be humanoid. If the target succeeds on a Will save, he is not affected by the *dominate person* effect, but may still be transformed.

Each day, when you prepare spells or regain your spell slots, you may choose to expend a spell slot that you could use to cast Ollander's greater domination in order to extend the effects of an existing instance of Ollander's greater domination for another 24 hours, regardless of the distance between you and the target. If you do, and the target succeeded either of its saving throws to resist part of the spell's effects, he continues to be unaffected by that aspect of the spell (for example, if the target succeeds on his initial Fortitude save, then extending the duration by 24 hours will not force him to make another Fortitude save or be transformed). Further, if the target is currently affected by the *dominate person* aspect of the spell, he may make a new Will save to break free of your control each time you extend the spell's duration. If the target is not currently affected by the *dominate person* aspect of the spell, he may make a new Fortitude save to return to his normal form. If the target is not currently affected by either aspect of the spell, it cannot be renewed.

# **OBJECT OF DESIRE**

School enchantment (compulsion) and illusion (glamer) [mind-affecting]; Level bard 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a chunk of pyrite) Range close (25 ft. + 5 ft./2 levels) Target one Medium-sized or smaller object Duration 1 round/level Saving Throw Will negates, and Will disbelief (if interacted with); Spell Resistance yes

You cause the object to seem incredibly valuable and desirable to all that come into contact with it, causing them to see it as an object that they value incredibly highly (the exact appearance of the object varies from individual to individual. Individuals concerned with material wealth might see a huge diamond, while individuals concerned with knowledge might see a rare tome, etc.). Any creature that sees the object must succeed on a Will save or determine that they must have it, and do everything in their power to acquire it. You are immune to this effect.

#### OLFACTORY ASSAULT

School transmutation [poison]; Level alchemist 1, antipaladin 1, bard 1, druid 1, magus 1, ranger 1, sorcerer/ wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a vial of hog's sweat) Range personal Target you Duration 1 round/level



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Your skin begins to exude a powerful, magic-infused sweat which causes the air around you to become rancid and sickening. For the spell's duration, any living creature within 30 feet of you must succeed on a Fortitude save (DC equal to *olfactory assault's* DC) or be sickened for 10 minutes. Creatures that succeed on this saving throw are immune to the effects of this spell, even if they exit the area and re-enter it, although if you cast the spell again it affects them normally. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. You are not affected by your own stench ability.

# PHOENIX FORM

School evocation [fire]; Level druid 8, sorcerer/wizard 8 Casting Time 1 round Components V, S, M (a phoenix feather) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D); see text Saving Throw Fortitude partial, Reflex partial, see text; Spell

Resistance yes You fill the inside of the target with elemental fire, burning him from within, and possibly giving birth to a fire

burning him from within, and possibly giving birth to a fire elemental. For the spell's duration, the target suffers 5d6 points of fire damage at the beginning of its turn each round. A successful Fortitude save reduces the damage to 5. If the target successfully saves to resist the spell's effects three consecutive times, the spell ends.

Additionally, if the target dies while under the effects of phoenix form (whether due to the damage caused by phoenix form or not), his body immediately erupts in a fiery conflagration that deals 5d6 points of fire damage to each creature adjacent to him when he dies (a successful Reflex save, with a DC equal to phoenix form's DC, halves this damage). On the following round, a Large fire elemental rises from the target's ashes. This Large fire elemental serves you faithfully, and obeys your spoken commands. It can be made to follow you, or can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the area. The fire elemental serves you until slain. You can control no more than 4 HD of fire elementals per caster level in this way, and any fire elementals you control in this way count against the number of HD of undead you can control with animate dead, and similar effects, and vice-versa (undead you control with animate dead count against the number of HD of fire elementals you can control).

#### POTENT JUDGMENT

School transmutation; Level inquisitor 5 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level

You fill yourself with divine wrath, increasing the potency of your judgments. For the spell's duration, you are treated as though your inquisitor level were 10 levels higher than it actually is for the purposes of determining the effects of your judgments. This does not allow you to select more judgments than normal, it only applies to aspects of judgments that are directly dependent on your inquisitor level (such as the amount of energy resistance granted by the resistance judgment, or the types of damage reduction that she can bypass with the smiting judgment, etc.).

### PREPARE BODY

School transmutation; Level alchemist 1, bard 1, druid 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M/DF (a live caterpillar) Range personal Target you Duration 1 hour

You alter your body to make it more receptive to being altered by alchemical substances. The duration of any alchemist extracts, potions, and items created with the Craft alchemy skill that you are exposed to during the spell's duration is doubled. This only applies to you, even if other characters are also affected by the same alchemical item. The duration remains doubled, even if the duration of *prepare body* ends before the duration of the extract, potion, or alchemical item does. Anything with a duration of "instantaneous" is unaffected.

# **PROTECTION FROM AFFLICTIONS**

School abjuration or transmutation; Level alchemist 2, cleric 3, druid 2, paladin 3, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M/DF (an apple) Range touch Target one creature Duration 10 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You fill the target with magic, preventing harmful afflictions from plaguing his body. If the target was suffering from an affliction (curse, disease, or poison) when the spell is cast on him, that affliction has its effect suppressed for the spell's duration. During this time the affliction's duration (if any) does not change, and it does not affect the target in any way (though any existing effects of the affliction, such as ability score damage, remain). If the target is not independently cured of the affliction during this time, then at the end of the spell's duration, the affliction resumes its effect as though its duration had been "paused" during the spell's duration (for example, if the spell was cast on a character suffering from a poison which affected him once every round for 6 rounds, and he had been affected by this poison for 2 rounds, then at the end of the protection from affliction's duration he would still be affected by the poison for an additional 4 rounds).

Additionally, for the spell's duration, the target is immune to poisons, and cannot become poisoned while affected by this spell. This does not cure him of any poisons that have been suppressed by this spell.

If cast as an abjuration spell, the target is also rendered immune to curses for the spell's duration. As with the immunity to poisons, this does not cure him of any curses that have been suppressed by this spell. If cast as a transmutation spell, the target is also rendered immune to diseases for the spell's duration. As with the immunity to poisons, this does not cure him of any diseases that have been suppressed by this spell.

# PSYCHIC LINK

School divination or enchantment [mind-affecting]; Level bard 5, cleric 5, sorcerer/wizard 6, witch 5 Casting Time 1 standard action Components V, S, M (a red ribbon) Range touch Target one creature Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

You can forge a powerful connection with another creature, granting you insight and influence into his activities. You are constantly made aware of the target's emotional state (such as whether he is frightened, confident, lustful, etc.). You are also aware of his distance and direction, as well as any conditions affecting him, as the spell *status*. Finally, your words carry exceptional weight with the target, and he is affected as though by the spell *charm person* for the spell's duration.

If cast as a divination spell, each day you may gain one of the following benefits. You must choose which benefit to gain at the beginning of the day, when you regain spells for the day, and cannot change it until the following day.

- You can speak telepathically with the target for up to 10 minutes; this time need not be continuous, but must be spent in 1-minute intervals. This conversation can be either one-way or two-way, at your discretion.
- You can observe the target as though with the spell *scrying* for up to 10 minutes; this time need not be continuous, but must be spent in 1-minute intervals. The target is not entitled to a new saving throw to resist this effect.
- You can cast *augury* as a spell-like ability up to five times throughout the course of the day. You can only use this ability in regard to an action the target is about to take.

If cast as an enchantment spell, each day you may gain one of the following benefits. You must choose which benefit to gain at the beginning of the day, when you regain spells for the day, and cannot change it until the following day.

- You can adjust the target's attitude towards a specific character that both you and he are familiar with by up to two steps (changing an attitude of helpful to indifferent, unfriendly to friendly, etc.). You can do this from any distance, as long as you are on the same plane as the target. You can use this ability three times per day.
- You can influence the target's actions, as per the spell *suggestion*, except that you can do so from any distance, as long as you are on the same plane as

the target. The target is not entitled to a new saving throw to resist this effect. You can use this ability once per day.

• You can impose a -2 morale penalty or a +2 morale bonus on all attack rolls, skill checks, saving throws, and ability checks the target makes. These bonuses or penalties last for 1 minute, and you can use this ability up to three times each day. You can do this from any distance, as long as you are on the same plane as the target.

#### **QUICKSENSE**

School divination or transmutation; Level alchemist 2, bard 1, inquisitor 1, magus 1, ranger 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, F (a leopard's paw) Range personal Target you Duration 1 min./level

You perceive the world moving slower than it actually is, allowing you to react quickly. For the duration of the spell, you cannot be denied your Dexterity bonus to AC or be flanked, except by a rogue whose rogue level is equal to or greater than your caster level.

If cast as a divination spell, then for the spell's duration, you also gain a bonus on initiative checks equal to your caster level (to a maximum bonus of +10 at 10<sup>th</sup> level). If you cast this spell while in combat, then starting on the round after the one in which this spell was cast, adjust your place in the turn order as though you had already possessed this bonus when you rolled for initiative.

If cast as a transmutation spell, then for the spell's duration, you also gain an enhancement bonus to your base speed equal to 5 feet + an additional 5 feet per 2 caster levels you possess (to a maximum bonus of 30 feet at 10<sup>th</sup> level).

#### **REAFFIRM DEVOTION**

School universal; Level cleric 9, druid 9, inquisitor 6 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration instantaneous

Choose a single domain that you possess. You regain all daily uses and/or daily rounds of all powers associated with that domain.

Additionally, your reaffirmation of your devotion to this domain restores you with the vigor to prepare an additional spell. As soon as *reaffirm devotion* is cast, you may immediately prepare any spell that is a domain spell for that domain. The chosen spell can be restored in any spell slot of a high-enough level capable of casting it. If you are a spontaneous caster, you instead regain the use of a single spell slot that you have already expended since the last time you regained spells, and which you can use to cast one or more domain spells for the chosen domain. You can only use that spell slot to cast spells that are domain spells for the chosen domain until the next time that you rest and regain your spells.

# **REALITY ACID**

School evocation [acid]; Levels sorcerer/wizard 5, summoner 5 Casting Time 1 standard action Components V, S Range 30 ft. Area cone-shaped burst Duration instantaneous and 1 minute; see text Saving Throw Reflex half; Spell Resistance yes

A 30-ft. cone of glowing green acid sprays forth from the palm of your outstretched hand. This potent acid melts the skin of all those it touches, inflicting 1d4 points of acid damage per caster level (to a maximum of 15d4 at 15<sup>th</sup> level).

Additionally, this magical acid is so potent that it actually temporarily weakens the very fabric of reality in the area in which it is sprayed, making it easier for you to summon otherworldly creatures. As soon as the spell is cast, you may immediately prepare any spell of the summoning or calling subschool, that is of 4<sup>th</sup>-level or lower, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not



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yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot of 4<sup>th</sup>-level or lower that you have already expended since the last time you regained spells, and which you can use to cast a spell of the summoning or calling subschool. You can only use that spell slot to cast spells of the summoning or calling subschools until the next time you rest and regain your spells.

Any spell prepared this way or cast from a spell slot regained this way must be cast within 1 minute of casting *reality acid*, and must be cast within 30 feet of the area affected by *reality acid*. If the spell has not been cast before one minute, it is lost. If the spell is cast more than 30 feet from the area affected by *reality acid*, the spell fails.

### **RED PLAGUE**

School necromancy; Level sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, M (a vial of rat blood) Range long (400 ft. + 40 ft./level) Target one creature Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

This foul curse is almost universally banned by mage guilds and similar organizations throughout the world, and casting it is punishable by death in most civilized nations, due to its proclivity for widespread and massive death, and its uncontrollable nature. The target is exhausted for the spell's duration, and must succeed on a Fortitude save each round or suffer 5d6 points of damage. A creature that succeeds on this Fortitude save is cured of the curse, and the effect ends for that creature. If the target dies while under the effects of this spell, the curse spreads, and the next two nearest characters within long range (400 ft. + 40 ft./level) of the affected creature must succeed on Fortitude save or be affected by this spell. The spell's duration does not reset when this occurs, and at the end of the spell's duration, all creatures currently suffering from the spell's effects are immediately cured (any damage inflicted by the spell remains).

If cast as a sorcerer/wizard spell, the target suffers 1d6 points of damage per two caster levels you possess each round, instead of 5d6 points of damage each round. A successful Fortitude save still halves this damage.

If cast as a witch spell, any character that fails his Fortitude save to resist damage is also staggered for 1 round.

#### **ROBUST COMPANION**

School transmutation; Level antipaladin 3, druid 4, paladin 3, ranger 3 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Target your animal companion Duration 1 round/level Saving Throw Will negates (harmless); SR yes (harmless)

You fill your animal companion with vigor, making it stronger and more powerful. For the spell's duration, your animal companion gains a +2 enhancement bonus to its Strength, Dexterity, and Constitution scores. If cast as an antipaladin spell, your animal companion's natural attacks carry a crippling disease. Any creature that the animal companion hits with a natural attack is exposed to the devil chills disease. The onset period for this disease is bypassed (it takes effect immediately). Targets exposed to the disease remain diseased even after the spell ends.

If cast as a druid spell, your animal companion's natural attacks deal damage as though they were one size category larger for the spell's duration.

If cast as a paladin spell, your animal companion also gains fast healing for the spell's duration. The amount of fast healing is equal to 1/2 your caster level (rounded down, minimum 1).

If cast as a ranger spell, your animal companion becomes better able to work with you to team up against opponents. For the spell's duration, whenever you and your animal companion are flanking an opponent, the animal companion gains an additional +2 morale bonus to attack and damage rolls made against that opponent.

#### SCULPT WEAKNESS

School divination and transmutation; Level sorcerer/wizard

Casting Time 1 standard action Components V, S, M (a piece of clay) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous and 10 min./level; see text Saving Throw Fortitude partial; Spell Resistance yes, see text

You learn the target's defensive abilities, and can alter them as you see fit. When you cast this spell, you immediately learn all of the target's defensive abilities, including any damage reduction, energy resistance, fast healing, spell resistance, or regeneration it may possess, as well as any immunities, and any unique defensive abilities it may possess. You also learn all of the target's weaknesses, including damage types that it is vulnerable to, and special weaknesses (such as a shadow demon's sunlight powerlessness). This aspect of the spell is not subject to spell resistance and does not allow a saving throw to resist.

Additionally, unless the target succeeds on a Fortitude save, you may alter its defensive abilities. You can remove any damage reduction, energy resistance, fast healing, spell resistance, regeneration, immunities, or unique defensive abilities it may possess, or, in the case of damage reduction, energy resistance, immunities, and regeneration, you can change what type of damage is associated with that defensive ability (for example, you could cause a creature with fire resistance 5 to have cold resistance 5 instead, or a creature whose damage reduction can only be overcome by cold iron weapons to be able to be overcome by adamantine weapons, etc.). These changes must be comparable to the original defensive ability, and make sense for the ability in question (for example, you could cause a creature that had immunity to poison have immunity to disease, instead, but could not give it immunity to spells, nor could you give it immunity to acid damage. Similarly, a creature with DR/slashing could be made to have DR/bludgeoning, but not DR/acid or DR/good, because those are not comparable to DR/slashing). Certain unique creatures, such as the tarrasque, cannot have their defensive abilities adjusted in this way.

You can also remove and alter weaknesses and vulnerabilities in the same way. You may also make the target vulnerable to one energy type of your choice (acid, cold, electricity, or fire). This vulnerability is in addition to any existing or altered vulnerabilities that the target may possess. You can only give the target one additional vulnerability in this way each time the spell is cast.

The changes made to the target's defensive abilities are subject to spell resistance, and last for 10 minutes per caster level you possess.

#### SELF EVOLUTION

School transmutation; Level alchemist 4, druid 6, summoner 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

Your body twists and mutates, taking on new characteristics as you desire. You gain any number of eidolon evolutions, as long as no single evolution costs more than 2 points, and the combined cost of all of the evolutions gained in this way does not exceed 5 evolution points. You must meet any prerequisites of the selected evolutions (including possessing any evolutions that the chosen evolution is an upgrade to). This spell cannot grant you any natural attacks if doing so would cause you to possess more natural attacks than the maximum number of natural attacks allowed for an eidolon whose master's level was equal to your caster level.

Your body returns to normal at the end of the spell's duration.

#### SELF EVOLUTION, GREATER

School transmutation; Level alchemist 6, druid 9, summoner 6 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 min./level

This functions as *self evolution*, except that the maximum cost in evolution points of any single evolution cannot exceed 3 points, and the combined cost of all the evolutions cannot exceed 10.

#### SHADOW BURST

School illusion (shadow) [shadow]; Levels bard 1, sorcerer/ wizard 1, witch 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Effect burst of darkness Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You create a burst of semi-real darkness. If you cause the darkness to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Will save. Sightless creatures, creatures with darkvision, and creatures that are already dazzled are immune to *shadow burst*.

Additionally, even though the shadowstuff that you create with this spell dissipates into the air almost immediately, you can still draw on it in order to cast an additional spell. As soon as the spell is cast, you may immediately prepare any non-illusion spell that is of 2<sup>nd</sup>-level or lower, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot of 2<sup>nd</sup>-level or lower that you have already expended since the last time you regained spells, and which you can use to cast a non-illusion spell. You cannot use that spell slot to cast illusion spells until the next time you rest and regain your spells.

Any spell prepared this way or cast from a spell slot regained this way are illusory in nature. Any creature that interacts with the spell can make a Will save (DC equal to the spell's DC) to recognize its true nature. If the save is successful, the spell has no effect on the disbelieving creature. Only creatures which are directly affected by the spell are entitled to a Will save to disbelieve it (*using this spell* to cast magic missile would allow the target a saving throw, but using it to cast mage armor would not allow anyone attacking you to make saving throws to disbelieve the armor, etc.). Additionally, any spell cast this way is subject to spell resistance, even if it normally would not be.

#### SHADOW FORM

School illusion (shadow) or transmutation; Level bard 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

Your body and gear assume the form of a pale silvery mist. You gain a competence bonus on all Stealth checks equal to your caster level. Additionally, this bonus is doubled while in areas of darkness or supernatural darkness.

If cast as an illusion spell, you also gain total concealment (50% miss chance) for the spell's duration.

If cast as a transmutation spell, you become immune to non-magical weapons, and suffer half-damage from



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all corporeal sources, exactly as though you had become incorporeal. You do not actually gain any other benefits of drawbacks of becoming incorporeal, however, and cannot pass through solid objects.

# SHADOW GLYPH

School abjuration and illusion (shadow); Level cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (powdered glass) Range touch Target or Area object touched or up to 5 sq. ft./level Duration 1 hour/level, or until discharged (D) Saving Throw Will disbelief (if interacted with), see text; Spell Resistance no (object) and yes, see text

This functions as a *glyph of warding*, with a few exceptions. First, the glyph itself is only partially real, and partially made of quasi-real shadowstuff. As a result, any character that interacts with the glyph in any way is entitled to a Will saving throw to disbelieve it, and, if successful, there is only a 30% chance that the *shadow glyph* has its normal effect (otherwise it has no effect).

As a glyph of warding, a shadow glyph can be created as either a blast glyph or a spell glyph. In the case of a blast glyph, it inflicts 1d6 points of damage per two caster levels (to a maximum of 5d6 at 10<sup>th</sup> level), but otherwise functions as the blast glyph version of glyph of warding.

In the case of a *spell glyph*, you can store any 1<sup>st</sup>-level spell that you know in the glyph. You do not need to expend a spell slot to store the spell in this way. Even if the spell would not normally offer spell resistance, it does as a result of being stored in this way.

# SHIELD OF THE LIVING

School abjuration and necromancy; Level cleric 2, druid 3, paladin 2, sorcerer/wizard 2, witch 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

You gain a +4 deflection bonus to AC for the purposes of attacks made by undead creatures, and a +2 bonus on saving throws made to resist spells and abilities originating from undead creatures. Additionally, for the spell's duration, you radiate a powerful aura that is imperceptible to most creatures, but which frightens undead creatures. The first time that a given undead creature sees you while you are affected by this spell, it must succeed on a Will save or flee as though panicked for 2d4 rounds. Whether or not the creature succeeds on this saving throw, it is immune to the effects of this spell for 24 hours.

#### SLAVE BEYOND DEATH

School enchantment (compulsion) and necromancy [evil, mind-affecting]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, F (an obsidian rod worth at least 5,000 gp) Range close (25 ft. + 5 ft./2 levels)

Target one humanoid or corporeal undead creature Duration 2 hours/level Saving Throw Will negates; Spell Resistance yes

This functions as *dominate person*, with a few exceptions. First, it can affect corporeal undead creatures, even if they would normally be immune to mind-affecting effects. This spell cannot target undead creatures with nonhumanoid anatomy, however (for example, you could target a ghoul or the zombie of a human warrior with this spell, but you could not target a dragon with the vampire template, a ravener, or a skeletal otyugh).

Additionally, if the target is not undead, and dies while under the effects of the spell, he is immediately animated as a vampire (if the target does not have 5 or more Hit Dice, he is animated as a vampire spawn, instead). The target continues to be under the effects of the spell, and remains under your control for the rest of the spell's duration. This spell does not give you any additional means to control the target after he has been animated, however, and once the spell ends, he is free to do as he pleases.

### SONIC SPHERE

School evocation or illusion [sonic] Level bard 3, magus 3, sorcerer/wizard 3 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius spread Duration 1 round/level Saving Throw Fortitude negates, and Fortitude half or Fortitude partial, see text; Spell Resistance yes

You create a zone of intense noise, which causes all creatures to become deafened so long as they remain within the area, and for 1d6 rounds thereafter. A successful Fortitude save negates the deafness effect. The noise only exists within the spell's area, and characters outside the spell's area cannot hear it at all.

If cast as an evocation spell, any creature that enters or begins its turn within the spell's area also suffers 3d8 points of sonic damage. A successful Fortitude save halves this damage. If cast as an illusion spell, any creature that enters or begins its turn within the spell's area must also succeed on a Fortitude save or become nauseated for 1 round.

#### SPASMODIC SHOCK

School evocation or necromancy [electricity]; Level magus 1, sorcerer/wizard 1, witch 2 Casting Time 1 standard action Components V, S, F (a miniature copper swords) Range close (25 ft. + 5 ft./2 levels) Effect ray Duration instantaneous Saving Throw Fortitude partial, see text; Spell Resistance see text

You let loose a bolt of electricity from your outstretched hand, which damages the target and causes his muscles to rapidly expand and contract, making movement difficult. This energy is specifically intended to harm complex living creatures, and, by default, constructs, oozes, plants, and undead are all immune to the spell's effects. You must succeed on a ranged touch attack to hit with the bolt; if you do, the target suffers 1d6 points of electricity damage for every three caster levels you possess (to a maximum of 5d6 at 15<sup>th</sup> level).

If cast as an evocation spell, *spasmodic shock* can also affect constructs, and any creature damaged by the ray must succeed on a Fortitude save or be staggered for 1 round (constructs are subject to the staggering effect, as well).

If cast as a necromancy spell, *spasmodic shock* can also affect undead creatures, and any creature damaged by the ray must succeed on a Fortitude save or suffer a -2 penalty on attack and damage rolls for 1d4 rounds (undead creatures are subject to the secondary effect, as well).

# SPEECH THEFT

School necromancy [curse]; Level bard 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 hour/level (D) Saving Throw Will negates; Spell Resistance yes

You steal the target's voice, preventing him from being able to speak, and allowing you to speak in his voice. For the spell's duration, the target is unable to speak or make any intelligible sounds with his mouth. The target can moan and grunt, and make similar noises, but cannot otherwise express himself vocally. Additionally, for the spell's duration, any time that the target attempts to cast a spell with a verbal component, he must succeed on a concentration check (DC 15 + twice the spell's level), or be unable to do so. In the event of a failure, the action spent attempting to cast the spell is wasted, but the spell itself is not, and the target can try again.

Finally, for the spell's duration, any time you speak or make any vocal noises, you may choose to do so with the target's voice, rather than your own. If you do so, you sound exactly like the target, and no amount of scrutiny can determine that the voice is not his, although anyone that notices that you are the source of the noise may suspect that something is amiss, if they are familiar with the target.

If this spell is dispelled or the target benefits from a *remove curse* or similar effect, then not only does the target immediately regain his ability to speak, but you immediately lose your ability to use the target's voice.

# STAND IN JUDGMENT

School universal; Level antipaladin 2, cleric 4, inquisitor 3, paladin 2 Casting Time 1 move action Components V, S, DF Range personal Target you Duration see text

You pronounce judgment on the enemies of your faith, gaining a bonus or special ability as a result of your unshakable devotion. This functions as the judgment class feature of the inquisitor, with a few adjustments. You must select a single judgment from the list of judgments available, and cannot change it later as a swift action. Your inquisitor level for the purposes of this ability is equal to 1/2 your caster level (rounded down, minimum 1). Like the normal use of the judgment ability, the bonuses last until the end of the current combat. If you are not in combat when you cast this spell, it has no effect.

If you already possess the judgment class feature, then your inquisitor level for the purposes of this ability is equal to your class level in whatever class granted you the judgment class feature, instead of 1/2 your caster level.

# STATIC FORM

School abjuration and transmutation; Level alchemist 3, cleric 3, druid 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a chunk of adamantine) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You grant the target a +2 bonus to a single ability score of your choice, then lock the target's form in place, magically preventing anything from changing him. For the duration of the spell, the target cannot be affected by polymorph spells and effects (including spell-like, supernatural, and extraordinary abilities that mimic spells of the polymorph subschool, such as a druid's wild shape class feature). Further, the target is immune to anything that would alter his ability scores. This means that, for the spell's duration, the target is immune to any bonuses or penalties to any of his ability scores, as well as to ability damage and ability drain.

Any effects altering the target's ability scores remain in effect, meaning that if the target had any bonuses or penalties already in effect when the spell was cast, they remain in effect for the spell's duration. Even if those bonuses or penalties were caused by a spell or effect whose duration ends while *static form* is in effect, the target continues to gain the bonus (or suffer the penalty) for as long as *static form* remains in effect.

At the GM's discretion, some other spells or effects that are not of the polymorph subschool and do not alter the target's ability scores may still be blocked by this spell, if they cause gross physical changes to the target (such as causing him to gain or lose a natural weapon, altering his size category, etc.).

#### **STONE FORM**

School abjuration or transmutation Level alchemist 5, cleric 6, druid 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, F (a miniature stone statuette of yourself) Range personal Target you Duration 1 round/level

Your skin and muscles gain the strength and consistency of solid stone. Your natural armor bonus to AC increases by an amount equal to +1 for every 2 caster levels you possess.

If cast as an abjuration spell, you also gain DR 5/- for the spell's duration.

If cast as a transmutation spell, you also become immune to critical hits and precision-based damage for the spell's duration.

# SUMMON BOUNDLESS ELEMENTAL

School conjuration and transmutation (summoning); Level druid 4, sorcerer/wizard 5, summoner 3, witch 5 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Effect one summoned elemental Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You summon a single Medium-sized elemental. The elemental is your choice of air, earth, fire, or water elemental. After 2 rounds, the spell empowers the elemental, causing it to transform into a large elemental of the chosen type (use the game statistics for a large elemental of that type from the *Pathfinder Bestiary*, rather than simply increasing its size). After 6 rounds, the spell further empowers it, causing it to become a huge elemental of the chosen type. After 12 rounds, it becomes a greater elemental, and after 18 rounds it becomes an elder elemental. Any damage that the elemental sustains remains as it undergoes this process. The summoned elemental obeys and fights for you as the spell *summon monster I*.

# SUMMON CHUPACABRA

**School** conjuration (summoning); **Level** sorcerer/wizard 1, summoner 1

Casting Time 1 round Components V, S, M (1 oz of goat blood) Range close (25 ft. + 5 ft./2 levels) Effect one summoned chupacabra Duration 1 round/level Saving Throw none; Spell Resistance no

You summon a dreaded chupacabra, which serves you as the spell *summon monster I* for the spell's duration. Though this creature is far more powerful than a spell of this level could normally summon, the method of summoning ties into your life force and can potentially backfire. The chupacabra summoned in this way has only 3 hit points per caster level (to a maximum of 15 hit points at 5<sup>th</sup> level). Further, if the chupacabra is reduced to o hit points, mystic backlash inflicts 1d4 points of damage per caster level to you (to a maximum of 5d4 at 5<sup>th</sup> level).

#### SUMMON IMPROVED EIDOLON

School conjuration and transmutation (summoning); Level summoner 4 Casting Time 1 round Components V, S, M (a platinum coin) Range close (25 ft. + 5 ft./2 levels) Effect one summoned eidolon Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You open a rift between dimensions that summons your eidolon in a more powerful form than normal.

Treat this as if you had summoned your eidolon normally, except that it only remains with you for the duration of this spell. While summoned in this way, your eidolon cannot touch any creature warded by *protection from* 



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*evil* or a similar effect and your eidolon can be sent back to its home plane by *dispel magic*.

Further, the version of your eidolon that you summon is more powerful than normal. Determine the eidolon's statistics as though your summoner level were two higher than it actually is. This affects the eidolon's base attack bonus, saving throws, skills, feats, armor bonus, ability scores, evolution pool, maximum attacks, and special abilities. These benefits remain only as long as the eidolon is summoned by this spell, and it loses them at the end of the spell's duration.

If you cast this spell while your eidolon is already on your plane, this spell has no effect. This spell allows you to summon your eidolon even if it has been returned to its home plane due to damage.

#### SUMMON TAINTED ANIMAL

**School** conjuration and necromancy (summoning); Level antipaladin 1, cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 round

**Components** V, S, F (the skull of a Tiny or smaller animal)

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

Effect one summoned creature

**Duration** 1 round/level (D); see text

Saving Throw Fortitude partial, see text; Spell Resistance no

You summon a single Tiny or smaller animal, such as a bat, lizard, monkey, rat, raven toad, or weasel, which serves you faithfully, as though it had been summoned by the spell *summon monster I*. Additionally, the nature of the spell corrupts the animal, causing its natural attacks to sap the strength of those that it touches. Each of the summoned creature's natural attacks also inflict 1d2 points of Strength damage on the target. A successful Fortitude save negates this damage, but a new save must be made each time the summoned creature hits. Any ability damage inflicted by this spell is automatically healed 1 minute after the spell ends, but can also be removed with *dispel magic* or in the normal fashion.

#### SUMMON WINGED SOVEREIGN

School conjuration (summoning) or illusion (shadow); Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a virgin maiden's scarf) Range close (25 ft. + 5 ft./2 levels) Effect one summoned dragon Duration 1 round/level Saving Throw none; Spell Resistance no

You conjure a dragon to fight for you. The conjured dragon may be of any kind you desire, though it must be a true dragon. The conjured dragon cannot have more Hit Dice than a certain amount, which is determined by the school of magic used to cast the spell.

If cast as a conjuration spell, the dragon can have any number of Hit Dice up to 1/2 your caster level (rounded down), and this spell otherwise functions like *summon monster I*.

If cast as an illusion spell, the dragon summoned may have any number of Hit Dice up to 5 + 1/2 your caster level, and this spell otherwise functions like a *shadow conjuration* replicating *summon monster I*, except that the summoned dragon is 50% real, instead of 20% real.

### SUPREME TERROR

School illusion (phantasm) [fear, mind-affecting], or necromancy [fear, mind-affecting]; Level cleric 8, sorcerer/ wizard 8, witch 9 Casting Time 1 standard action Components V, S Range long (400 ft. +40 ft./level) Target one living creature Duration 1 round/level and instantaneous; see text Saving Throw Will partial, Fortitude partial, see text; Spell Resistance yes

You create a horrible vision of terror in the target's mind, filling his very soul with dread and causing him to become panicked. Even if the target succeeds on his saving throw, he is shaken for 1 round/level.

If cast as an illusion spell, then if the target failed his saving throw, he must succeed on a Fortitude save or die from fear, suffering 10 points of damage per caster level. Even if the save is successful, the target still suffers 3d6 points of damage.

If cast as a necromancy spell, then if the target failed his saving throw, the stress on his body takes several years from his life. The target effectively ages enough to advance him 1d2 age categories. The target suffers all of the normal penalties of these additional age categories, but does not gain any of the benefits. If this aging would increase the target's age category beyond venerable, he must succeed on a Fortitude save, or die. If he succeeds on the save, he simply remains venerable. The effects of being aged in this way are permanent, but can be healed by any magic that can undo aging effects.

# SWORD OF DEVOTION

School conjuration; Level antipaladin 2, paladin 2, sorcerer/ wizard 2 Casting Time 1 standard action Components V, S, F (a miniature golden sword) Range o ft. Effect one magic weapon Duration 1 round/level (D)

You conjure a magical weapon to your hand, forged from the unstable stuff between the planes. The summoned weapon can be any type that you desire (longsword, rapier, spiked chain, etc.), and has your choice of either a +1 enhancement bonus to attack and damage or a single magic weapon special ability that is the equivalent of a +1 enhancement bonus (such as *flaming* or *keen*).

If cast as an antipaladin spell, the weapon also overcomes damage reduction as though it were an evil-



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aligned weapon.

If cast as a paladin spell, the weapon also overcomes damage reduction as though it were a good-aligned weapon.

If cast as a sorcerer/wizard spell, the weapon also overcomes damage reduction as though it were made of both silver and cold iron.

#### **TEMPORAL DISLOCATION**

School conjuration and divination (teleportation); Level sorcerer/wizard 5, summoner 4, witch 6 Casting Time 1 standard action Components V, S, F (a sundial made entirely of gold) Range touch Target object touched Duration see text Saving Throw Fortitude negates (object); Spell Resistance yes (object)

You send the touched object into the future or past. If you choose to send it into the future, then when you cast the spell, determine a time within 1 day per caster level from the time that the spell was cast. The object vanishes and effectively ceases to exist until the chosen time, at which point it appears in the exact location that it was in when the spell was cast, as though no time had passed at all since casting the spell.

Sending an object into the past is much more difficult, as it flies in the face of causality and creates problems in the time stream, but it is possible. If you choose to send the target to the past, determine a time prior to casting the spell that is within 1 minute per caster level. There is a 50% chance that casting the spell in this way causes it to backfire, having no effect other than to inflict 4d6 points of damage to you. If the spell does not backfire, however, the object retroactively appears at that time in the exact location where it is when you cast the spell. At the same time that the object appears in the chosen location in the past, the version of the object from the past immediately ceases to be, so that only the version that you sent back to the past exists, effectively "overwriting" the previously-existing version. Sending an object into the past in this way may or may not alter the corresponding events, possibly creating a situation in which you never actually take the time to cast this spell in the first place. Even if this occurs, the spell slot is still expended, and nothing can prevent this from occurring.

Artifacts cannot be affected by this spell.

#### **TEMPORAL EXILE**

**School** conjuration (teleportation) and divination; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You move the target outside of the time stream, so that he seems to cease to exist until such time as he returns. While exiled in this way, the target simply ceases to be, and cannot be interacted with in any way, shape, or form. From his perspective, no time passes at all. The target may make a new Will save to return after 1 minute has passed. If he succeeds, he returns to the same exact spot in which he was exiled. Otherwise, he may make an additional save after 1 hour, and then after 1 day, with an additional save every day thereafter.

You inherently know exactly when the target will return (the GM should roll all of the target's saving throws in advance, and inform you of how long it will be before he succeeds).

# TULPIC AID

School divination and illusion (figment) [mind-affecting]; Level bard 5, sorcerer/wizard 5, witch 6 Casting Time 10 minutes Components V, S, M (a piece of the target, such as hair, fingernail clippings, or a drop of blood) Range see text Target one living creature Duration 1 hour Saving Throw Will negates, see text; Spell Resistance yes

Using a piece of the target, you reach out to his mind, creating an illusory double of him that is eager and willing to answer all of your questions. The spell works regardless of the target's distance, as long as he is on the same plane of existence. If the target is immune to mind-affecting effects, succeeds on his Will save to resist the spell, or would otherwise be protected from spells like *detect thoughts*, the spell fails, with no effect. Otherwise, you create a figment that looks and sounds exactly like the target (even if you do not know what the target looks or sounds like).

This illusory version of the target functions as a programmed image, except that rather than following an existing program, it simply obeys any commands that you give it. It has access to all of the target's memories and knowledge, but does not possess actual intelligence. It appears in the nearest adjacent square to you, and truthfully answers any questions you ask of it to the best of its ability, limited only by the questions that you ask and the knowledge of the target. It does not volunteer information that you do not ask for, though it answers all questions that it is asked fully, with all relevant information, and with the most important information first (for example, demanding, "Tell me everything you know," would not be particularly fruitful, but asking, "What are the defenses of your flying castle?" would include a listing of how many soldiers are stationed there, what sorts of traps there are and where, as well as any secret entrances or exits that could be easily exploited, etc.).

If the target fails his initial saving throw, he may make an additional saving throw every 10 minutes, as long as the spell remains in effect and you continue asking questions. If any of these additional saving throws is successful, the spell does not end, but it does alert the target to the fact that someone or something is rooting through his memories and knowledge. He does not specifically learn who is doing so, or your location, but may take other means to find out, or to cut off access to his mind (such as by entering an anti-magic field), potentially ending the spell early.

# UNMOURNED DEMISE

School illusion (figment) and transmutation; Level sorcerer/ wizard 9 Casting Time 1 round Components V Range medium (100 ft. + 10 ft./level) Effects ray and illusory creature; see text Duration instantaneous and 1 min./level; see text Saving Throw Fortitude partial (object) and Will disbelief (if interacted with), see text; Spell Resistance yes

A favorite of powerful assassin-mages, this spell functions as *disintegrate*, except that the effect is completely invisible, and an illusory version of the ray's target prevents anyone from realizing that he has been utterly destroyed.

Anyone that can see the target when the spell is cast must succeed on a Perception check (DC 15 + your caster level + your primary spellcasting ability score modifier) to notice the spell's effect at all. Characters that succeed on this check notice a faint shimmering outline of the ray, or perhaps just barely get a glimpse of the target reeling in agony before the illusion comes into place. Any nearby observers can still notice you casting the spell without difficulty, unless steps are taken to conceal that, as well.

Any creature or object hit by the ray is affected as though by the spell *disintegrate*. Additionally, if the damage from the spell is enough to destroy the creature or object struck, then they are immediately (and all but imperceptibly) replaced by an illusion of themselves that functions as a *major image*, except that the illusion is capable of acting on its own initiative. Treat it as though it had an Intelligence score of 10 and a general understanding of the destroyed creature's habits, personality, and general role, though it does not have any of the target's explicit memories. The illusion lasts for 1 minute per caster level.

#### UNSTABLE SHIELD

School abjuration; Level alchemist 6, cleric 7, sorcerer/ wizard 7 Casting Time 1 standard action Components V, S, F (a miniature glass shield) Range personal Target you Duration 1 round/level or until discharged; see text

You shield yourself with ephemeral armor that relies on the strength of your Will. For the spell's duration, whenever you would suffer damage of any kind, make a Will save (the saving throw DC is equal to *unstable shield*'s DC, +2 per previous saving throw made as part of this spell). If you succeed, that damage is completely negated. If you fail, you suffer the damage as normal, and the spell immediately ends.

#### VELTANNIA'S INSURRECTION

School enchantment (compulsion) [mind-affecting] or necromancy; Level bard 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a stolen item) Range long (400 ft. +40 ft./level) Area 100-ft.- radius spread Duration 10 min./level Saving Throw Will negates; Spell Resistance yes

You use the magic of others to gain control over their victims. For each creature in the affected area that fails his or her Will save, if that creature is currently being affected by a charm, compulsion, or summoning spell or effect, you are treated as being the source of that effect for the duration of *Veltannia's insurrection*, instead of the actual source (for *example, if a creature summoned by* summon monster I *was affected by this spell, you could issue commands to it as though you had summoned it yourself. Similarly, if a creature affected by* charm person *was affected by this spell, the target would treat you as a trusted friend and ally for* Veltannia's insurrection's duration, rather than the character that cast charm person on him in the first place). This spell only affects creatures that are being supernaturally or magically controlled (thus the effect which is controlling the target or influencing his attitude must be either a supernatural ability, a spell, a spell-like ability, or a magic item), and has no effect on other means of influence or control, such as blackmail or friendship.

If the duration of the initial charm, compulsion, or summoning effect ends while *Veltannia's insurrection* is still in effect, then you lose control or influence over the affected creature at that time (in the case of summoning effects, the summoned creature still returns to where it came from, as normal). If the duration of the initial charm, compulsion, or summoning effect continues after *Veltannia's insurrection's* duration ends, then at the end of *Veltannia's insurrection's* duration, the original source of any charm, compulsion, or summoning effects regains control over those effects.

If cast as an enchantment spell, any creature that you gain control or influence over as a result of this spell gains a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws for *Veltannia's insurrection*'s duration.

If cast as a necromancy spell, this spell has no effect on living creatures. Instead, it allows you to usurp control over any effects that are exerting control over undead creatures, such as a *control undead* spell, the Command Undead feat, or even skeletons or zombies that were created by *animate dead*, or similar effects. If the undead creatures are suffering from a charm, compulsion, or summoning effect (because they were summoned somehow, or because



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they were affected by a charm or compulsion effect that is able to affect undead creatures, for example), then you can gain control of that, as well. This otherwise functions as the normal version of the spell.

#### VELTANNIA'S MAGICAL MAP

School divination; Level bard 2, cleric 2, druid 2, inquisitor 2, ranger 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, F (a map worth at least 10 gp) Range close (25 ft. + 5 ft./level); see text Target one creature Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes

For the spell's duration, the target's current location is displayed on the map that serves as the spell's focus. The target's marker on the map moves as he does, and his location on the map is updated in real-time. In order to cast the spell, you must be within close range of the target (25 ft. + 5 ft./2 levels), but after that, it does not matter how far you (or the map) are from the target. The spell only displays the target's location on the map, and the area that the map covers does not change as a result of the spell, meaning that if the target leaves the area depicted on the map, he can no longer be tracked by the spell (if he later returns to that area before the spell's duration expires, his location appears on the map again). Similarly, the map is able to display the target's location only as accurately as its scale allows: a map of a castle could easily display which room the target was in and where he was in it, whereas a map of the entire world might be able to do little better than specify what country the target was in. If the map is destroyed, the spell ends.

# VELTANNIA'S SUBTLE SHOCK

School evocation and illusion (figment) [electricity]; Level bard 3, inquisitor 5, magus 3, sorcerer/wizard 4 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous and 1 round/level; see text Saving Throw Will disbelief, see text; Spell Resistance yes

Lightning arcs from your fingertips and into the target, dealing id8 points of electricity damage per two caster levels you possess (to a maximum of 10d8 at 20<sup>th</sup> level). You are the only one to see it, however, as the spell itself is protected by an illusion that prevents any creature from seeing its effects. Creatures that are watching either you or the target when you cast the spell may make a Will save in order to disbelieve the illusion (in which case they see the spell take effect normally). The target can also make a Will save to disbelieve the illusion, but if he fails, in addition to not seeing the spell take effect, he also does not feel any pain or notice that he has been shocked. The pain-masking effect lasts for 1 round/level, after which the target suddenly feels the pain of the attack, as though it had happened to him at that time. Succeeding on the Will save has no effect on whether or not the target suffers the electricity damage, but any spell resistance the target possesses can stop both the illusion and the electricity damage.

# **VIOLENCE VOYEUR**

School divination and necromancy; Level cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4 Casting Time 1 minute Components V, S Range touch Target corpse touched Duration 10 min./level Saving Throw none or Will negates (harmless), see text; Spell Resistance yes

You examine the corpse for a moment, and instantly learn about the way that it died. You immediately learn when the creature died (including how many hours, days, weeks, years, or even centuries ago that was). You also learn the cause of death, such as stab wounds, poison, fire or the like. This does not necessarily reveal the entire circumstances of the death (for example, a creature killed by a fireball spell would simply register as having been killed by "fire." If the creature were killed by poison, you would learn what type of poison it was, but would not learn whether the target was force-fed the poison or had it mixed into his drink. If the creature were stabbed, you would learn where on his body he was stabbed, and by what type of weapon, but not who stabbed him, or whether he was stabbed in a fight or in cold blood, etc.).

Additionally, for the spell's duration, any creatures or objects that were involved in the target's death appear to you to be surrounded by a bright red aura. Note that a creature or object involved in the death may not have directly caused it: for example, a witness to the murder would have the same aura as the murderer himself, and the chair that the target collapsed in as he died would have the same aura as the murder weapon and as the heavy book that he used to try to shield himself from the attack.

This spell can be cast on an undead creature, instead of a corpse. If it is, the target is entitled to a Will save to resist the effect. It otherwise functions the same as if it were cast on a corpse.

#### VISION OF TERROR

School illusion (phantasm) [emotion, fear, mind-affecting]; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level and permanent; see text Saving Throw Will partial, see text; Spell Resistance yes

You create an image of an unimaginably terrible and earth-shattering sight, drawing on the target's own fears and showing him his own worst nightmare. Only the target can see the vision of terror. The target first gets a Will save to recognize the image as unreal. Even if he succeeds on this saving throw, he is shaken for one round per caster level you possess. If he fails the Will save, and believes the image, he is frightened for one round per caster level you possess, instead, and must succeed on a secondary Will save (at the same DC) or permanently suffer from a permanent confusion effect, as the spell.

*Remove curse* will not end the *confusion* effect, but *break enchantment*, *greater restoration*, *heal*, or more powerful magic will.

# WALL OF DARKNESS

School evocation [cold, darkness], or necromancy [cold, darkness] Level cleric 5, sorcerer/wizard 5, witch 7 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Effect a wall of pure darkness that is 10 ft. high, 5 ft. thick, and 15 ft./level long Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes

You create a wall of pure darkness which stretches out in either direction from the point you designate. The wall extinguishes light passing through it and cannot be seen through, except by characters that can see in supernatural darkness. Characters passing through the darkness or beginning their turn within the wall's area suffer an amount of cold damage equal to 3d6 +1 per caster level you possess.

If cast as an evocation spell, any creature that enters or begins its turn within the wall's area must succeed on a Fortitude save or become staggered for 1 round as a result of the intense cold.

If cast as a necromancy spell, creature that enters or begins its turn within the wall's area must succeed on a Fortitude save or suffer 1d4 points of Strength damage.

# WEAKENING BOMB ADMIXTURE

School transmutation; Level alchemist 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level Saving Throw special, see below; Spell Resistance special, see below

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. Whenever you throw a bomb and hit a direct target, that target must succeed on a Fortitude save or suffer a -4 penalty to his Strength score for 1 minute.

#### WRATHFUL BLADE

School transmutation; Level antipaladin 3, inquisitor 3, paladin 3 Casting Time 1 standard action Components V, S, DF Range touch Target weapon touched Duration 1 round/level Saving Throw Fortitude negates (object); Spell Resistance yes (object)

You animate a melee weapon with pure, unadulterated wrath, allowing it to attack on its own. The weapon leaps from your hand and floats through the air, acting of its own accord. It obeys your telepathic commands, and has a fly speed of 30 feet with perfect maneuverability. While animated in this fashion, the weapon can make attacks. It uses your base attack bonus, but uses your primary spell casting ability score modifier instead of a Strength modifier for the purposes of attack rolls. The weapon acts on its own, immediately after your turn each round, and does not require direct input from you. Directing the animated weapon to attack a specific target or perform a specific action is a swift action. The weapon's AC is equal to 10 + 1/2 your caster level + your primary spellcasting ability score modifier. The weapon's hardness and hit points remain unchanged, as does the damage it deals (including any weapon special abilities, such as *flaming*). The weapon is treated as having a Strength score of 10 for the purposes of damage rolls.

If cast as an antipaladin or paladin spell, then whenever you use your smite evil or smite good class feature, the animated weapon gains the benefits of the smite, as well.

If cast as an inquisitor spell, then the animated weapon gains the benefits of any judgments that you are currently benefitting from.

# XELAR'S ABSORPTIVE BARRIER School abjuration; Levels cleric 2, druid 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a small sponge) Range personal Target you Duration 1 min./level

You surround yourself in a shimmering, translucent barrier which shapes itself to your body, about a half-inch from your skin. This barrier grants you a limited protection from damage of one of the following energy types, which you select when the spell is cast: acid, cold, electricity, fire, or sonic. You gain resist energy 5 against the energy type chosen. Other than the amount of resistance provided, this aspect of the spell functions identically to the energy resistance provided by *resist energy*.

The spell also absorbs the damage that it prevents you from taking, however, redirecting it back into you in a more constructive and helpful way. At the end of the spell's duration, for every 10 points of damage prevented by *Xelar's absorptive barrier*, you may immediately prepare any spell with the same energy descriptor as the energy type you chose when you cast the spell, and which is 1<sup>st</sup>-level or lower, and which you have cast since the last time you prepared spells. The chosen spell is restored to your mind, as though you had not yet cast it. If you are a spontaneous caster, you instead regain the use of a single spell slot of 1<sup>st</sup>-level or lower that you have already expended since the last time you regained spells, and which you can use to cast a spell with the chosen energy descriptor. You can only use that spell slot to cast spells with the chosen energy descriptor until the next time you rest and regain your spells.

You cannot regain more prepared spells or spell slots in this way than you have already expended at the time that *Xelar's absorptive barrier* ends.

#### XELAR'S CRACKLING WEB

School conjuration (creation) and evocation [electricity]; Level magus 6, sorcerer/wizard 6, witch 7 Casting Time 1 standard action

# **Components** V, S, F (a miniature spider web made of copper)

Range medium (100 ft. + 10 ft./level)
Effect electrified webs in a 20-ft.-radius spread
Duration 1 min./level (D)
Saving Throw Reflex negates, Fortitude partial, see text;
Spell Resistance no, see text

You create a massive tangle of sticky, web-like strands, which are made of a hyper-conductive metallic substance. *Xelar's crackling web* functions as *web*, with a few exceptions. First, the web is not flammable, and cannot be destroyed by fire in the way that a web created by the *web* spell can. It can be destroyed with acid, but has hardness 10. At least 10 points of acid damage must be dealt to a given square (after hardness) in order to clear it of the web.

Second, the web's strands are highly conductive, and are supplied with a faint electrical charge by the spell. Any creature that enters or begins its turn in the area filled with the web suffers 2d6 electricity damage. Creatures that are actually grappled by the web suffer 4d6 points of electricity



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damage, instead. In either case, this damage is subject to spell resistance (unlike the rest of the spell's effects), and can be halved with a successful Fortitude save.

Finally, because the web is super-conductive, any outside electricity that comes into contact with the web is also transported throughout the web's entire area. If a spell or ability that deals electricity damage targets a creature that is in contact with the web, or targets the web itself, or includes a square covered by the web within its area, then that spell or effect affects each creature within the area of the web. If the spell or effect allows a saving throw of any kind, each creature in the web is entitled to the saving throw, as normal, although creatures grappled by the web suffer a -4 penalty on such saving throws. If the spell or effect requires a touch attack, or ranged touch attack, then treat this as though the web were making a melee touch attack, with an attack bonus equal to your caster level + your primary spellcasting ability modifier. If the spell or effect allows spell resistance, any creatures affected in this way are entitled to spell resistance, as normal. This ability cannot cause a creature to be affected twice by the same effect (for example, if Xelar's crackling web were cast by a 17<sup>th</sup>-level sorcerer with a Charisma score of 20, and a 10<sup>th</sup>level wizard cast shocking grasp on a creature in the web, the web would make a single melee touch attack with a +22 bonus, and compare the result to the touch ACs of each creature in the web's area, other than the shocking grasp's original target. Each creature hit in this way would suffer 5d6 points of electricity damage).

#### XELAR'S PRISMATIC WAVE

School evocation [acid, cold, electricity, and fire] or illusion (pattern) [mind-affecting]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, F (a small prism made of many-colored glass) Range 15 ft. Area 15-ft. line Duration instantaneous; see text Saving Throw Fortitude negates, and Reflex half or Will negates, see text; Spell Resistance yes You create a wave of intense noise and blinding colors in red, yellow, blue, and green hues. Any characters caught in the spell's area must succeed on Fortitude save or be blinded and deafened for 1 minute.

If cast as an evocation spell, the colors are also charged with elemental energy. Each character in the area is affected by 1d4-1 colors. Roll a d4 for each color to determine which ones the affected creature is struck by: red, blue, yellow, or green. The creature suffers 10d6 points of energy damage for each color that strikes him. Red deals fire damage, blue deals cold damage, yellow deals electricity damage, and green deals acid damage. A Reflex save halves the damage (the target must save separately for each color he is hit by). A target can be hit by the same color multiple times.

If cast as an illusion spell, the colors twist and wind uncomfortably, and the target must also succeed on a Will save or fall unconscious for 1d4 rounds, after which he is confused for 1d4 rounds. Additionally, whether or not the target succeeds his Will save, he becomes sickened for 1d4 minutes. Sightless creatures are unaffected by the illusion version of this spell.

### ZEALOUS JUDGMENT

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

You fill yourself with righteous fury, allowing you to maintain more judgments than you would normally be able to. For the spell's duration, whenever you use your judgment ability, you may select one additional judgment, instead of the number that you would normally choose. This only consumes one use of your judgment ability. As a swift action, you can change one of these judgments to another type. If the spell's duration ends before the judgment ends, then you must select one judgment to lose, but the rest of your judgments remain. If you cast this spell while already using your judgment ability, choose an additional judgment, and it becomes active until either the judgment ends, or the spell's duration does.

# Appendix 1: The Elite Arcanist

Scholars and sages would lead you to believe that magic is segregated, and that certain types of magic are only available to people who wiggle their fingers in a certain way or believe certain things. It's just not true. At the end of the day, magic is magic, and whether I'm hurling lightning from my fingertips or healing the wounds of my allies, it all comes from the same source.

~Lyallar the Magnificent, elite arcanist

In many ways, elite arcanists are the most powerful and versatile of arcane spellcasters, though their potential breadth of magical knowledge is bought at the cost of a lack of depth in many topics. Elite arcanists are dabblers, and gain access to the best spells of every spellcasting class, gaining the ability to cast spells from any spell list. Mastering so many different styles of magic is not easy, however, and elite arcanists are only able to learn a very limited number of spells. And, unlike other spellcasters with a limited number of spells known, the elite arcanist must still prepare his spells in advance.

But an elite arcanist is capable of doing more than simply drawing upon the best tricks of each discipline of magic. They are able to copy spells that are used on them on the fly, turning their foes' best magic back upon him. At very high levels, they can even cast two spells at once. Their techniques cause them to be more concerned about a spell's school of magic than most other classes, and they are able to focus each day on a single school of magic, gaining various benefits for doing so.

**Role:** Elite arcanists generally serve a role very similar to wizards or sorcerers. While they are not able to cast as many spells per day as a sorcerer, and cannot learn as many spells as a wizard, the fact that they can select the best spells from among all spell lists makes them very versatile, and, in a pinch, an elite arcanist can easily fill the shoes of any class whose role depends primarily on spellcasting.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 x 10 gp (average 70 gp).

# **Class Skills**

The elite arcanist's class skills are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

# Skill Ranks per Level: 2 + Int modifier.

**Class Features** 

The following are the class features of the elite arcanist.

**Weapon and Armor Proficiency:** Elite arcanists are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with an elite arcanist's movements, which can cause his spells with somatic components to fail.

**Spells:** An elite arcanist casts arcane spells drawn from among all spell lists. The elite arcanist must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, an elite arcanist must have an Intelligence score equal to at least 10 + the spell level. The Difficult Class for a saving throw against an elite arcanist's spell is 10 + the spell level + the elite arcanist's Intelligence modifier.

An elite arcanist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1: The Elite Arcanist. In addition, he receives bonus spells per day if he has a high Intelligence score.

An elite arcanist's selection of spells is extremely limited. An elite arcanist begins play knowing four o-level spells and two 1<sup>st</sup>-level spells of his choice. At each new elite arcanist level, he gains one or more new spells, as indicated on Table 1-2: Elite Arcanist Spells Known. Unlike spells per day, the number of spells an elite arcanist knows is not affected by his Intelligence score; the numbers on Table 1-2: Elite Arcanist Spells Known are fixed.



# Sidebar: Warning! Unusual Spellcasting

If you're like most of us, your eyes glaze over when you reach the "spellcasting" class feature on a new class or prestige class, and you quickly skim over it, if you bother to give it that much attention. Because the elite arcanist class does a number of things very differently from other spellcasters, but these changes are subtle, doing this is unlikely to give you a firm understanding of the class. We highly recommend that you read the spellcasting class feature directly to ensure you're familiar with all the differences from the sorcerer and wizard classes, but if you just want the highlights, you can find them below:

- The elite arcanist prepares spells like a wizard, but has a limited number of spells known, like a sorcerer.
- The elite arcanist chooses his spells known from among all spell lists.
- The elite arcanist cannot know more than one spell of any given spell school at any given level. Spells that belong to more than one school count as a single school of his choice for this purpose.

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Table 1-1: The Elite Arcanis
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Base Attack Fort Ref Will	
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+0				Special		100	2mu	Ju	4ui	500	oth	/11	σιΠ	9th
	+0	+0	+2	Arcane focus, spellcraft expert	3	1	-	-	-	-		-	-	-
+1	+0	+0	+3	Mimic magic 1/day	4	2	-	-	-	-	-	-	-	1-20
+1	+1	+1	+3	- 3	4	2	1	-	-	-	-	-	-	-
+2	+1	+1	+4	Arcane resonance, bonus feat	4	3	2	-	-	-	-	-	-	-
+2	+1	+1	+4		4	3	2	1	-	-	-	-	-	-
+3	+2	+2	+5	Mimic magic 2/day	4	3	3	2	-	-	-	-	-	
+3	+2	+2	+5		4	4	3	2	1		-	-	1	-
+4	+2	+2	+6	Bonus feat	4	4	3	3	2	-	-	-	-	-
+4	+3	+3	+6	Improvised spell 1/day	4	4	4	3	2	1	-	-	-	-
+5	+3	+3	+7	Mimic magic 3/day	4	4	4	3	3	2	-	-	-	-
+5	+3	+3	+7	Improved arcane focus	4	4	4	4	3	2	1	-	-	-
+6/+1	+4	+4	+8	Bonus feat	4	4	4	4	3	3	2	-	-	
+6/+1	+4	+4	+8	Improvised spell 2/day	4	4	4	4	4	3	2	1	-	-
+7/+2	+4	+4	+9	Mimic magic 4/day	4	4	4	4	4	3	3	2	-	-
+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	-
+8/+3	+5	+5	+10	Bonus feat	4	4	4	4	4	4	3	3	2	-
+8/+3	+5	+5	+10	Improvised spell 3/day	4	4	4	4	4	4	4	3	2	1
+9/+4	+6	+6	+11	Mimic magic 5/day	4	4	4	4	4	4	4	3	3	2
+9/+4	+6	+6	+11	Twin spell	4	4	4	4	4	4	4	4	3	3
-10/+5	+6	+6	+12	Sublime archmage	4	4	4	4	4	4	4	4	4	4
	+1 +2 +2 +3 +3 +4 +4 +5 +5 +6/+1 +6/+1 +7/+2 +7/+2 +8/+3 +8/+3 +9/+4 +9/+4	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	+1 $+1$ $+1$ $+1$ $+2$ $+1$ $+1$ $+2$ $+1$ $+1$ $+3$ $+2$ $+2$ $+3$ $+2$ $+2$ $+4$ $+2$ $+2$ $+4$ $+2$ $+2$ $+4$ $+2$ $+2$ $+4$ $+3$ $+3$ $+5$ $+3$ $+3$ $+5$ $+3$ $+3$ $+5$ $+3$ $+3$ $+6/+1$ $+4$ $+4$ $+7/+2$ $+4$ $+4$ $+7/+2$ $+5$ $+5$ $+8/+3$ $+5$ $+5$ $+8/+3$ $+5$ $+5$ $+9/+4$ $+6$ $+6$	+1 $+1$ $+1$ $+1$ $+3$ $+2$ $+1$ $+1$ $+4$ $+2$ $+1$ $+1$ $+4$ $+3$ $+2$ $+2$ $+5$ $+3$ $+2$ $+2$ $+5$ $+4$ $+2$ $+2$ $+5$ $+4$ $+2$ $+2$ $+6$ $+5$ $+3$ $+3$ $+7$ $+5$ $+3$ $+3$ $+7$ $+5$ $+3$ $+3$ $+7$ $+6/+1$ $+4$ $+4$ $+8$ $+6/+1$ $+4$ $+4$ $+8$ $+7/+2$ $+4$ $+4$ $+9$ $+7/+2$ $+4$ $+4$ $+9$ $+7/+2$ $+5$ $+5$ $+9$ $+8/+3$ $+5$ $+5$ $+10$ $+8/+3$ $+5$ $+5$ $+10$ $+9/+4$ $+6$ $+6$ $+11$	+1 $+1$ $+1$ $+3$ $ +2$ $+1$ $+1$ $+4$ Arcane resonance, bonus feat $+2$ $+1$ $+1$ $+4$ $ +3$ $+2$ $+2$ $+5$ Mimic magic 2/day $+3$ $+2$ $+2$ $+5$ $ +4$ $+2$ $+2$ $+5$ $ +4$ $+2$ $+2$ $+5$ $ +4$ $+3$ $+3$ $+6$ Improvised spell 1/day $+5$ $+3$ $+3$ $+7$ Mimic magic 3/day $+5$ $+3$ $+3$ $+7$ Improved arcane focus $+6/+1$ $+4$ $+4$ $+8$ Bonus feat $+6/+1$ $+4$ $+4$ $+8$ Improvised spell 2/day $+7/+2$ $+4$ $+4$ $+9$ Mimic magic 4/day $+7/+2$ $+5$ $+5$ $+9$ $ +8/+3$ $+5$ $+5$ $+10$ Bonus feat $+8/+3$ $+5$ $+5$ $+10$ Improvised spell 3/day $+9/+4$ $+6$ $+11$ Mimic magic 5/day $+9/+4$ $+6$ $+6$ $+11$ Twin spell	+1 $+1$ $+1$ $+3$ $ 4$ $+2$ $+1$ $+1$ $+4$ $Arcane resonance, bonus feat4+2+1+1+4 4+3+2+2+5Mimic magic 2/day4+3+2+2+5 4+4+2+2+5 4+4+2+2+5 4+4+3+3+6Improvised spell 1/day4+5+3+3+7Mimic magic 3/day4+5+3+3+7Improved arcane focus4+6/+1+4+4+8Bonus feat4+6/+1+4+4+8Improvised spell 2/day4+7/+2+4+4+9Mimic magic 4/day4+7/+2+5+5+9 4+8/+3+5+5+10Bonus feat4+8/+3+5+5+10Improvised spell 3/day4+9/+4+6+6+11Mimic magic 5/day4$	+1 $+1$ $+1$ $+3$ $ 4$ $2$ $+2$ $+1$ $+1$ $+4$ $Arcane resonance, bonus feat43+2+1+1+4 43+3+2+2+5Mimic magic 2/day43+3+2+2+5 44+4+2+2+5 44+4+2+2+5 44+4+2+2+5 44+4+3+3+6Improvised spell 1/day44+5+3+3+7Mimic magic 3/day44+5+3+3+7Improved arcane focus44+6/+1+4+4+8Bonus feat44+7/+2+4+4+8Improvised spell 2/day44+7/+2+4+4+9Mimic magic 4/day44+7/+2+5+5+9 44+8/+3+5+5+10Improvised spell 3/day44+9/+4+6+6+11Mimic magic 5/day44$	+1 $+1$ $+1$ $+3$ $ 4$ $2$ $1$ $+2$ $+1$ $+1$ $+4$ $Arcane resonance, bonus feat432+2+1+1+4 432+3+2+2+5Mimic magic 2/day433+3+2+2+5Mimic magic 2/day433+3+2+2+5 443+4+2+2+5 444+5+3+3+6Improvised spell 1/day44+5+3+3+7Mimic magic 3/day44+5+3+3+7Improved arcane focus44+6/+1+4+48Bonus feat44+6/+1+4+48Improvised spell 2/day44+7/+2+5+5+9 444+7/+2+5+5+9 444+7/+2+5+5+9 444+8/+3+5+5+10Bonus feat444+8/+3+5+5+10Improvised spell 3/day444+9/+4+6+6+11$	+1+1+1+3-421-+2+1+1+4Arcane resonance, bonus feat432-+2+1+1+4-4321+3+2+2+5Mimic magic 2/day4332+3+2+2+5-4432+4+2+2+6Bonus feat4433+4+3+3+6Improvised spell 1/day4443+5+3+3+7Mimic magic 3/day4444+6/+1+4+4+8Bonus feat4444+6/+1+4+4+8Improvised spell 2/day4444+7/+2+4+4+9Mimic magic 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<td< td=""><td>+1+1+1+3-421+2+1+1+4Arcane resonance, bonus feat432+2+1+1+4-4321+3+2+2+5Mimic magic 2/day4332+3+2+2+5-44321+4+2+2+5-44332+4+2+2+6Bonus feat444332+4+3+3+6Improvised spell 1/day444332+5+3+3+7Improved arcane focus444332-+5+3+3+7Improved arcane focus4444332-+6/+1+4+4+8Improvised spell 2/day4444332++7/+2+4+4+9Mimic magic 4/day444433++7/+2+5+5+9-4444433++8/+3+5+5+10Bonus feat44444<td>+1+1+1+3-421+2+1+1+4Arcane resonance, bonus feat432+2+1+1+4-4321+3+2+2+5Mimic magic 2/day4332+3+2+2+5-44321+4+2+2+5-44332+4+2+2+6Bonus feat444332+4+3+3+6Improvised spell 1/day444332+5+3+3+7Mimic magic 3/day444332+5+3+3+7Improved arcane focus444332+6/+1+4+8Improvised spell 2/day4444332+6/+1+4+4+8Improvised spell 2/day4444332++7/+2+5+5+9-44444332+8/+3+5+5</td></td></td<> <td>+1+1+1+3-421</td>	+1+1+1+3-421+2+1+1+4Arcane resonance, bonus feat432+2+1+1+4-4321+3+2+2+5Mimic magic 2/day4332+3+2+2+5-44321+4+2+2+5-44332+4+2+2+6Bonus feat444332+4+3+3+6Improvised spell 1/day444332+5+3+3+7Improved arcane 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Any spell that the elite arcanist knows can be drawn from any spell list. An elite arcanist might begin play knowing spells from the cleric, druid, sorcerer/wizard and witch list, for example. In the case of spell lists that do not offer nine levels of spells (such as the alchemist, bard, inquisitor, magus, paladin, ranger and summoner spell lists), fist use Table 1-3: Spell List Equivalency to determine the appropriate spell level for spells from that list when applied to the elite arcanist (for example, a 1<sup>st</sup>-level paladin or ranger spell would count as a 1<sup>st</sup>-level spell for the elite arcanist, but a 2<sup>nd</sup>-level paladin or range spell would count as a 3<sup>rd</sup>-level spell for the elite arcanist. Similarly, a 2<sup>nd</sup>-level alchemist or summoner spell would count as a 2<sup>nd</sup>-level spell for the elite arcanist, but a 4<sup>th</sup>-level alchemist or summoner spell would count as a 5<sup>th</sup>-level spell for the elite arcanist, and so on).

If a spell appears at different spell levels on different spell lists, the elite arcanist chooses which spell list to gain it from, and treats it as being of the appropriate spell level for that spell list (modifying the spell level using Table 1-3: Spell List Equivalency as appropriate). In general, this means that the elite arcanist typically treats each spell he learns as being the lowest level that it appears at on any spell list, but there are various reasons why he might choose to learn a higherlevel version of a given spell. For the purposes of alternate-list spells, the elite arcanist must choose when he learns the spell which list it belongs to (and if the spell appears at different levels on different lists, he must choose a list that matches the level that he gained it as). Regardless of what spell lists a spell typically appears on, all spells cast by an elite arcanist are arcane spells.

In addition to the restriction on the total number of spells that the elite arcanist knows, as indicated on Table 1-2: Elite Arcanist Spells Known, an elite arcanist can only know one spell of any given spell school at any given spell level (*for example, an elite arcanist could know* burning hands or magic missile, but not both, even if he had enough spells known to do so). For the purposes of this restriction, any spells that belong to two or more schools of magic (including alternateschool and dual-school spells) count as belonging to only one of those schools, chosen by the elite arcanist (in this way, an elite arcanist who knew Morticia's corpseshape could have it count as either necromancy, in which case he could learn an additional transmutation spell, or he could have it count as transmutation, in which case he could freely learn another necromancy spell).

Upon reaching 4<sup>th</sup> level, and at every even-numbered elite arcanist level thereafter, the elite arcanist can choose to learn a new spell in place of one he already knows. In effect, the elite arcanist loses the old spell in exchange for a new one. The new spell's level must be the same as that of the spell being exchanged, and the elite arcanist is still unable to know more than one spell of any given spell school at any given spell level. The elite arcanist can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

An elite arcanist prepares spells like a wizard, although he knows his spells inherently, and does not need to study them from a spellbook. It takes an elite arcanist 1 hour to prepare his daily allotment of spells, just like a wizard.

**Cantrips:** Elite arcanists learn a number of cantrips, or o-level spells, as noted on Table 1-2: Elite Arcanist Spells Known, and can prepare a number of them each day, as noted on Table 1-1: The Elite Arcanist. These spells are cast like any other spell, but they are not expended and may be used again.

Arcane Focus (Su): Beginning at 1<sup>st</sup> level, an elite arcanist can focus his attention on a single school of magic

 Table 1-2: Elite Arcanist Spells Known

 Level oth 1st 2nd 3rd 4th 5th 6th 7th 8th oth

Level	oth	130	Zilu	Ju	4111	<b>5</b> th	oth	/111	oth	yın
1st	4	2	-	-	z - 1	-	-	-	-	-
2nd	5	2		-	-	-			-	
3rd	5	3	1	-	-	-		-	-	-
4th	6	3	2	- 1	- 1	-	-	-	-	- 1
5th	6	4	2	1	-	-	-	-	-	-
6th	7	4	3	2	1	-	-	-	-	-
7th	7	5	3	2	1	-	-	-	-	-
8th	8	5	4	3	2	-	-		-	-
9th	8	6	4	3	2	1	-	-	-	-
ıoth	8	6	5	4	3	2	-	-	_	
11th	8	7	5	4	3	2	1	-	-	-
12th	8	7	6	5	4	3	2	-	-	-
13th	8	8	6	5	4	3	2	1	-	-
14th	8	8	7	6	5	4	3	2	-	-
15th	8	8	7	6	5	4	3	2	1	-
16th	8	8	8	7	6	5	4	3	2	-
17th	8	8	8	7	6	5	4	3	2	1
18th	8	8	8	8	7	6	5	4	3	2
19th	8	8	8	8	7	6	5	4	3	3
20th	8	8	8	8	8	7	6	5	4	4

in order to gain heightened competency at casting spells of the chosen school. Whenever the elite arcanist prepares spells, he can choose a single school of magic. If he does, the saving throw DC of any spells he casts of the chosen school is increased by +1. This bonus does not stack with that granted by Spell Focus or Greater Spell Focus. Additionally, based on which school the elite arcanist chose, he gains one of the benefits listed below. These bonuses last until the next time the elite arcanist prepares spells, at which point he can choose a different school to be his arcane focus.

Abjuration: Whenever he casts a spell of the abjuration school, he treats his caster level as being 2 higher for the purposes of determining the spell's duration. If the spell's duration is not dependent on caster level, this has no effect.

*Conjuration:* Whenever he casts a spell of the conjuration school, he treats his caster level as being 2 higher for the purposes of determining the spell's range. If the spell's range is not dependent on caster level, this has no effect.

Divination: Whenever he casts a spell of the conjuration school, he treats his caster level as being 2 higher for the purposes of determining the spell's range. If the spell's range is not dependent on caster level, this has no effect.

*Enchantment:* Whenever he casts a spell of the enchantment school, he treats his caster level as being 2 higher for the purposes of overcoming spell resistance.

*Evocation:* Whenever he casts a spell of the evocation school, he treats his caster level as being 2 higher for the purposes of determining the amount of damage that the spell deals, including how many damage dice are rolled, if

# Table 1-3: Spell List Equivalency

Elite Arcanist Spell	4-level	6-level					
Level	Equivalent	Equivalent					
ıst	1st	ıst					
2nd		2nd					
3rd	2nd	-					
4th		3rd					
5th	3rd	4th					
6th							
7th	4th	5th					
8th		6th					
9th	15 F 7 F						

applicable. If the spell's damage is not dependent on caster level, this has no effect.

*Illusion:* Whenever he casts a spell of the illusion school, he treats his caster level as being 2 higher for the purposes of determining the spell's area. If the spell doesn't have an area, or has an area that is not dependent on caster level, this has no effect.

*Necromancy:* Whenever he casts a spell of the evocation school, he treats his caster level as being 2 higher for the purposes of determining the amount of damage that the spell deals, including how many damage dice are rolled, if applicable. If the spell's damage is not dependent on caster level, this has no effect.

*Transmutation:* Whenever he casts a spell of the abjuration school, he treats his caster level as being 2 higher for the purposes of determining the spell's duration. If the spell's duration is not dependent on caster level, this has no effect.

**Spellcraft Expert (Ex):** An elite arcanist is a master of the art of spellcraft. He gains a bonus equal to 1/2 his class level on all Spellcraft checks he makes (rounded down, minimum +1).

**Mimic Magic (Sp):** Beginning at 2<sup>nd</sup> level, an elite arcanist learns how to mimic a spell that was recently cast upon him and use it himself. In order to use this ability, the elite arcanist must be the target of a spell, or be within the area of effect of a spell with an area (such as a fireball), and must identify the spell with a successful Spellcraft check (he must succeed on this check even if he already knows the spell). Up to one minute after being targeted by the spell, the elite arcanist can cast the spell, even if he doesn't have the spell prepared, or even know it. Doing so does not expend any prepared spells or unused spell slots. The elite arcanist must be able to cast spells of the chosen spell's level (adjusted as necessary using Table 1-3: Spell List Equivalency), and must provide any costly material components or focus necessary to cast the spell. If the spell has a casting time of greater than 1 minute, then the elite arcanist cannot copy it in this way. The elite arcanist can use this ability once per day at 2<sup>nd</sup> level. At 6<sup>th</sup> level, and every four levels thereafter, he can use this ability an additional time per day, though he cannot cast the same spell more than once unless he is targeted by it multiple times.

Arcane Resonance (Su): Beginning at 4<sup>th</sup> level, the elite arcanist learns how to manipulate the frequencies of magical harmonics, allowing him to empower his spells by casting multiple spells of the same school in quick succession. Whenever the elite arcanist casts a spell, if he cast a different spell of the same spell school the previous round, then he treats his caster level as 2 higher than it actually is for the purposes of the spell he is currently casting. This bonus stacks with any other increase to the elite arcanist's caster level.

For the purposes of this ability, a dual-school spell is treated as being both schools associated with the spell, while an alternate-school spell is treated as only being the school associated with the version of the spell that the elite arcanist is using.

**Bonus Feats:** At 4<sup>th</sup> level, and every 4 levels thereafter, the elite arcanist gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, Spell Focus, or Spell Mastery. The elite arcanist must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels.

An elite arcanist may also choose an arcane discovery that he qualifies for in place of a bonus feat at these levels. For more information on arcane discoveries, see *Ultimate Magic*.

**Improvised Spell:** Beginning at 9<sup>th</sup> level, an elite arcanist gains the ability to completely improvise a spell effect by expending a great amount of arcane energy and imposing his will upon the cosmos. Once per day, the elite arcanist can expend two prepared spells of the same spell level in order to cast any spell from any spell list that is the same spell level as those spells (after adjusting on Table 1-3: Spell List Eqivalency). The elite arcanist need not have the chosen spell prepared, or even know it, but must succeed on a Spellcraft check (DC 20 + twice the spell's level), or else the spell fails, and the expended spells, as well as the daily use of this ability, are wasted. The elite arcanist must still provide any necessary material components or focuses for the chosen spell, and the spell has its normal casting time. The elite arcanist gains an additional daily use of this ability at 13th level, and again at 17th level, but must still expend two prepared spells of the same spell level each time he uses this ability.

**Improved Arcane Focus (Su):** Beginning at 11<sup>th</sup> level, an elite arcanist is better able to focus on one school of magic, and can also focus to a lesser degree on other schools. From now on, whenever he prepares his spells, he can choose to focus on up to three different schools of magic. For two of these schools, this functions identically to the arcane focus class feature. For the third school, the increase to saving throw DCs is increased to +2, and the elite arcanist treats his caster level as though it were 4 higher than it actually is, rather than 2 higher.

**Twin Spell (Sp):** Beginning at 19<sup>th</sup> level, an elite arcanist gains the ability to channel the arcane energy of two spells of the same spell level simultaneously, effectively allowing him to cast two spells at once. In order to use this ability, the elite arcanist must choose two spells of the same

school that he has prepared, and which have a casting time of 1 round or less. Then, as a full-round action, he can attempt to cast both spells simultaneously. This functions as normal for casting a spell, except that he must succeed on a Spellcraft check (DC 10 + twice the spell level of the highest-level spell being cast) or both spells fail. If he succeeds, then both spells are cast and take effect simultaneously. The spells are expended as normal, and the elite arcanist must provide any necessary material components or focuses, etc. The elite arcanist can use this ability up to 3 times per day.

**Sublime Archmage:** At 20<sup>th</sup> level, an elite arcanist transcends the need to prepare spells, and learns to cast the spells that he knows spontaneously. Rather than preparing spells at the beginning of the day, he can cast any spell he knows at any time, assuming he has not yet used up his spells per day of that spell level. Any class features that refer to when the elite arcanist prepares spells each day (such as the arcane focus class feature) now occur when he regains his daily spell slots, instead. Similarly, any class features that require that he expend prepared spells now require that he expend an unused spell slot that could be used to cast the spell in question.

# Playing an Elite Arcanist

Magic makes up the fundamental building blocks of the world. Magic can make things appear where nothing was before, can transform things into something entirely different. It can mend broken bones or burn victims to cinders. If you can master magic, you master everything.

~Lyallar the Magnificent, elite arcanist.

Elite arcanists are practitioners of magic that believe that the true path to magical power is the ability to master the best of everything that magic has to offer, rather than simply specializing in one small corner of all that is magical. They focus on understanding the underlying principles behind magic, which allows them to unlock the potential of every spellcasting class, and also gives them the ability to perform a number of stupendous feats of spellcasting, including casting two spells at once, copying spells that they have been targeted with, and casting spells that they don't even know.

**Races:** Elite arcanists can be found among any race that is capable of casting spells, though elven, human, and half-elf elite arcanists are typically the most common, as they are generally the races that are best adapted to the academic approach to magic that typifies the elite arcanist. Gnomes are surprisingly common elite arcanists, and they often view the elite arcanist's approach to magic as a sort of "tour" of the various different kinds of magic, allowing them to get a "sample" of some of the best that each type of spellcasting discipline has to offer. Dwarves, in general, tend to be too distrustful of arcane magic to have much interest in becoming an elite arcanist, while halflings and half-orcs tend to be too impatient to dedicate themselves enough to the arcane arts to accomplish the necessary understanding required to be an elite arcanist.

**Religion:** Elite arcanists tend to fall into one of two camps when it comes to religion. Many elite arcanists view their ability to replicate any magic a cleric or druid can perform as evidence that there is nothing special about divine magic or divinity at all, and, as such, develop a sort of passive contempt for religions and gods of all kinds, viewing clerics, paladins, and other divine casters as "confused," or, in rare, extreme cases, as deliberate deceivers who are trying to preserve a special status by claiming (falsely) that their magic is different from those of sorcerers and wizards. A few elite arcanists actually go out of their way to perform demonstrations of their power, and give long-winded speeches about how anything that the gods can do can also be accomplished by mortal ingenuity. The finer points of their arguments tend to be lost on their audience, but in places where religious tensions are high, such crusading elite arcanists can cause quite a bit of trouble for established churches.

By contrast, many elite arcanists feel that all magic, whether it is channeled by clerics or wizards or anyone else, is in some small way divine, and that the labels of "arcane" and "divine" magic are misnomers. These elite arcanists hold magic in wonder and awe, and are typically at least passing followers of a deity devoted to magic itself. A handful of these elite arcanists become vocal evangelists as well, typically preaching that in order to truly commune with the forces of magic, one must open oneself up to all kinds of magic, as the elite arcanist does. A small few of these gain cult followings, but most are largely ignored.

**Other Classes:** Elite arcanists have very similar outlooks and attitudes to sorcerers, wizards, and witches, and tend to get along very well with other dedicated arcane spellcasters, with whom they can talk shop, swap notes, and generally relate. In fact, elite arcanists are generally very interested in discussing magic with members of just about any spellcasting class, and are happy to debate magical theory or swap techniques with members of all such classes, in order to get additional perspectives into the nature of magic, and better insight into how members of that particular spellcasting class approach their magic. That doesn't mean that members of other classes necessarily like the attention, however: clerics and paladins frequently become offended by the elite arcanist's treatment of their god-given spells as being little more than arcane formulae, and even more conventional spellcasters like alchemists and wizards may be more wary of an elite arcanist trying to uproot the wizard's "trade secrets" than they are happy to discuss magic with a colleague.

When it comes to non-spellcasters, elite arcanists tend to be more than a bit snobbish. To an elite arcanist, magic is more or less everything, and characters that are forced to get by without it are viewed in much the way that a rich and privileged noble views dirty and disheveled commoners. Still, elite arcanists tend not to be foolish enough as to dismiss the value of a skilled rogue or a seasoned fighter entirely, and, with time, they can overcome their prejudices and get along with such characters well, but by default they tend to be too busy looking down their noses at "mundanes" to bother getting to know them very well.

# Elite Arcanists in the World

The idea that these "elite arcanists" are capable of tapping into some kind of underlying principle of magic that has escaped us is simply absurd. Just because you know how to copy spells doesn't mean you have a greater understanding of magic. What? How do they do it? Well, we haven't figured that out just yet, but that doesn't mean that they know more about magic than we do!"

~Osric Pellenbrook, Headmaster of Syvistar Arcane Academy, frustrated wizard.

In many ways, elite arcanists are much like wizards, sorcerers, and other dedicated arcane casters, and to many characters, the differences between the elite arcanist and these other classes will be largely academic. That said, among certain circles, especially those inclined towards arcane or divine magic, opinions on elite arcanists can be very strong, indeed.

**Daily Life:** The life of an elite arcanist is typically a lot like the life of a sorcerer or, more likely, a wizard. Elite arcanists live, breathe, and speak magic, and they spend much of their time each day studying and working to unlock the deeper mysteries of the arcane, and to master new spells, as well as practicing those spells that they already know. Many elite arcanists join arcane schools or universities, seeking to use the resources and knowledge available at these facilities in order to speed their mastery of all things magical, but just as many choose a self-taught approach, scouring over tomes of magic or simply wandering from place to place meeting and swapping techniques with enthusiasts of magic from all walks of life.

Obviously, like sorcerers and wizards, many elite arcanists hear the call of adventure, and there are just as many elite arcanists who pursue adventure as a means of progressing their studies (raiding dungeons in search of lost tomes and ancient arcane lore, or simply using the gold to fuel their research and habits), as there are elite arcanists who pursue their magical studies in order to assist them in their adventuring. Still, there are plenty of elite arcanists who live relatively quiet lives, typically as either instructors or researchers at some kind of magical academy.

**Notables:** While most elite arcanists have a large enough ego (and impressive enough magical skill) to ensure that they get their names out to a certain extent, there are definitely some elite arcanists who stand above the rest, and are easily identified as paragons of the class. Below is information on two of them: Lyallar the Magnificent, and The Arcane Apostate.

Supposedly the very first elite arcanist, Lyallar the Magnificent is an elf who claims to have discovered the "underlying secret of all magic," which he claims was the secret to his never-before-seen method of magic. Though he speaks frequently on the subject, and has even published a tome that he claims reveals these secrets, his detractors argue that his descriptions of this "underlying secret" are entirely too vague to be useful, and that any attempts to replicate his supposed results have failed. Despite these protestations by his critics, however, Lyallar is growing in popularity, and his recently founded "School of Arcane Mysteries" has been swelling with students travelling from far and wide to learn his secret. While not all of these students are successful, a growing number of elite arcanists are graduating from the school, much to the bafflement and consternation of more traditional sorcerers, wizards, clerics, and other spellcasters. Others simply wonder what the source of Lyallar's sudden "inspiration" was, and whether or not there might be more behind the sudden surge of elite arcanists than meets the eye.

The exact identity of The Arcane Apostate is unknown, although it is believed that he is human, and, due to some of the finer points of his techniques, some theorize that he is a graduate of Lyallar the Magnificent's "School of Arcane Mysteries." The Arcane Apostate is known for wearing simple brown robes that conceal his face (apparently by magic, for no one has apparently been able to see under it, even when he is addressing large crowds). He travels from town to town, preaching about how gods, clerics, and all things divine are nothing more than lies and traps set to steal the devotion and faith of the common people. He argues that gods, though they are no doubt powerful magical beings, are little more than tyrants who force others into worshipping them, even though they do not deserve such worship, and that all clerics and other sources of "divine" magic are agents in this grand scheme. Beyond simply preaching his beliefs, he often goes out of his way to embarrass the local clergy by publicly casting powerful spells that are supposedly the sole purview of the divine, often while interrupting a sermon or other religious service. In towns where he is well-received, he wastes no time whipping the locals into a frenzy and directing them against the clergy in vicious pogroms that often end with executions. In other towns, his cries may fall on deaf ears, or he may occasionally need to use his potent magical power to protect himself from the wrath of the local religious populace.

**Organizations:** Elite arcanists rarely have their own organizations, and instead are frequently found as members in a variety of organizations that cater to spellcasters of a variety of sorts, or, occasionally, as members of several organizations that each cater to different kinds of spellcasters. Typically, this means that either the elite arcanist is a member of some kind of arcane college or school of magic, which serves not only elite arcanists but also sorcerers, wizards, witches, and a variety of other kinds of magic practitioners, or else the elite arcanist is simultaneously a member of the local wizard's guild, the local bard's college, and has a membership card granting access to the summoner's club, etc. Still, there are a few organizations that are specifically devoted to catering to elite arcanists.

The School of Arcane Mysteries, founded by Lyallar the Magnificent, the elf who was supposedly the first to discover the style of magic practiced by elite arcanists, still thrives to this day, and is, in fact, steadily growing in popularity, with more students enrolling each year than the one before. Though many of these students eventually go on to become sorcerers, wizards, witches, or other types of spellcasters, the faculty at the School of Arcane claim that their curriculum is specifically geared towards the underlying and universal principles of magic that apply to all disciplines of spellcasting, and supposedly serve as the founding principles for how elite arcanists cast their spells. Whether or not this is actually true is difficult for anyone but an elite arcanist to gauge, but it is undeniable that the school produces far more elite arcanists than any other, and, in fact, it is estimated to be responsible for almost 40% of all elite arcanists.

The Society for the Preservation of Spellcraft is another organization that is heavily comprised of elite arcanists, though members of several other classes can also be found amongst its ranks. The society's stated mission is to protect and preserve all available knowledge relating to magic and spellcasting, and to ensure that that knowledge is available for future generations. Much of what the society does is provide affordable access to rare and unusual spells to members who pay a reasonable monthly fee, allowing them to copy such spells into their spellbooks (or otherwise learn them) and to buy scrolls of such spells at only slightly above the cost required to create them. The society is also engaged in the somewhat more controversial activity of actively seeking and out and acquiring such rare arcane knowledge. The society employs a large number of agents who send them rare and exotic spells and other arcane information (methods of magic item creation, treatises on magical theory, and so on). This rare information is often recovered from lost and forgotten tombs, relics, and other dungeons, which is sometimes frowned upon by local governments or individuals who feel that such places (and their treasures) belong to them. Other times, the information may even be stolen directly from personal collections or public libraries or archives, though the society officially frowns on such things. A few rumors claim that the society's director, a shadowy, unknown figure, is using the society to search for some specific piece of eldritch lore, but such rumors have little to support them other than gossip.

NPC Reactions: For the most part, only individuals who are at least somewhat knowledgeable about spellcraft and either arcane or divine magic can really appreciate the difference between an elite arcanist and a wizard or a druid, for example. For the most part, anyone that the elite arcanist meets will treat him much the same as they would a member of another spellcasting class, based on how the elite arcanist presents himself. Most elite arcanists pass for wizards without any real difficulty, while an elite arcanist who regularly uses healing spells and occasionally preaches or offers prayers would easily be mistaken for a cleric, and so on.

That said, among those who do know about spellcraft, including many members of the various spellcasting classes, elite arcanists can be something of a controversial topic. Many members of such classes, especially clerics and wizards, can be quite hostile to elite arcanists for a variety of reasons, including the tendency for members of such classes to fly in the face of magical tradition, the fact that it is difficult for members of such classes to explain how elite arcanists do what they do, or, sometimes, simply because they are jealous. Whatever the case, elite arcanists may not always be welcome at the local arcane college, and many elite arcanists learn to heal themselves, as the local priesthood is sometimes not willing to turn their healing to an elite arcanists.

Elite Arcanist Lore: Characters with ranks in Knowledge (arcana) can research elite arcanists to learn more about them. When a character makes this skill check, read or paraphrase the information below, including the entries for lower DCs.

# DC Result

- 10 Elite arcanists are a type of spellcaster, like sorcerers or wizards. They use strange and unconventional spellcasting methods.
- 15 Elite arcanists can cast spells from any spell list, effectively granting them access to all of the most powerful magic. Despite this, there are heavy restrictions on how many spells and of which type they can learn.
- 20 Elite arcanists can cast nearly any spell on the fly, as long as it is cast on them first. Casting a spell on an elite arcanist can be a very risky proposition, if

you're not prepared to have it cast right back at yourself.

- 25 The most powerful elite arcanists can cast any spell they can imagine on the fly, or even cast two spells at the same time.
- 30+ A character who achieves this level of success can learn about a specific elite arcanist, the area in which he operates, the activities that he undertakes, some of his more famous exploits, and so on.



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# Appendix 2: Places of Power

Everyone knows that if you have to fight a wizard, you absolutely never want to do it in the seat of his power. A wizard (or other spellcaster)'s sanctum is the place where he is most powerful. As master of his domain, he can call upon additional power, and most likely has invested in one or more nasty toys that are a part of the place itself, as well. This popular and flavorful fantasy theme has some presence in *Pathfinder* through a few spells like *mage's private sanctum*, but overall, there is very little to make the average sorcerer's ritual room any different from any other large room with some sigils carved on the floor.

The optional rules included in this section are designed to provide GMs and players alike with rules for creating private (or, sometimes, communal) sanctums for spellcasters. Whether this serves as the "party base," or as a bit of additional oomph to give to the big bad evil warlock at the end of the adventure, a well-made sanctum will make any game more memorable.

# Creating a Sanctum

A sanctum is created through a combination of both physical and magical means: the physical objects that make up the sanctum—the altars, alchemy labs, braziers, skulls, candles, and the like—must all be made or purchased and then put into place, and, additionally, the character who intends to become the sanctum's master must perform an elaborate ritual which forges a mystic connection between himself and the area that is to serve as his place of power.

A sanctum consists of several components, each of which requires an initial cost in sanctum points in order to add it to the sanctum. A sanctum point is an abstract representation of the strength of the bond between the sanctum and its master. In essence, the more sanctum points a given component costs, the more useful and powerful that component will be. In game terms, for every sanctum point to be included in the sanctum at the time of its creation, the sanctum's master must expend 1,000 gp. This gold represents numerous different things, including the cost of any physical components of the sanctum (obsidian altars and golden idols aren't cheap!) as well as special incense, ointment, and other magical components required to perform the ritual.

The ritual to create a sanctum takes 2 hours per sanctum point to be invested in the sanctum. During this time, the character creating the sanctum cannot perform any strenuous activity, and he cannot stop except to sleep for eight hours per day, or the ritual is ruined and must be started over from the beginning (the character does not need to expend the 1,000 gp per sanctum point again, however). Once the ritual is complete, the sanctum becomes fully operational immediately, and the character officially becomes the master of the sanctum, with all of the benefits that that entails, as determined by the components that were chosen and the number of sanctum points that were invested. Once created, a sanctum lasts indefinitely.

A character cannot create a sanctum with more sanctum points invested in it than twice his caster level + his primary spellcasting ability score modifier, and no single component in a character's sanctum can have more sanctum points invested in it than his caster level. Characters that cannot cast spells cannot create sanctums. A character can have as many different sanctums as he likes, and each of them can have the maximum number of sanctum points invested in them, if desired, but a character cannot have two sanctums within 1 mile of each other.

# Improving a Sanctum

A sanctum can be improved in a fashion very similar to its creation. At any time, the master of a sanctum can invest additional sanctum points into an existing component of the sanctum, or can create a new component entirely. Doing so requires the expenditure of 1,000 gp per sanctum point to be added, and the master of the sanctum must perform a ritual that lasts 2 hours per sanctum point to be added.

Alternatively, the master of the sanctum can exchange an existing component for another, or move sanctum points that were invested in one component to another component. Doing so is costly and time consuming, but less so than simply adding a new component from scratch. The master of the sanctum must expend 500 gp per sanctum point that is being repurposed in this way, and must perform a ritual which lasts 2 hours per sanctum point that is being repurposed.

Only the master of the sanctum can improve a sanctum in either of these ways.

# Sanctums with Multiple Masters

If desired, multiple characters can pool their resources to create a single, shared sanctum. The process for doing this is identical to the process for creating a sanctum normally. The main advantage of having a shared sanctum is the ability to invest more sanctum points in it. The total number of sanctum points that can be invested in a shared sanctum in this way is equal to the combined caster level of each of the contributing members, plus the primary spellcasting ability score modifier of each contributing member. The cost per sanctum point remains the same, as does the amount of time that it takes to perform the ritual, but each character that is involved in the creation of the sanctum must participate in the entire ritual.

Once the sanctum is complete, each of the characters that contributed is treated as being the master of the sanctum for the purposes of the abilities and effects

of any of the sanctum's components (any effect that refers to "other characters" in the sanctum does not refer to any of the sanctum's masters). If a component provides an ability that can only be used a certain number of times per day, those daily uses are shared amongst all of the masters of the sanctum (meaning that if there is only one daily use, only one of the sanctum's masters can use that ability on any given day).

A character can also gain shared control over an existing sanctum, providing that the current master of the existing sanctum is willing. In order to do this, the new, secondary master of the sanctum must contribute at least one sanctum point to the sanctum (though typically the sanctum's current master would expect a contribution equal to his or her own), expending the standard 1,000 gp per sanctum point to do so. Both the sanctum's current master and the new, secondary master must participate in a ritual that lasts 2 hours per sanctum point to be added, at the end of which both characters are treated as masters of the sanctum.

# Inheriting a Sanctum

It is possible to inherit a sanctum, either with the wishes and blessing of the sanctum's previous master, or without. When a sanctum's master dies, the sanctum's magic becomes dormant, but it is not completely gone. A character that visits the sanctum and recognizes its true nature can forge his own bond with it in order to reactivate its magic and become the sanctum's new master. Doing so requires the same ritual and gold expenditure as creating a new sanctum, based on the number of sanctum points invested in the sanctum, but the character can become the sanctum's master even if the sanctum has more sanctum points invested in it than twice his caster level + his primary spellcasting ability score modifier. He cannot, however, invest additional sanctum points in the sanctum or repurpose existing sanctum points unless his caster level and primary spellcasting ability score modifier are high enough to allow him to do so normally.

Alternatively, if the sanctum's master is still alive, he can choose to pass on his mastery of the sanctum to another. Doing so requires the expenditure of 500 gp per sanctum point invested in the sanctum (this can be paid by either the sanctum's old master or its new master), and the sanctum's old master must perform a ritual lasting 2 hours per sanctum point invested in the sanctum. The sanctum's new master can participate in the ritual as well, and if he does, this reduces the necessary time to 1 hour per sanctum point, but the sanctum's new master does not need to be involved in the ritual, or even aware that it is occurring, in order for the transfer to take place. The transfer can occur regardless of distance.

# Using a Sanctum

The exact benefits that a sanctum provides depend on what components it is comprised of, but in general, most components tend to function in similar fashions. Generally speaking, a component will either provide a constant bonus to the sanctum's master (and sometimes other characters in the sanctum) as long as he is within the sanctum, or it will provide him with a specific ability that can be used by the sanctum's master when he is within the sanctum, typically a limited number of times per day.

In the case of components that grant constant benefits, the sanctum's master need only be within the sanctum in order to gain the benefit. Many components provide secondary, lesser benefits to other characters within the sanctum, as well. The sanctum's master can deny these benefits to any given character within the sanctum at any time as a full-round action, and can return the benefits in the same way. A character who leaves the sanctum and enters it again regains any benefits, but the sanctum's master can take them away again, as normal.

In the case of components that grant special abilities, those special abilities are always supernatural abilities that require a standard action to activate, unless the individual component's description indicates to the contrary. The special ability can only be used while the sanctum's master is within the sanctum. If desired, the sanctum's master can bestow one of these abilities on another creature within the sanctum as a full-round action. Doing so allows that character to use the special ability as though he were the sanctum's master. If the ability can only be used a limited number of times per day, than any uses that that character uses count against the number of uses that the sanctum's true master can use that day. The sanctum master can revoke this benefit as a full-round action at any time, as long as the beneficiary has not already used the ability. A character that leaves the sanctum loses the ability to access any special abilities that have been granted to it in this way, although the sanctum's master can bestow them anew, should the creature return.

Finally, several components impose penalties on creatures that enter the sanctum. These effects never apply to the sanctum's master, and the sanctum's master can grant any creature immunity to the effect as a full-round action. This protection lasts until revoked (another full-round action) or until the next time the creature leaves the sanctum.

Note that the various components of a sanctum can always be used for their normal purposes, as objects not associated with the sanctum. For example, while a sacrificial altar that is used as a component for a sanctum may only grant its special ability to the sanctum's master, this does not prevent other characters from using it to perform sacrifices (or as a table to play cards on, for that matter).

# Components of a Sanctum

A sanctum is composed of a number of components, which provide its master (and sometimes other characters) with unique abilities and static bonuses as long as he remains within the sanctum. A sanctum is generally limited in the types and number of components that it contains, and has a number of slots corresponding to each type of component, which determine the maximum number of components that it can incorporate. By default, a sanctum can incorporate up to 7 components (3 accents, 1 boundary, 1 core, 1 threshold, and 1 workstation) though many contain fewer components, and a rare few allow for additional accents or workstations (at the GM's discretion). All places of power must include at least a core and a boundary, even if they contain nothing else. Finally, a place of power cannot contain any components whose cost in sanctum points is greater than the core's cost in sanctum points.

# **Component Slots**

Accents: Accents are important to a sanctum, and though they play a less significant role in the sanctum's overall function, they provide it with its sense of identity and form. Accents are often the most distinguishing features of a sanctum (apart from the core) and come in a vast and wide array. Typical examples of accents include candles, icons, braziers, skulls, mushroom rings, and many more.

Accents generally provide static bonuses to all characters within the sanctum and give a real sense of the place's magic. Unlike the other component slots, a place of power can have up to 3 accents.

**Boundary:** A boundary is critical to a sanctum, and determines the space in which the magic of a sanctum can exist. These boundaries can be either physical or ephemeral, but are generally apparent to those who are familiar with the sanctum. Typical examples of a boundary include magical circles, standing stones, walls, rings of fire, and magical fields.

A sanctum cannot exist without a boundary, and a sanctum that loses its boundary immediately gains the emanation (10 foot) boundary, so long as the core remains intact. The entire sanctum must be contained within the boundary, and any components of the sanctum that are outside the boundary do not function. Characters can only benefit from the sanctum's components while within the sanctum's boundary.

**Core:** The core is the heart of a sanctum, the source of its energy and the object which defines its identity. A core is always the focal point of a sanctum, and is generally immediately obvious, due to the reverence placed around it. Typical examples of a core include altars, idols, monoliths, sarcophagi, and thrones. The practical effects of a core vary from one core to another, as described below; however, all have a few traits in common. The first important trait of the core component is its necessity to the sanctum. A sanctum cannot exist without the core, and a sanctum with no core loses all of its other abilities and properties. A sanctum's core also determines the maximum strength of the other components that make up the sanctum, and no individual component within a sanctum can have more sanctum points invested in it than the number of sanctum points invested in the sanctum's core. Core components almost always provide benefits in the form a single special ability that can be performed by the sanctum's master.

**Threshold:** A threshold protects the sanctum from unwanted entry and ensures that only those desired by the creator or inheritor of a sanctum be allowed entry. A threshold in conjunction with a boundary restricts access to the magic of a sanctum and prevents its power from being turned against its caretakers by their enemies. Typical examples of thresholds include doors, ritual pools, arches, stone paths, and magic words.

In essence, a character who fails to pass the threshold or who fails to perform the ritual described in the threshold's individual entry is considered to be outside the boundary of the sanctum, even if he enters it physically. He can gain no benefit from the place of power, although he can still be affected by any negative effects that apply to intruders within the sanctum. Often, powerful thresholds physically bar affected creatures from entering the sanctum.

**Workstation:** The workstation is a component designed for a single task that is commonly performed by the sanctum's master. Often separate from the regular uses of the sanctum, workstations serve a different but related purpose from the rest of the sanctum's components. Typical examples of workstations include a wizard's alchemy lab, a sacrificial altar, a baptismal pool, a summoning circle, and an embalming station.

The practical abilities of a workstation are wholly defined by the individual component's description, though generally only the sanctum's master gains any special benefit from them.

# **Component Types**

Altar (core, 1 or more points): Though often a simple stone or wooden table designed for worship and the sacrifice of materials or small animals, the more sanctum points invested in the creation of this component, the more exotic and ornate the altar becomes. Once per day, the master of the sanctum can perform a simple ritual as a full-round action. If he does, then he can harness the power of the altar to either heal his allies within the sanctum, or harm his enemies within the sanctum. If he chooses to heal his allies, then each of his allies within the sanctum (including himself) heals a number of hit points equal to 2d6 per sanctum point invested in the altar. If he chooses to harm his enemies, then each creature in the sanctum that is not one of his allies suffers 2d6 points of damage per sanctum point invested in the altar. In the case of damaging his enemies, a successful Fortitude save (DC 10 + the number of sanctum points invested in the altar) halves this damage.

Ancient Writings (accent, 1 or more points):

Ancient texts litter the sanctum, either scribbled upon the walls or printed on pages bound in ruined tomes. Reading the ancient writings takes time, and doing so has no effect unless they are studied for at least 1 hour. If the master of the sanctum studies the texts for at least 1 hour, he can make a single Knowledge skill check with a bonus equal to the number of sanctum points invested in the ancient writings. Further, he is treated as being trained in the appropriate Knowledge skill, even if he has no ranks in it, for the purposes of this check. Other characters can also study the ancient writings for 1 hour and make a special Knowledge check in this way, but the bonus that they gain on the Knowledge check is only equal to 1/2 the number of sanctum points invested in the ancient writings (rounded down, minimum +o).

Arcane Forge (workstation, 7 points): Containing everything one needs to forge weapons and armor of the most fantastic sort, an arcane forge also concentrates the magical energies of a place of power in order to aid in the crafting of magical items. An arcane forge always provides sufficient tools for metal working, fletching, and leatherwork, and often contains tools and supplies for a variety of other trades as well. In addition to providing a handy workstation for crafters of all sorts, the arcane forge makes it easier for the master of the sanctum to craft magical items, and reduces the cost of creating all magic items that he creates using the arcane forge by 200 gp per sanctum point that the master of the sanctum has invested in the entire sanctum, to a maximum discount of 1/2 the item's cost.

Arcane Powder (boundary, 5 points per 10-ft. radius): Dust of some precious stone or metal arranged in a perfect circle with the core at its center, this boundary is kept unbroken and in place by the magic of the sanctum. No magic can cross this boundary, and spells cast from one side of the boundary cannot target creatures on the other side. If a spell has an area, and that area overlaps the boundary's border, then the area of the spell stops at the boundary, and cannot cross it.

Arcane Well (core, 4 or more points): This component is made up of a flow of energy resulting from a ley line or other magical concentration, which provides an exceptional excess of magical energy locally. The sanctum's master can utilize the arcane well to enhance his own magic. Once per day, while casting a spell within the sanctum, the sanctum's master can gain a bonus to the caster level and saving throw DC of that spell equal to 1/4 the number of sanctum points invested in the arcane well. **Bane (threshold, 5 points):** Attuned to a specific sort of creature, a bane threshold damages any creatures of the chosen type who would dare enter the place of power. When this threshold is created, choose a creature type from the ranger favored enemy class feature (such as aberration or humanoid [dwarf]). Any creature of the chosen type which passes through the boundary suffers an amount of damage equal to 1d6 per 5 sanctum points that have been invested in the entire sanctum, and is treated as though he were outside the boundary of the sanctum for the purposes of any benefits granted by the sanctum's components.

**Baptismal Waters (workstation, 10 points):** A standing pool or running stream of blessed water. This 10foot by 10-foot section of water is imbued with divine power, and has all the same effects as holy water. Additionally, the master of the sanctum can bathe a living creature in the enchanted waters in order to affect that creature as though with the redemption, reverse magical alignment change, or temptation versions of the *atonement* spell. The caster level for this effect is equal to the number of sanctum points invested in the entire sanctum (to a maximum of 20), and the saving throw DC to resist the effect is equal to 10 + 1/2 the number of sanctum points invested in the entire sanctum (to a maximum DC of 25). Any given creature can only ever be affected by this effect once from any given baptismal waters.

**Black Candles (accent, 3 or more points):** Made from black wax, these simple candles are tools attuned to arcane magic. For the purposes of all arcane spells that the master of the sanctum casts within the sanctum, he treats his caster level as being 1 higher than it actually is for every 3 sanctum points invested in the black candles. Other characters that cast arcane spells within the sanctum treat their caster level as 1 higher than it actually is for every 6 sanctum points invested in the black candles for the purposes of such spells.

**Bone Barrier (boundary, 8 points per 20-ft. radius):** The bones of sentient humanoids are used to construct this boundary, and are either buried underground or erected in a grim wall around the sanctum. Whenever a creature other than the master of the sanctum enters the sanctum, and each minute thereafter, he must succeed on a Will save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum) or be shaken for 1 minute. If the creature fails its saving throw by 10 or more, it is frightened, instead. This is a mind-affecting fear effect.

**Braziers (accent, 4 points):** Large iron bowls of flame fill a 5-foot square within the sanctum, and shed bright light to a radius of 60 feet, and dim light for an additional 120 feet beyond that. The master of the sanctum gains fire resistance 5 as long as he remains within the sanctum. Other characters in the sanctum gain fire resistance 2. If there are multiple braziers in the sanctum, their fire resistance stacks.

**Charm of Calling (accent, 1 point):** Various charms and baubles representing the calling of creatures adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the calling subschool that he casts within the sanctum. A sanctum cannot have more than one charm of calling.

**Charm of Charm (accent, 1 point):** Various charms and baubles representing the seduction and manipulation of creatures adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the charm subschool that he casts within the sanctum. A sanctum cannot have more than one charm of charm.

**Charm of Compulsion (accent, 1 point):** Various charms and baubles representing the enslavement and dominance of others adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the compulsion subschool that he casts within the sanctum. A sanctum cannot have more than one charm of compulsion.

**Charm of Figments (accent, 1 point):** Various charms and baubles representing the ephemeral and false adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the figment subschool that he casts within the sanctum. A sanctum cannot have more than one charm of figments.

**Charm of Glamers (accent, 1 point):** Various charms and baubles representing disguise and deception adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the glamer subschool that he casts within the sanctum. A sanctum cannot have more than one charm of glamers.

**Charm of Healing (accent, 1 point):** Various charms and baubles representing the healing of creatures adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the healing subschool that he casts within the sanctum. A sanctum cannot have more than one charm of healing.

**Charm of Patterns (accent, 1 point):** Various charms and baubles of wild colors and eye-wrenching shapes adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the pattern subschool that he casts within the sanctum. A sanctum cannot have more than one charm of patterns.

**Charm of Phantasms (accent, 1 point):** Various charms and baubles of frightening and unknown shapes adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the phantasm subschool that he casts within the sanctum. A sanctum cannot have more than one charm of phantasms.

**Charm of Polymorph (accent, 1 point):** Various charms and baubles which constantly shift in shape and size adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the polymorph subschool that he casts within the sanctum. A sanctum cannot have more than one charm of polymorph.

**Charm of Scrying (accent, 1 point):** Various charms and baubles representing voyeurism and magical spycraft adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the scrying subschool that he casts within the sanctum. A sanctum cannot have more than one charm of scrying.

**Charm of Shadows (accent, 1 point):** Various charms and baubles representing shadows and darkness adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the shadow subschool that he casts within the sanctum. A sanctum cannot have more than one charm of shadows.

**Charm of Summoning (accent, 1 point):** Various charms and baubles representing the summoning of creatures adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the summoning subschool that he casts within the sanctum. A sanctum cannot have more than one charm of summoning.

**Charm of Teleportation (accent, 1 point):** Various charms and baubles representing the magical transportation of creatures adorn the sanctum, the exact form of which depends on the cultural background and aesthetic tastes of the sanctum's master. The sanctum's master treats his caster level as being 1 higher than it actually is for the purpose of any spells with the teleporation subschool that he casts within the sanctum. A sanctum cannot have more than one charm of teleportation.



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**Chill Air (accent, 4 points):** The air is filled with a cool chill within the sanctum. Whenever the master of the sanctum casts a spell with the cold descriptor within the sanctum, if that spell deals damage, it deals an additional point of cold damage per damage die. Additionally, whenever another character enters the sanctum, and every minute thereafter, he must succeed on a Fortitude save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum) or be fatigued for 1 minute. A sanctum cannot have both chill air and stifling heat at the same time.

**Crystal (accent, 2 points):** This humming crystal can be of any shape, though it is always at least 1 foot tall or long, and prominently displayed. A crystal component grants the master of the sanctum a +4 bonus on all Spellcraft checks made within the sanctum. Other characters gain a +1 bonus on all Spellcraft checks made within the sanctum.

**Emanation (10 ft.) (boundary, o points):** The area nearby to the core of the place of power is magically attuned to it and creates a small place of power. The area within a 10foot radius of the core of a place of power is considered to be within the boundary of a place of power. Any place of power that does not already have a boundary is treated as having the emanation (10 ft.) component as its boundary.

**Fountain (core, 5 or more points):** This glittering fountain of magical water can have restorative effects.

Once per day, the master of the sanctum can drink from the fountain in order to receive its restorative effects. A fountain invested with 5 - 9 sanctum points functions as a *lesser restoration* spell, while a fountain invested with 10 - 14 sanctum points functions as a *restoration* spell, a fountain invested with 15 - 19 sanctum points functions as a *greater restoration* spell, and a fountain invested with 20 or more sanctum points functions as a *greater restoration* spell, and also restores a character's youth, ending all magical and supernatural aging effects, and setting the drinker's age to the minimum age for adulthood for a character of his race.

**Glacier (accent, 4 points):** A large patch of ice fills a 10-ft. by 10-ft. area of the place of power, and its slippery surface is difficult to walk on (treat as difficult terrain). The master of the sanctum gains cold resistance 5 as long as he remains within the sanctum. Other characters in the sanctum gain cold resistance 2. If there are multiple glaciers in the sanctum, their cold resistance stacks.

**Grave Dirt (accent, 2 - 5 points):** The sanctum's floor is covered (or at least sprinkled) with the dirt from freshly-dug graves. Undead creatures within the sanctum gain fast healing equal to the number of sanctum points invested in the grave dirt for as long as they remain within the sanctum.

**Great Tree (core, 1 or more points):** A large tree grows in the center of the place of power, filling the area with a potent natural magic. Once per day, the master of the sanctum can fill the area within the physical boundary of the place of power with grasping vines, forcing all other characters in the sanctum to succeed on a Reflex save (DC 10 + the number of sanctum points invested in the great tree) or become entangled. The vines last for a number of rounds equal to the number of sanctum points invested in the great tree, and any creatures that escape or avoid entanglement must make a new saving throw to avoid becoming entangled each round as long as the vines remain.

**Grimoire (core, 1 or more points):** Whether contained in a massive tome, scrawled in runes, or hidden in blackened scrolls, this is the most common type of sanctum core for serious, and often power-hungry, students of knowledge. Whatever form a grimoire takes, it must be securely fashioned in a single permanent location in order to function.

The grimoire functions as a wizard's spellbook with infinite pages, except that it can also be used by any character capable of preparing spells from a similar source (such as alchemists and witches), and there is no cost in ink or other components in order to record a spell within it. Additionally, as long as he is adjacent to the grimoire, the master of the sanctum can cast any spell that is recorded in the grimoire as though he had prepared it. Doing so does not expend any prepared spells or unused spell slots, but the master of the sanctum cannot cast more total spell levels in this way per day than 1/2 the number of sanctum points invested in the grimoire (rounded down, minimum o). If the spell's casting time is less than 1 round, it is increased to 1 round when cast this way. The master of the sanctum must still provide all material components and focuses necessary for the spell. The master of the sanctum cannot use this ability to cast a spell that is a higher spell-level than he could normally cast.

Guardian (threshold, 1 or more points): A guardian creature stands ready to protect the sanctum from any threat. This creature must be a mindless construct or undead creature whose CR is less than or equal to the number of sanctum points spent on this component. The creature cannot leave the place of power, and can perform no actions other than to fight any intruders within the sanctum. The master of the sanctum can choose whether the guardian automatically attacks any other creatures that enter the sanctum (in which case he can designate a single creature as "welcome" as a move action, causing the guardian to ignore that creature until the creature leaves the sanctum, or until the master of the sanctum withdraws this protection with another move action), or whether it remains inert unless specifically directed to attack a creature within the sanctum by the master of the sanctum.

If the guardian is slain, this component is lost, as is the gold spent to create it. Idol (core, 3 or more points): This component is an image of a deity, demon, or otherworldly force designed to be worshiped and glorified. All idols used for the core component of a sanctum are representative of a particular ideal or aspect of the force they depict, and are consequently associated with a single cleric domain. Once per day, as a full-round action, the master of the sanctum can cast a single spell that appears on the domain list associated with the domain the idol represents as a spell-like ability. The chosen spell must be of a spell level equal to or less than 1/3 the number of sanctum points invested in the idol. If the chosen spell has costly material components, the master of the sanctum must provide them. The caster level for this ability is equal to the number of sanctum points invested in the idol (maximum 20<sup>th</sup>).

Key (threshold, 3 or 9 points): This is not a physical key, though many sanctums are protected by locked doors. Instead, anyone that enters the threshold without holding a specific type of item (as defined by the master of the sanctum when the sanctum points are invested in this component) is not treated as being within the sanctum for the purposes of any benefits granted to characters within the sanctum. If the component is invested with 9 sanctum points, then creatures not in possession of an item of the chosen type are physically incapable of entering the sanctum unless they succeed on a Will save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum). A creature that fails this saving throw cannot try again for 24 hours. The type of item associated with this protection can be anything that the master of the sanctum desires, as long as items of the chosen type can readily be purchased in most communities for less than 1,000 gp.

Library (workstation, 10 points): A library contains books on a myriad of subjects which provide a substantial advantage to researchers. Any character that studies in the library for at least 1 hour gains a +3 bonus on all Knowledge checks made in the next 24 hours. Additionally, the master of the sanctum can spend 4 or more hours poring over the musty tomes in order to research a specific topic. If he does, he learns information about that topic as though he had cast a *legend lore* spell. This ability can be used to research non-legendary subjects, but can only grant information about those subjects that could be gained with a successful DC 35 Knowledge check in the appropriate Knowledge skill.

**Magic Stone (accent 1 point):** This stone is attuned to magic and attracts arcane power, making all spells cast within the sanctum easier to resist, as the stone absorbs some of their power. Characters within the sanctum gain a +1 bonus on saving throws made to resist spells. The master of the sanctum gains a +2 bonus on saving throws made to resist spells, instead.

**Monument (accent, 4 or 10 points):** The sanctum contains a large monument of ritual or artistic significance, displaying the majesty of the place of power. If the monument has been invested with 4 sanctum points, it occupies a 10-ft. cube, and grants the master of the sanctum a +4 circumstance bonus on all Charisma checks and Charisma-based skill checks made within the sanctum. Further, anyone else in the sanctum is left in awe of the grand—and often alien—structure of the monument, and is distracted by it, suffering a -2 penalty on all Perception, Sense Motive, and Initiative checks made within the sanctum.

Alternatively, if the monument has been invested with 10 sanctum points, it occupies a 30-ft. cube, and grants the master of the sanctum a +10 bonus on all Charisma checks and Charisma-based skill checks made within the sanctum, while other characters in the sanctum suffer a -4 penalty on all Perception, Sense Motive, and Initiative checks made within the sanctum.

**Mushroom Ring (accent, 3 points):** A circle of brightly colored toadstools fills a 10-foot-radius area within the sanctum. As long as he is within the sanctum, the master of the sanctum is immune to diseases of all kind, as well as the sickened and nauseated conditions. Other characters in the sanctum gain a +4 bonus on saving throws made to resist diseases while within the sanctum.

Portal to Beyond, Lesser (core, 12 or more points): The shape of these portals varies somewhat, though all bear a grand and regal countenance that makes their significance obvious to all who look upon them. Most commonly represented by a large door or archway located in the center of a sanctum, a lesser portal to beyond is linked with one or more other planes of existence, and can be used to transport between them. A lesser portal to beyond is connected to a single plane of the creator's choice, chosen when the sanctum points are invested in it. For each additional sanctum point beyond 12, the portal can connect to an additional plane. Once per day, the master of the sanctum can speak a command word and enter the lesser portal to beyond in order to be transported to any of the planes the portal is connected to. This functions as the spell plane shift, except that the character using the portal to beyond can choose his destination on the connected plane, accurate to within 100 feet.

Portal to Beyond, Greater (core, 35 or more points): These portals appear similar to lesser portals to beyond, but are much more potent. A greater portal to beyond functions as a constant and permanent gate spell to a single location on a single plane of existence. For each additional sanctum point invested in the greater portal to beyond in excess of 35, the greater portal to beyond can connect to an additional location on the same plane or a different one. The master of the sanctum can change which gate spell is active at any given time as a standard action, or can shut down the gate entirely, but only from within the sanctum. The other end of any *gates* connected to the greater portal to beyond appear as shimmering, opaque doorways in space, and are invisible (and non-functional) when the greater portal to beyond is attuned to a different gate, or is turned off.

Additionally, once per day, the master of the sanctum can call a creature through the greater portal to beyond by sacrificing 10,000 gp worth of rare offerings. This functions identically to the calling creatures version of the *gate* spell.

Riddle (threshold, 1 or 5 points): This threshold requires that anyone wishing to enter the sanctum must answer a specific riddle (as defined by the master of the sanctum when the sanctum points are invested in this component) or else be treated as not being within the sanctum for the purposes of any benefits granted to characters within the sanctum. If the riddle is invested with 5 or more sanctum points, then creatures that do not satisfactorily answer the riddle are physically incapable of entering the sanctum unless they succeed on a Will save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum). A creature that fails this saving throw cannot try again for 24 hours. The riddle, as well as any other information necessary to solve it, must be presented at the entrance to the sanctum, and the answer to the riddle must actually make sense as the answer of the riddle. If these requirements are not met, this component has no effect until the requirements are met again.

**Rift in Time (core, 10 or more points):** These rifts typically appear to be tears in reality, with wild warping in the air and vibrant colors being common manifestations. Once per day, as a swift action, while the master of the sanctum is within the sanctum, he can call upon the rift to affect time within the sanctum. This functions as the spell *time stop*, except that she cannot leave the sanctum during this time, and it only lasts for a number of rounds equal to 1 + 1 per 5 sanctum points invested in the rift in time beyond 10 (to a maximum of 5 rounds at 30 points).

**Ring of Fire (boundary, 5 or more points):** A ring of blazing, supernatural fire surrounds the sanctum. Any character that enters the sanctum other than the master of the sanctum suffers an amount of fire damage equal to 1d6 per 2 sanctum points invested in the entire sanctum (to a maximum of 20d6). By default, a ring of fire component has a 30-ft. radius. For each additional sanctum point invested in the ring of fire, its radius can be increased by 5 feet.

**Ritual (threshold, 4 or 12 points):** A simple ritual protects the sanctum. Anyone that enters the threshold without performing a specific, brief ritual (as defined by the master of the sanctum when the sanctum points are invested in this component) is not treated as being within the sanctum for the purposes of any benefits granted to characters within the sanctum. If the component is invested with 12 sanctum points, then creatures that do not perform the ritual are physically incapable of entering the sanctum unless they succeed on a Will save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum). A creature that fails this saving throw cannot try again for 24 hours. The ritual in question must be very simple and relatively intuitive. Typical examples include anointing oneself with oil or reciting a short piece of scripture.

**Sarcophagus (core, 1 or more points):** These decorative coffins are favored by necromancers and may or may not contain the remains of a famous or revered figure. Once per day, the master of the sanctum can summon forth a powerful undead guardian to defend the sanctum. The summoned creature can be of any type that the master of the sanctum desires, provided its CR is no greater than the total number of sanctum points invested in the sarcophagus. The summoned guardian loyally serves the master of the sanctum, as though it had been summoned by the spell *summon monster I*, except that it cannot leave the boundaries of the place of power. The summoned creature remains for a number of rounds equal to the number of sanctum points invested in the sarcophagus.

**Scrying Zone (workstation, 8 or more points):** This component can take the form of a still pool or a fulllength mirror, and allows the master of the sanctum to observe another creature at a distance. Once per day, the master of the sanctum can use the scrying zone to view a creature as per the *scrying* spell, except that the saving throw DC for the effect is equal to 10 + the number of sanctum points invested in the scrying zone (plus any adjustments due to the master of the sanctum's knowledge of and connection to the target, as per *scrying*). The *scrying* effect lasts for 1 hour per sanctum point invested in the scrying zone, or until the master of the sanctum ends the effect (a move action). If the target succeeds on his saving throw, it does not prevent the master of the sanctum from scrying on him using a *scrying* spell he casts himself.

**Skulls (accent, 2 points):** The bleached skulls of humanoids occupy this sanctum, and enhance the power of undeath. The master of the sanctum treats his caster level as 1 higher than it actually is for the purposes of all necromancy spells that he casts while in the sanctum. Additionally, all undead creatures within the sanctum gain a +1 profane bonus on attack and damage rolls as long as they remain within the sanctum.

**Spire (accent, 2 points):** This component is a short spire of stone, often engraved with runes or adorned with blood and blades. The master of the sanctum gains a +2 bonus on weapon damage rolls while within the sanctum. Other characters suffer a -2 penalty to AC while within the sanctum.

**Spirit Ward (threshold, 6 points):** This potent threshold denies incorporeal creatures entrance to the sanctum. Any incorporeal creature that attempts to enter the sanctum must succeed on a Will save (DC 10 + 1/2 the number of points invested in the entire sanctum) or be unable to enter the sanctum. A creature that fails this saving throw cannot try again for 24 hours.

**Stifling Heat (accent 4 points):** The air is filled with a searing heat within the place of power. Whenever the master of the sanctum casts a spell with the fire descriptor within the sanctum, if that spell deals damage, it deals an additional point of fire damage per damage die. Additionally, whenever another character enters the sanctum, and every minute thereafter, he must succeed on a Fortitude save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum) or be fatigued for 1 minute. A sanctum cannot have both chill air and stifling heat at the same time.

**Stone Circle (boundary, 12 or more points):** A circle of standing stones serves as the barrier to the sanctum. Though the stones can easily be walked between in order to gain entrance to the sanctum, powerful magic blocks unnatural creatures (aberrations, constructs, non-elemental outsiders, and undead) from entering, and such creatures are physically incapable of entering the sanctum unless they succeed on a Will save (DC 10 + 1/2 the number of sanctum points invested in the entire sanctum). A creature that fails this saving throw cannot try again for 24 hours. Even then, such creatures are not treated as being within the sanctum for the purposes of any benefits granted to characters within the sanctum. By default, a stone circle has a 10-ft. radius, but for every 2 additional points invested in the stone circle, the radius can be increased by up to 5 ft.

Summoning Circle (workstation, 6 points): A summoning circle is typically made of bronze, copper, or iron and is laid into the floor and etched with runes. A summoning circle has a radius of 5-ft., and occupies a 10ft. square within the sanctum. Whenever the master of the sanctum casts a spell of the summoning subschool, if the creature that he summons arrives within the summoning circle, that creature receives a +2 bonus to its Strength, Dexterity, and Constitution scores for the duration of the spell that summoned it. Additionally, the summoning circle is treated as functioning as a magic circle against chaos, a magic circle against evil, a magic circle against good, and a magic circle against law for the purposes of containing creatures summoned with *lesser planar binding*, and similar spells, and the master of the sanctum gains a +2 bonus on all Charisma checks and Charisma-based skill checks made to influence a creature trapped within the circle in this way.

**Sweet Air (accent, 2 points):** The air within the sanctum is empowered by magic to be sweet and pleasant smelling, not unlike a bed of wildflowers. All spells and effects based on olfactory elements (such as *stinking cloud, cloudkill*, and the stench special ability) automatically fail within the sanctum. Finally, the master of the sanctum can breathe deeply of the sweet air in order to calm his nerves, granting him a constant +2 bonus on saving throws made to resist spells and abilities with the emotion descriptor for as long as he remains within the sanctum.

**Transport Circle (workstation, 10 or more points):** The borders of these enchanted zones are often represented by colorful tiles or rings of stones. A transport circle is 5 feet in diameter and occupies a single 5-ft. square in the sanctum. Whenever the master of the sanctum steps into the transport circle, he is transported, as though by the spell *greater teleport*, to a single, specific location that was chosen at the time that the transport circle was invested with sanctum points. For every 5 additional sanctum points invested in the transport circle, the master of the sanctum can choose an additional location that the transport circle can *greater teleport* him to. This transportation is oneway, although whenever the master of the sanctum uses a *teleport* spell, or any similar spell with a chance of arriving at the wrong destination, to travel to his transport circle, he automatically reaches the correct location.

**Walls (boundary, 1 or more points):** The walls surrounding a sanctum can be empowered to serve as its boundary. It costs 1 sanctum point to empower a 20-foot stretch of wall (*thus, creating a wall boundary for a 20-ft. by* 20-ft. room would cost 4 sanctum points, a 30-ft. by 30-ft. room would cost 6 sanctum points, a 100-ft. by 100-ft. room would cost 25 points, etc.). In addition to providing the borders of the place of power, a wall empowered in this way is magically strengthened against penetration. Its hardness is increased by 5 and it is immune to the spells passwall, phase door, stoneshape (or wood shape, if made of wood), and transmute rock to mud.

White Candles (accent, 3+ points): Made from white wax, these simple candles are tools attuned to divine magic. For the purposes of all divine spells that the master of the sanctum casts within the sanctum, he treats his caster level as being 1 higher than it actually is for every 3 sanctum points invested in the white candles. Other characters that cast divine spells within the sanctum treat their caster level as 1 higher than it actually is for every 6 sanctum points invested in the white candles for the purposes of such spells.

Witch's Cauldron (workstation, 3 points): These gigantic cook pots are undoubtedly evil, and often contain the bones of the creatures brewed down into the vile grog which sustains their owners. The master of the sanctum can place a helpless living creature within the witch's cauldron and apply heat sufficient for a normal cooking fire for a number of hours equal to the Hit Dice of the victim. If he does, the creature is boiled down into a glowing green grog which, when consumed, provides sufficient nutrition to constitute a week's worth of food for one Medium creature. Additionally, if the cooked creature had an Intelligence score of 3 or higher, the grog provides the imbiber with the benefits of the *hero's feast* spell.

Wizard's Alchemist Lab (workstation, 4

**points**): This complex assortment of vials and alchemical ingredients is well-suited to any alchemical task. In addition to functioning as a standard alchemist's lab, and granting a +4 competence bonus on Craft (alchemy) checks to any character that uses it to create an alchemical item, a wizard's alchemist lab allows the master of the sanctum to make more powerful potions. If he uses the wizard's alchemist lab to create a potion, the master of the sanctum can create potions that replicate the effects of 4<sup>th</sup>-level spells. These otherwise function as normal for potions, including the process used to create them.



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# Appendix 3: Spell Mastery

Supposedly, wizards spend endless hours poring over tomes and practicing arcane theory in order to master their spells. Theoretically, it takes hard work and dedication for even the most gifted sorcerer to learn how to properly harness and control his magical talent. We are told that magic requires hard work and dedication, but the fact of the matter is that, with the exception of caster-level dependent effects such as the duration or range of many spells, and the effects of a much smaller number of spells, a spell cast by an apprentice is largely the same as the same spell cast by a master. Advancing in magical arts seems to grant access to more impressive spells, but rarely does it improve the spells that an up-and-coming spellcaster has already learned.

This appendix is designed to provide a way for characters to specialize in certain spells, demonstrating hard work and training in order to master those spells, and be able to gain more benefit from them when they are cast. Whether this is used to represent a character with a "signature" spell, or the hard work and dedication of someone gaining true mastery over magic, the spell mastery system allows casters who invest in certain spells to become more proficient at casting them, with a variety of memorable and mechanicallyrelevant effects.

# Achieving Spell Mastery

Whenever a character gains a new level in a spellcasting class (such as alchemist, bard, cleric, druid, inquisitor, magus, oracle, paladin, ranger, sorcerer, summoner, witch, or wizard), she may choose to spend some of her skill points gained at that level on increasing her mastery of a single spell that she knows, instead of spending them to gain ranks in skills.

In order to achieve an increased mastery in a spell, the character must know that spell, and the spell must not be of the highest level that she can cast (*for example, a 4<sup>th</sup>-level sorcerer could not increase her mastery of a 2<sup>nd</sup>-level spell, but she could increase her mastery of a 1<sup>st</sup>-level spell that she knew*). There are two exceptions to this rule: first, a character can gain mastery of 1<sup>st</sup>-level spells beginning at 1<sup>st</sup> level, even though she cannot cast 2<sup>nd</sup>-level spells. Second, a character can gain spell mastery of 9<sup>th</sup>-level spells even if they are the highest-level spells that she can cast, but only if she is 19<sup>th</sup> or 20<sup>th</sup> level.

It costs one skill point to achieve expert-level mastery of a spell, and two skill points to achieve master-level mastery of that spell. A character must have expert-level mastery before she can gain master-level mastery, meaning that the total cost to increase a character's mastery of a given spell from the default to master-level is 3 skill points (one to increase to expert-level, and two to increase from expert to master). Regardless of how many skill points a character has available, a character cannot increase her mastery in more than two different spells each time she levels up, and cannot increase her mastery in any given spell more than once per level (for example, a wizard with 18 Intelligence would likely have 6 or more skill points to spend at any given level, but he could still only increase his mastery of up to two different spells, and he could not increase either of them by more than one step. He would have to spend the rest of his skill points normally).

Once a character has achieved spell mastery of a certain level, she keeps it indefinitely. If she is capable of losing spells known in favor of gaining new ones (like sorcerers and bards can), then if she loses a spell that she has expert-level or master-level spell mastery for, she immediately loses all spell mastery for that spell, and can re-spend the skill points spent to gain that level of spell mastery, but this does not allow her to increase her level of spell mastery for more than two spells at that level, nor does it allow her to increase her level of spell mastery for any given spell more than once at that level.

# Spell Mastery in Use

A character with expert-level or master-level mastery of a spell is able to cast that spell more effectively than other characters. This can manifest in a variety of ways, such as increasing the numerical effects of the spell, adding new effects related to what the spell already does, removing drawbacks or hindrances that are part of the spell, or simply allowing the spell to be cast more quickly or cheaply. In effect, the benefit given in the description of that level of mastery for that spell overwrites some or all of the spell's normal effect.

The character can always choose whether or not to apply her spell mastery whenever she casts the spell, and it costs her nothing to do so. If a character has master-level spell mastery for a given spell, she can choose separately whether or not to apply the effects associated with the expertlevel and the master-level masteries (for example, she could choose to only apply the expert-level benefit, or to only apply the master-level benefit, or to apply neither).

A character that sees an expert-level or master-level version of a spell being cast can identify any alterations to the spell made by the caster's spell mastery if he exceeds the DC to identify the spell by 5 or more. Otherwise, he is unable to tell a spell altered by spell mastery apart from a normal version of the spell (though he may potentially realize that something is amiss if the spell's effects are different from normal).

A character can only apply spell mastery to spells that he casts personally. Spells cast from scrolls, staves, wands, or other items cannot be affected by spell mastery, regardless of whether the caster, the user, or both have spell mastery for the given spell.
## **Spell Masteries**

The following section presents the effects of expertlevel and master-level spell mastery for a number of different spells from the *Pathfinder Roleplaying Game Core Rulebook*. They are presented in alphabetical order.

#### Aid

Expert: Characters affected by your *aid* spells gain a +1 morale bonus on weapon damage rolls. Master: Characters affected by your *aid* spells gain a number of temporary hit points equal to 1d8 + your caster level.

#### **Animate Dead**

**Expert:** You may substitute an obsidian gem worth 15 gp per Hit Dice of the undead, instead of the standard material component.

**Master:** You may create 3 HD worth of undead creatures per caster level with a single casting of *animate dead*, instead of 2 HD per caster level.

#### **Animate Objects**

**Expert:** Objects animated by your *animate objects* spell gain 1 more construction point than they ordinarily would. **Master:** You can animate twice as many Small objects (or the equivalent amount of larger objects) with this spell as you normally could.

#### Antimagic Field

**Expert:** The area of the effect extends to a 15-foot-radius emanation centered on you.

**Master:** Certain spells which are not ordinarily affected by an *antimagic field*, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, are affected by your *antimagic field* spells.

#### Arcane Eye

**Expert:** The eye created by your *arcane eye* spell travels twice as fast as normal.

**Master:** The eye created by your *arcane eye* has darkvison to a range of 100 feet.

#### Arcane Lock

**Expert:** When you cast *arcane lock*, the Disable Device DC to bypass the *arcane lock* is 25, or the existing lock's DC + 15, whichever is higher.

**Master:** A door affected by an *arcane lock* that you cast cannot be unlocked with a *knock* spell, though it can still be broken down as normal.

#### **Baleful** Polymorph

**Expert:** The target of your *baleful polymorph* spell gains the Strength, Dexterity and Constitution scores of the creature whose form it assumes.

**Master:** If the target of your *baleful polymorph* spell fails his Will save, his base attack bonus is recalculated to be equal to 3/4 his Hit Dice.

#### **Bestow Curse**

**Expert:** Your curses are exceptionally difficult to dispel, and any character attempting to remove your curse must succeed on a caster level check (DC 11 + your caster level) in order to remove the curse.

Master: You may cast bestow curse as a full-round action. If

you do, you may cast the spell at a range of close (25 ft. + 5 ft./2 levels).

#### **Black Tentacles**

**Expert:** The tentacles created by this spell gain a +5 bonus to their CMD.

**Master:** The tentacles created by this spell deal an additional 1d6 points of acid damage to any creature they grapple.

#### **Blade Barrier**

**Expert:** The wall of blades created by this spell doubles in height (typically to a height of 40 ft.).

**Master:** You can form the wall of blades created by this spell into a dome if you select the ring version of the spell. The dome's apex is 5 feet higher than the height of the wall would ordinarily be.

#### Bless

**Expert:** Characters affected by your *bless* spells gain a +2 bonus on saving throws made to resist fear effects, instead of a +1 bonus.

**Master:** Characters affected by your *bless* spells gain a +1 morale bonus on weapon damage rolls.

#### Chain Lightning

**Expert:** The secondary targets of your *chain lighting* spells can be up to 60 feet away from the primary target. **Master:** The saving throw DC for the secondary bolts created by a *chain lightning* spell you cast is equal to the saving throw DC of the primary bolt of your *chain lightning* spell.

#### Charm Monster

**Expert:** If the spell's target is currently being threatened or attacked by you or your allies, he only gains a +2 bonus on his saving throw, rather than a +5 bonus.

**Master:** You gain a +5 bonus on all opposed Charisma checks made to convince the target of this spell to do something he would not ordinarily do.

#### Circle of Death

Expert: When you cast *circle of death*, you may choose the order in which creatures within the spell's area are affected, regardless of which ones have the fewest Hit Dice. Master: When you cast *circle of death*, you may affect creatures whose Hit Dice are equal to or less than your caster level -2, instead of creatures with fewer than 9 HD. However, creatures with 9 or more HD receive a +2 bonus on their saving throw.

#### Cloudkill

**Expert:** When you cast *cloudkill*, as a swift action, you can concentrate to hold the cloud in place, preventing it from moving away from you for that round, as it normally would. **Master:** As a move action, you can direct the fog cloud to move 10 feet in any direction. This movement replaces the cloud's normal movement for that round.

#### Confusion

**Expert:** The target of your *confusion* spell has only a 15% chance of acting normally (he does so on a roll of 1-15) and has a greater chance of babbling incoherently (he does so on a roll of 16-50).

Master: The target of your confusion spell does not

automatically attack any creature attacking it, and must still roll randomly to determine its actions, even if attacked.

#### Confusion, Lesser

**Expert:** The target of your *lesser confusion* spell cannot act normally. Instead, he does nothing but babble incoherently on a roll of 1-50.

**Master:** The target of your *lesser confusion* spell cannot attack the nearest creature. Instead, he deals 1d8 + Strength modifier points of damage to himself with held item on a roll of 51-75.

#### Contagion

**Expert:** The number of consecutive saving throws required for a character to be cured of a disease inflicted by your *contagion* spell is increased by 1.

**Master:** Diseases created by your *contagion* spells are difficult to cure even with magic, and any character attempting to cast *remove disease* on the affected character must succeed on a caster level check (DC 10 + your caster level), or the disease persists. Other spells which could cure the disease, as well as spells which can remove the symptoms of the disease (such as *lesser restoration*), are unaffected.

#### **Control Undead**

**Expert:** You can control a total of 3 Hit Dice of undead per level when you cast *control undead*, instead of the normal amount.

**Master:** When you cast *control undead*, you may choose to target only a single undead creature. If you do, the duration of the spell is increased to 24 hours.

#### **Control Weather**

**Expert:** The effects of a *control weather* spell you cast occur at the end of your turn on the following round, instead of 10 minutes later.

**Master:** You can cast *control weather* much faster than other characters, and treat it as though it had a casting time of 1 minute.

#### Create Undead, Greater

**Expert:** Undead created by your *greater create undead* spell are directly under your control; however, they count against the total number of Hit Dice of creatures you can control with *animate dead* and similar effects. You cannot control an undead created by *greater create undead* if that creature's Hit Dice exceed your caster level.

**Master:** Undead created by your *greater create undead* spells gain an additional amount of channel resistance equal to 1/4 your caster level.

#### **Death Ward**

**Expert:** The morale bonus to saving throws vs. death effects granted by the spell increases to +6.

**Master:** If the target has negative levels when you *death ward* cast on him, and he would ordinarily be allowed to make a saving throw to remove the negative levels within the next 24 hours, he may immediately make a saving throw as a free action to remove the negative levels. If he fails this saving throw, he still makes another one at the normal time.

#### **Dimension Door**

**Expert:** The range of your *dimension door* spell is increased to be equal to 500 ft. + 50 ft./level.

Master: The normal restriction that you cannot take

additional actions after casting *dimension door* does not apply.

#### **Discern** Lies

**Expert:** If you learn that a character under the influence of your *discern lies* spell is deliberately lying to you, you also learn whether or not the target knows the true answer (you do not necessarily learn what the true answer is). **Master:** You can focus on all characters affected by your *discern lies* spell at the same time.

#### Disintegrate

**Expert:** When you target an object with a *disintegrate* spell, the volume of nonliving matter that you can destroy is equal to a cube with sides equal to 1 foot per caster level you possess (to a maximum of the equivalent of a 20-ft. cube at 20<sup>th</sup> level). **Master:** Your *disintegrate* spells are more powerful than normal, and deal 2d8 points of damage per caster level to a target that fails his saving throw, instead of 2d6 points per caster level.

#### Dismissal

**Expert:** If the target fails his Will save, he cannot return to the plane from which he was dismissed by any means for 1 year. A *break enchantment* spell, or more powerful magic, can end this effect.

**Master:** If the target fails his Will save, he cannot leave his home plane by any means for 1 year. A *limited wish* spell, or more powerful magic, can end this affect.

#### **Dispel Magic**

**Expert:** When using the targeted dispel version of this spell, you gain a +2 bonus on the caster level check to dispel a spell effect.

**Master:** When using the targeted dispel version of this spell, you may choose which spell you would like to affect, provided you know which spells are affecting a target. You must make this choice before making your caster level check.

#### **Divine Favor**

**Expert:** The spell's duration is increased by 1 round/level (to a maximum of 3 minutes at 20<sup>th</sup> level).

**Master:** Your *divine favor* spells offer a maximum bonus of +4, instead of +3.

#### Earthquake

**Expert:** The saving throw DCs (but not Concentration or Constitution check DCs) associated with your *earthquake* spell increase by +5.

**Master:** The damage inflicted by cave-ins, landslides, and collapsing structures caused by your *earthquake* spell are increased by 2d6. Additionally, structures standing on open ground suffer 120 points of damage, instead of the normal amount, which may cause structures to collapse which otherwise wouldn't.

#### Eyebite

Expert: When you cast *eyebite*, you treat the target as having 2 fewer Hit Dice than he actually does for the purposes of determining the exact effects of the *eyebite* spell. **Master:** You may cast *eyebite* as a full-round action. If you do, you may attempt to affect each creature within a 30-foot cone that can clearly see you with your *eyebite* spell. If you cast *eyebite* in this way, each affected creature gains a +4 bonus on his saving throw to resist the effects.

#### Fabricate

**Expert:** The casting time of your *fabricate* spell is reduced to 1 round, regardless of the amount of material to be transmuted.

**Master:** When you cast *fabricate*, you do not need to make Craft checks in order to make items of exceptionally high quality.

#### Feeblemind

**Expert:** The -4 penalty on saving throws made to resist the spell applies to any character that can cast spells, instead of just sorcerers and wizards.

**Master:** A creature affected by your *feeblemind* spell cannot use any spell-like abilities it possesses.

#### Flame Strike

**Expert:** Undead creatures affected by your *flame strike* spell suffer an additional 2 damage per caster level.

**Master:** All of the damage dealt by your *flame strike* spell comes directly from divine power and is not subject to fire resistance. Creatures that are vulnerable to fire still take half again as much damage (+150%) from this spell.

#### Finger of Death

**Expert:** When you cast *finger of death*, the target suffers 15 points of damage per caster level if he fails his saving throw, instead of the normal amount.

**Master:** When you cast *finger* of *death*, if the target succeeds his saving throw, he suffers an amount of damage equal to 6d6 +1 per caster level, instead of the normal amount.

#### Fireball

**Expert:** A character who fails his Reflex save for half damage also catches on fire, and suffers 1d6 points of fire damage each round until he extinguishes the flames. Extinguishing the flames follows all the normal rules for extinguishing fire, except that the Reflex saving throw DC to do so is equal to the saving throw DC of the *fireball* spell (see the *Pathfinder Roleplaying Game Core Rulebook* for more information about catching on fire).

**Master:** A character with evasion or improved evasion still suffers half damage even if he succeeds his Reflex save to resist the spell.

#### Firestorm

**Expert:** You may choose to exclude characters of any creature type, not merely plant creatures, from the affects of a *firestorm* spell you cast. You may choose to exclude up to 1 non-plant creature per 2 caster levels you possess from the spell's effects.

**Master:** The DC to extinguish the flames created by a *firestorm* spell you cast is equal to *firestorm's* saving throw DC.

#### Foresight

**Expert:** When you cast *foresight*, the bonus to initiative checks, Reflex saves, and AC granted by the spell increases to +4.

**Master:** When you target another creature with your *foresight* spell, your ability to protect the target with your foresight is greatly increased. Once per round, as an immediate action, when a creature makes an attack roll against the target of your *foresight* spell, you can force the attacker to roll twice and take the worse result. You must

declare you are using this ability before the attack roll is made.

#### Fly

**Expert:** The target can use the run action while under the effects of your *fly* spell. **Master:** The duration of the spell increases to 10 min./level.

#### Gate

**Expert:** When you cast the planar travel version of *gate*, the *gate* automatically stays open for a number of rounds equal to your caster level, and does not require you to concentrate in order for it to do so.

**Master:** When you use the calling creatures version of the *gate* spell, you need spend only 5,000 gp in material offering, instead of the normal amount. Any costs that might be negotiated with creatures called through the gate are not affected.

#### Geas/Quest

Expert: A remove curse spell can never end the effects of your *geas/quest* spell, regardless of the caster level. Master: You may cast a *geas/quest* spell with a casting time of 1 minute; if you do, the duration is only 1 hour per caster level, instead of the normal duration. The spell still ends if the creature completes the task that was given to it, as normal.

#### Glibness

**Expert:** When you cast *glibness*, your words are also rendered magically pleasant and cordial, granting a +10 bonus on Diplomacy checks made to make a request. This does not affect any other application of the Diplomacy skill. **Master:** The DC of the caster level check for a magical effect to overcome your *glibness* spell is equal to 20 + your caster level, instead of the normal amount.

#### Glitterdust

**Expert:** Creatures affected by your *glitterdust* spell suffer a -2 penalty to AC due to becoming highly visible. **Master:** Creatures affected by your *glitterdust* spell who fail

their Will saving throw suffer a -2 penalty on all subsequent saving throws made to remove the blindness.

#### Guards and Wards

**Expert:** The casting time of your *guards and wards* spell is reduced to 1 minute.

**Master:** The duration of your *guards and wards* spell is increased to 1 day per caster level. It is still dismissible.

#### Grasping Hand

**Expert:** When you cast *grasping hand*, the hand gains a +6 bonus to its Strength score, increasing its CMB and CMD by 3.

**Master:** When you cast *grasping hand*, the hand that is created is Huge size, increasing its size bonus to CMB and CMD from +1 to +2. Additionally, the hand can now attempt to grapple two creatures at once, though it suffers a -20 penalty to CMB and CMD if it does so.

#### Haste

**Expert:** The movement speed of any creature affected by your *haste* spell is either increased by 30 feet or doubled, whichever is higher.

**Master:** The bonus to attack and AC granted by your *haste* spell is equal to +1 for every 6 caster levels you possess, to a maximum of +3 at 18<sup>th</sup> level, instead of the normal amount.

#### Heroes' Feast

**Expert:** Characters affected by your *hero's feast* spell recover hit points as though they had received a full night's rest, in addition to the spell's other effects. This does not grant other benefits of a night's rest, such as regaining daily uses of class features or regaining spells per day.

**Master:** Characters affected by your *hero's feast* spell also receive the benefits of a *remove curse* spell.

#### Hold Person

**Expert:** When you cast *hold person*, if the target fails his initial save, he suffers a -2 penalty on all subsequent Will saves made to end the effect.

**Master:** While the target is affected by *hold person*, he is also blinded and deafened, and loses his tactile and olfactory senses.

#### Implosion

**Expert:** When you cast *implosion*, if the target succeeds on his Fortitude save, he still suffers an amount of damage equal to 2d10 + your caster level.

**Master:** A character reduced to o hit point by your *implosion* spell is completely destroyed and leaves behind no physical remains.

#### Insanity

**Expert:** A *heal* spell does not end the effects of an *insanity* spell that you cast.

**Master:** The target of an *insanity* spell you cast has a greater chance of attacking a nearby creature, and has only a 10% chance to act normally any given round. He acts normally on a roll of 1-10, while he attacks the nearest creature on a roll of 11-25. Otherwise, the results of his d% roll to determine his behavior for the round are handled as normal.

#### Invisibility

**Expert:** The target of your *invisibility* spell cannot be detected by olfactory means, and characters with the scent special quality cannot find him.

**Master:** The target of your *invisibility* spell does not disturb puddles, mists, or other surfaces which might give him away. However, he is not magically silenced, and his actions may still give his position away, such as if he knocks over an object or opens a door.

#### **Irresistible Dance**

**Expert:** You can cast *irresistible dance* at a range of close (25 ft. + 5 ft./2 levels).

**Master:** The duration of an *irresistible dance* spell you cast increases to be equal to 1 round/2 caster levels you possess.

#### Legend Lore

**Expert:** You may cast *legend lore* without a material component, though you must still have the necessary focus. **Master:** You may perform strenuous activities while casting *legend lore.* You need only spend a single full round action once every minute in order to continue casting the spell. If you fail to do so for any reason, the spell fails. The total casting time remains the same (*for example, if the casting time was idio days, it would still only take idio days to cast* 

the spell, even though you only spend 1 round every 10 minutes casting it).

#### Lightning Bolt

**Expert:** Characters wearing metal armor suffer a -2 penalty to their saving throw to resist the spell.

**Master:** A character with evasion or improved evasion still suffers half damage even if he succeeds his Reflex save to resist the spell.

#### Mage Armor

**Expert:** The armor bonus from *mage armor* spells you cast applies against all forms of touch attack, instead of just incorporeal touch attacks.

**Master:** The armor bonus from *mage armor* spells you cast increases to +6.

#### Mage's Sword

**Expert:** When you cast *mage's sword*, the sword becomes extraordinarily sharp, increasing its critical threat range to 17-20.

**Master:** When you cast *mage's sword*, if the sword attacks a creature with spell resistance and you fail to overcome that creature's spell resistance, the *mage's sword* is not dispelled; however, it cannot attack that creature for the rest of the spell's duration.

#### Magic Jar

**Expert:** While in a *magic jar*, you can see and hear normally to a range of 10 feet per caster level.

**Master:** Once within a host creature's body, the spell has no effective range, and you can safely return to your body from any distance, as long as both you and your body are on the same plane.

#### Magic Missile

**Expert:** You gain an additional *magic missile* at 11<sup>th</sup> level. **Master:** You gain an additional *magic missile* at 13<sup>th</sup> level.

#### **Magic Vestment**

**Expert:** A suit of armor affected by a *magic vestments* spell you cast counts as masterwork for the purposes of determining its skill check penalty.

**Master:** You may substitute some or all of the enhancement bonus granted by this spell for armor or shield special abilities that are enhancement bonus equivalent. The total amount of enhancement bonus + enhancement bonus equivalent abilities cannot exceed the enhancement bonus that the spell would normally grant.

#### Magic Weapon

Expert: If the spell's target already has an enhancement bonus, you can increase that enhancement bonus by +1, instead of the spell's normal effect. This can increase the weapon's enhancement bonus above the normal limit, but does not allow the weapon to bypass DR/epic. Master: If the spell's target already had an enhancement bonus, you can have the spell grant it a single weapon special ability with an enhancement bonus equivalent of +1, instead of the spell's normal effect. You cannot use this ability to grant a weapon a special ability it already has.



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#### Mark of Justice

**Expert:** In addition to the *bestow curse* effect, when your mark of justice is triggered, it deals damage to the target equal to 1d6 per caster level.

**Master:** Your *mark of justice* spells are especially hard to remove, and no spell short of *wish* or *miracle* can remove your *mark of justice*, unless its caster succeeds on a caster level check (DC 10 + your caster level).

#### Meteor Swarm

**Expert:** A character with evasion or improved evasion still suffers half damage even if he succeeds his Reflex save to resist the spell.

**Master:** Meteors created by a *meteor swarm* spell you cast deal an additional 2 fire damage per damage dice upon explosion (thus, each meteor explodes for 6d6 + 12 points of damage).

#### Mind Fog

**Expert:** Creatures that successfully save against the fog does not become immune to it, and must continue to make a new saving throw each round that they remain within the fog. **Master:** You may choose to make the effects of a *mind fog* spell you cast invisible, making the exact borders of the cloud impossible to detect without a *see invisibility* spell or stronger magic.

#### Mislead

**Expert:** When you cast *mislead*, you create a total of three illusory doubles, instead of only creating one. You can concentrate and direct the movements of all three doubles with a single standard action.

**Master:** When you cast *mislead*, you remain invisible (as *greater invisibility*) for 2 rounds/level, instead of for 1 round/ level.

#### Phantasmal Killer

**Expert:** If the *phantasmal killer* is turned back on you by a creature with telepathy, you automatically disbelieve the *phantasmal killer*.

**Master:** When you cast *phantasmal killer*, if the target succeeds on his Fortitude save, he suffers 5d6 points of damage, instead of the normal amount.

#### Polymorph

**Expert:** The target of your *polymorph* spell can assume the form of a specific individual you designate at the time of casting. The target gains a +10 bonus on Disguise checks made to appear to be that individual.

**Master:** If the target's new form would grant him a bonus to Strength or Dexterity, increase that bonus by +2.

#### Power Word Kill

**Expert:** When you cast *power word kill*, you gain a +2 bonus to overcome the spell resistance of the target.

**Master:** The spell can affect creatures with up to 120 hp, rather than only affecting creatures with up to 100 hp.

#### **Prismatic Sphere**

**Expert:** Your *prismatic sphere* spell is harder to dispel than normal, and nothing short of a *mage's disjunction* spell can counter or dispel your *prismatic sphere*.

**Master:** You may choose to move your *prismatic sphere* at a rate of 10 feet/round. You must spend a full-round action to do so.

#### Regenerate

**Expert:** You treat *regenerate* as though it had a casting time of 1 round, instead of its normal casting time.

**Master:** When you cast *regenerate*, regrowing a limb occurs instantly if the limb is placed in physical contact with the point from which it was severed, or in 1d6 rounds if the limb is not present.

#### Restoration

Expert: You treat *restoration* as though it had a casting time of 1 round, instead of its normal casting time. Master: You may cast *restoration* more easily than others, and reduce the amount of diamond dust required to cast the spell by 50% (to 50 gp or 500 gp, respectively).

#### Resurrection

**Expert:** You may substitute an emerald worth 5,000 gp, instead of the standard material component.

**Master:** You can affect creatures that were slain by old age with *resurrection* as though they had died through other means. Creatures restored to life in this way are able to live for a number of years equal to 1/2 your caster level before they die of old age again, unless their age is magically altered before that time.

#### Sanctuary

**Expert:** When you cast *sanctuary*, the target gains a +2 bonus on saving throws made to resist any spells that allow a saving throw that is not denoted as harmless.

**Master:** When you cast *sanctuary*, opponents who succeed on their Will save may attack the target as normal that turn, but remain subject to the *sanctuary* spell and must succeed on a new Will save each time they would attack the target. Failing the Will save still prevents the creature from attacking the target for the entire duration of the spell.

#### Scorching Ray

**Expert:** You may fire the rays from a *scorching ray* spell at any targets within range of the spell, regardless of how close together they are.

**Master:** The maximum number of rays that you can fire as a result of this spell is increased, allowing you to fire four rays at 15<sup>th</sup> level.

#### Scrying

**Expert:** The target of your *scrying* spell does not receive a bonus on his Will save for being on another plane of existence, provided you have some kind of physical connection to that character.

**Master:** The following spells always function through a scrying window created by a *scrying* spell you cast: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

#### Searing Light

**Expert:** When you cast *searing light*, undead creatures particularly vulnerable to sunlight suffer 1d10 points of damage per caster level (to a maximum of 10d10), instead of 1d8 points of damage per caster level.

**Master:** When you cast *searing light*, outsiders of an alignment opposite to your own suffer an additional +1 points of damage per caster level (to a maximum of +10 points of damage per caster level).

#### Shield Other

**Expert:** The target of your *shield other* spell gains an additional +1 luck bonus to AC and saving throws. **Master:** When you cast *shield other*, you and the target can move as far as 1,000 feet from each other without ending the spell prematurely.

#### Silence

**Expert:** You can cast *silence* without verbal components. **Master:** Characters affected by your *silence* spells are magically made harder to detect, and gain a bonus on Stealth skill checks equal to your caster level (to a maximum of +10).

#### Simulacrum

**Expert:** You can create duplicates using the *simulacrum* spell for half the normal price, and need spend only 250 gp per Hit Dice of the simulacrum to be created.

**Master:** You can repair duplicates created by your *simulacrum* spell for a dramatically reduced price, and need spend only 10 gp per hit point to be restored when repairing a simulacrum.

#### Slay Living

**Expert:** Characters reduced to o or fewer hit points by your *slay living* spell instantly die.

**Master:** Characters who succeed the saving throw to resist your *slay living* spell suffer an additional 2d6 points of damage.

#### Sleep

**Expert:** You may affect targets of up to 6 HD with *sleep*. **Master:** You may cast *sleep* with a range of touch, instead of medium (100 feet + 10 feet/level). If you do, you can affect any creature with no more Hit Dice than your caster level. If the creature has more than 6 Hit Dice, it gains a +2 bonus on its saving throw.

#### Slow

**Expert:** A character affected by your *slow* spell moves to the end of initiative order for the spell's duration. **Master:** The target of your *slow* spell has his movement speed reduced to 5 feet for the duration of the spell.

#### Song of Discord

**Expert:** The chance that a character affected by a *song of discord* spell you cast attacks the nearest creature is increased to 60%.

**Master:** Characters affected by your *song of discord* spell ignore you if they are forced to attack the nearest creature, and instead attack the nearest creature other than you.

#### Soul Bind

**Expert:** You can target creatures with your *soul bind* spell regardless of how long they have been dead. However, creatures that have been since returned to life are unaffected by a *soul bind* spell. Creatures that have been deceased for more than 1 day per caster level gain a +4 bonus on their Will save to resist being affected by *soul bind*.

**Master:** You can cast *soul bind* and imprison the target's soul in a black pearl worth 500 gp, regardless of how many Hit Dice the target may possess, dramatically reducing the cost of the spell's focus.

#### Spectral Hand

**Expert:** You do not lose any hit points when casting this spell, and the *spectral hand* always has 4 hit points. **Master:** When you cast *spectral hand*, you cast can use it to deliver spells of up to 6<sup>th</sup> level that have a range of touch.

#### Spell Turning

**Expert:** If you and a spellcasting attacker are both warded by *spell turning* effects in operation, and a resonating field is created, you can choose the result, rather than rolling on the table, as normal. If the other character's *spell turning* spell was also an expert version, roll randomly, as normal. **Master:** Your *spell turning* spell can affect spells that produce rays back upon their casters, even if the spell itself does not technically target you. In the case of ranged touch spells which produce multiple rays, only rays which target you are reflected back upon the caster.

#### Statue

**Expert:** The target of your *statue* spell turns to solid arcane metal, gaining hardness 12 instead of hardness 8 while in statue form.

**Master:** While in statue form, the target can only be affected by spells which affect objects.

#### Stoneskin

**Expert:** Your *stoneskin* spell prevents a maximum of 20 damage per caster level, to a maximum of 300 points at 15<sup>th</sup> level, instead of the normal amount.

Master: You may cast *stoneskin* without a material component.

#### Storm of Vengeance

Expert: The acid rain created by the spell deals an additional 3d6 points of acid damage.

**Master:** You can direct up to 2 bolts of lightning at an individual target within a *storm of vengeance*, instead of only being able to direct one at any given target.

#### **Telepathic Bond**

**Expert:** The *telepathic bond* allows each creature affected by the spell to use the highest Will saving throw modifier of all linked characters for any saving throws made to resist spells of the charm, compulsion, glamer, or figment subschools. Even if the *telepathic bond* is made permanent, this benefit only lasts for the normal duration of the spell.

**Master:** The *telepathic bond* functions even while the targets are on different planes.

#### Time Stop

**Expert:** The duration of your *time stop* spell is increased to 1d6+1 rounds.

**Master:** While under the effects of a *time stop* spell you cast, the duration of any spells you cast do not begin to elapse until the end of your *time stop* spell.

#### Tongues

**Expert:** The target speaks in a magical language which is understood by any creature as that creature's own native tongue.

**Master:** You can increase the casting time of a *tongues* spell you cast to 1 round. If you do, it affects all creatures in a 30-foot radius.

#### Transformation

**Expert:** The spell grants an additional +2 enhancement bonus to your Strength, Dexterity, and Constitution scores (for a total of +6).

**Master:** You gain a number of temporary hit points equal to 1d4 per caster level whenever you cast *transformation*. These temporary hit points vanish at the end of *transformation's* duration.

#### **True Seeing**

**Expert:** While subject to your *true seeing* spell, the target ignores any concealment, including that granted by fog or similar effects.

**Master:** You may cast *true seeing* without a material component.

#### **True Strike**

**Expert:** You may choose to have a *true strike* spell you cast affect all attacks that you make before the end of the next round, instead of just the next attack that you make. If you do, the bonus decreases to +10.

**Master:** You may cast *true strike* with a range of touch. If you choose to target a creature other than yourself, only the next attack he makes before the end of your next round is affected by *true strike*.

#### Undeath to Death

**Expert:** You can cast *undeath to death* without a material component.

**Master:** You can affect undead creatures with any amount of HD with this spell, although the maximum number of Hit Dice worth of undead creatures that you affect remains the same.

#### Vampiric Touch

**Expert:** Your *vampiric touch* deals an additional 1 damage for every caster level you possess.

**Master:** You can deal damage to non-living creatures with a *vampiric touch*, though you do not regain any hit points for doing so.

#### Vision

**Expert:** You gain a bonus equal to your primary spellcasting ability score modifier on all caster level checks made when casting a *vision* spell.

**Master:** You are no longer rendered fatigued when you cast a *vision* spell.

#### Wall of Fire

**Expert:** The range at which your *wall of fire* deals damage is doubled (2d4 points to creatures within 20 feet, and 1d4 to creatures within 80 feet).

**Master:** Increase the damage dice dealt by your *wall of fire* by 1 (3d4 to creatures within 20 feet, 2d4 to creatures within 80 feet, and 3d6 + 1 per caster level to creatures passing through the barrier).

#### Wall of Force

**Expert:** You may choose to make your *walls of force* opaque, meaning that creatures cannot be seen though them and that

gaze attacks do not function through the *wall of force*. **Master:** You can create a "gate" within a *wall of force* which creatures can pass through at will. This gate is invisible, and indistinguishable from the rest of a *wall of force*, although you always know exactly where it is.

#### Web

**Expert:** The web created by your *web* spell is exceptionally difficult to move through, and each square affected by the spell costs 3 squares of movement to move though. **Master:** You are not affected by webs created by your own *web* spell.

#### Zone of Silence

**Expert:** Characters outside the area of your *zone of silence* suffer a -5 penalty on Perception checks made to notice characters within the area of your *zone of silence* spell. **Master:** The area of your *zone of silence spells* increases to a 10-foot-radius emanation centered on you.



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## Appendix 4: Wishing for a Miracle

If you ask someone what the most powerful spell in *Pathfinder* is, they'll probably tell you *wish*, or else its underappreciated cousin, *miracle*. The text of these spells makes it clear that, unlike any other spell in the game, the sky is the limit as far as what sorts of strange and exciting things you can do with them. Literally any effect you can imagine can be accomplished with a well-placed *wish* or *miracle*, possibly something far outstripping what magic can normally do.

Naturally, though, there's a catch. You can't just hit 17<sup>th</sup> level, prepare some *miracles*, and completely rewrite reality in your image. Instead, the spells outline some things the spell can always do without problem, and then says that while anything is *possible*, it's also entirely possible the whole thing will fail, or blow up in your face. This is a good thing, because it means that GMs don't need to live in fear of the day that their spellcaster reaches 17<sup>th</sup> level and ruins the campaign completely.

Unfortunately, it's also a bad thing, because it means that, ultimately, the promise made by these spells-that you can do anything your heart desires—is, in practice, a lie. Anything beyond the outlined list of acceptable actions is entirely subject to GM fiat. This can put GMs in the unenviable position of having to arbitrate each and every unconventional casting of such spells, balancing a desire to let players do cool things on one hand, against the best interest of all those villains for whom he is responsible, and his precious storyline, on the other hand. Beyond that, in the case of miracle he needs to take into account the position of the caster's deity—is this in the deity's interest? How does the deity feel about the character's actions lately? In a perfect world, the GM would have the answers off the top of his head, but in practice many GMs don't even remember who their cleric PCs worship.

What follows is a system of rules—guidelines, really—which aim to help GMs arbitrate these "supermiracles." While a few specific miraculous effects will be outlined with full rules on how they apply in-game, the system used to determine whether or not that miracle is granted can be applied to any kind of game effect imaginable, allowing GMs to simply apply a DC and a few modifiers, and leave the ultimate decision in the skills of the PC in question, and the roll of a dice, much like the way the rest of the game works. While the goal here is to make determining whether or not a specific *miracle* effect happens feel more "fair," GMs should always feel entitled to veto specific *miracles* if they feel that doing so is important to make the game as fun as possible.

## Rules for Unusual Miracles and Wishes

When a character chooses to make a "very powerful request" using a *miracle* spell (one that would cause the spell to require 25,000 gp), or a "dangerous" *wish* (one with an effect not listed as an example in the spell's description), have the character make a Spellcraft check to determine if his request is granted.

A success indicates that the caster receives the requested effect, or a reasonably-close facsimile thereof. Failure by 5 or less indicates that the request was denied, but the caster can still gain the normal benefits of the spell (that is, one of the examples listed in the spell's description, for *wish*, or one of the examples that does not require 25,000 gp, for *miracle*). Failure by more than 5 indicates that the spell fails entirely, and either has no effect, or is perverted into an undesirable fulfillment of the request, or causes the caster's deity or benefactor of the *wish* to punish the caster for his impudence. No matter whether the roll is a success or not, or whether the spell in question is *wish* or *miracle*, the 25,000 gp material component is always expended.

#### Miracle DCs

The DC for the Spellcraft check depends on the nature of the request, as well as on the entity serving as the source of the spell, and its relationship with the caster. The following table indicates the base DCs.

Table 4	-1: Mirac	le Power	DCs
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DC	Effect
40	Magical Effects
45	Extraordinary Effects
50	Miraculous Effects
55	Divine Intervention
60	Earth-Shattering Effects

**Magical Effects:** These are effects that are no more powerful than a 9<sup>th</sup>-level spell, or than the effects presented as options in *wish* or *miracle*, but which are not expressly provided for, and the GM feels calls for a roll in any case. Duplicating a 9<sup>th</sup>-level spell from the caster's spell list would be a magical effect.

**Extraordinary Effects:** These are effects that are more powerful than what a *wish* or *miracle* spell guarantees, and are generally more powerful than a 9<sup>th</sup>-level spell, but which are not entirely outside the scope of reason. An effect similar to a high-level spell but which affects a slightly larger area, or lasts longer, or removes a certain restriction might fall into this category, such as an *imprisonment* spell which affected one creature per two levels, or a *form of the dragon* spell which allowed you to become colossal, and granted you access to the dragon's full breath weapon. Similarly, effects which *could* be 9<sup>th</sup>-level spells, but no such spell exists, fall into this category.

**Miraculous Effects:** These are effects that have a larger scope than player characters can generally access. Effects which apply to entire armies, cities, or terrain features fall into this category. If an effect is powerful enough (eg. The equivalent of an 8<sup>th</sup>-level spell or higher) and take place on this scale, they count as divine intervention, instead. Alternatively, powerful effects which are completely unlike those players generally have access to might fall in this category as well. Examples might include instantaneously moving a mountain, permanently and irrevocably removing the target's class features if they fail a saving throw, or blighting all the crops in a small nation.

**Divine Intervention:** These are effects that are truly beyond the scope of what player characters should routinely be able to accomplish. These include powerful effects that do not allow a saving throw or other means of avoiding them, as well as incredibly powerful, highly widespread effects. Examples include an *imprisonment* spell that does not allow a saving throw, affecting an entire battlefield with *true resurrection*, or forcing a target to succeed on a saving throw or be completely erased from existence, so that not even a *wish* or *miracle* spell could bring them back.

**Earth-Shattering Effects:** These are any effect that will drastically and irrevocably alter the scope of the campaign world. Even if an effect would normally fall into a lesser category, if it will have far-reaching effects in the campaign world, it becomes earth-shattering. Examples include opening a massive gate to hell through which thousands of powerful devils invade, sinking a powerful nation into the ocean, or rendering one or more deities killable.

#### Modifiers

The character's relationship with the deity, as well as the circumstances of the spell, modify the DC of the effect. Clerics who are particularly pious are more likely to receive powerful effects from their deity than are those who only pay lip service. Similarly, a god of strength is far more likely to agree to empower the cleric's attacks or smash a wall than he is to create subtle illusions, and it might well be impossible to convince a god of darkness and shadows to cause the sun to appear in the sky at midnight.

The following table outlines some common circumstances that might modify the DC of the effect. If the source of the spell's power is completely unknown (such as a *wish* cast directly by the caster), most likely none of the modifiers apply. If the source is vaguely known by the GM, but has nebulous goals and attitudes (such as a *wish* granted by a summoned genie or demon, or a *miracle* cast by a cleric with no deity), apply any modifiers you feel are appropriate. In general, good sources will approve of beneficent effects, and evil sources will likely disapprove of any effect, just because they dislike being used for such purposes and want to see the spell backfire on the caster.

**Source's Attitude Towards Caster:** This is a measure of how the source of the spell feels about the caster. In general, summoned or bound creatures (such as genies or demons) have negative attitudes towards the caster, and magic items and *wish* spells cast by the caster have a neutral attitude, as do *miracle* spells cast by clerics without deities. Typically a cleric's own deity will have a positive attitude towards them, unless they have been particularly lax in their faith. Only clerics who go notably above and beyond in service of their deity are typically doted on by their deity.

## Table 4-2: Miracle DC Modifiers

Modifier	DC
Source's Attitude Towards Caster	
Negative	+5
Neutral	+0
Positive	-2
Doting	-5
Source's Attitude Towards Effect	
Actively Opposed	+10
Disapproves	+2
Neutral	+0
Approves	-2
Actively Supports	-5
Other	
Caster Offers Payment/Sacrifice	Varies
Circumstances Make Effect Difficult	Varies

DC

Source's Attitude Towards Effect: This is a measure of how the source of the spell feels about the effect the caster is asking for. If the effect would directly interfere with the source's plans or best interests, he is actively opposed (while the table lists -10, this is more like a minimum, and often if the source is actively opposed to the effect then success on the check is not possible). If the effect does not have an impact on the source either way, but isn't the source's "style," (like asking a god of healing to inflict a disease on an entire town, for example), they disapprove of it. Similarly, if it closely matches the deity's style, (such as asking the same god to cure the town of a plague, instead), they approve of it. Finally, if the effect is directly in the best interest of the deity (for example, using a *miracle* to protect a temple of the deity from being destroyed in an earthquake, or to recover the deity's lost holy relic), the deity actively supports the effect.

**Payment/Sacrifice:** In some cases, the GM may allow the caster to attempt to bribe the source with additional payments or sacrifices. This may be in the form of gold and magic items, promises of services to be rendered, or willingness to suffer a terrible side-effect, such as a terrible curse or loss of one or more body parts. Depending on the sacrifice or payment involved, this might grant anywhere from no bonus (in the case of paltry sums and token gestures) to a +10 bonus (in the case of truly debilitating offerings). Most of the time, the caster only makes the payment if the check is a success and the benefit is received.

**Circumstances and Difficulties:** The power of *miracles* and *wishes* doesn't come from nowhere, and if the effect is going to be more difficult for the source than it would normally be, they are less likely to acquiesce. For example, even though the god of justice would dearly love to smite the evil cleric of the god of trickery, that cleric is under the protection of his own god, and granting the *miracle* would require going head-to-head with that god. Similarly, the effect might disrupt certain prophecies, or break certain divine mandates, etc. It might be as simple as the fact that it's harder to cause an earthquake on a flying castle than one on the ground. This generally increases the DC by at least +2, and, depending on the source of the effect and the nature of the difficulty, might render the request impossible.

## Sample Miraculous Effects

#### Meteor Strike Base DC: 45

You call a massive ball of rock and fire down from the sky to obliterate your foe. The meteor is roughly spherical, with a 20-ft. radius, and streaks down from the sky towards a single creature or object that you can see. Any creature within a 20-ft.-radius of the targeted point whose AC is less than the result of the Spellcraft check made to use this benefit is struck by the meteor directly, and takes 20d10 points of bludgeoning damage. Regardless of whether or not the meteor hits directly, it explodes on impact, dealing 10d6 points of bludgeoning and piercing damage and 10d6 points of fire damage (for a total of 20d6 points of damage) to everything within 100 ft. of the targeted spot. A successful Reflex save with the spell's DC halves this damage. Finally, the impact causes tremors, and all creatures within 500 ft. of the targeted spot must succeed on a second Reflex save or fall prone.

#### Rain of Snakes Base DC: 50

You cause Tiny-sized, venomous snakes to fall from the sky like rain over an area roughly 1,000-ft. in diameter. These snakes are unharmed by the fall, and proceed to bite any of your enemies in the area. You do not actively select which creatures the snakes bite and which ones they don't, but they have an intuitive knowledge of who you would and would not want them to bite, and follow it unerringly. Due to the great concentration of snakes, there is no need to make attack rolls: assume that each creature in the affected area who the snakes would bite is bitten 1d4 times. Each bite inflicts 1 point of damage, and exposes the target to the snake's venom. This functions as the poison of a venomous snake (*Pathfinder Bestiary*), except that the DC is equal to the DC of the spell creating this effect, instead. Note that in the case of multiple bites, as with all poisons, the duration is increased by 1/2 for each additional bite, and the DC is increased by +2 for each additional bite.

Once a snake has bitten a single target, it departs in a random direction. The snakes do not disappear, and remain after the effect. They act as normal snakes of their type, although they will refrain from biting anyone the caster would not want them to bite for one hour after the effect takes place. This effect typically creates roughly 5,000 such snakes, and while they do disperse, they may have a negative effect on the local ecosystem unless they are dealt with.

#### Spectral Legion Base DC: 60

You summon a legion of ghostly warriors to fight on your behalf. This effect calls 1,000 5 Hit Dice ghosts who are loyal to the caster, fight on his behalf, and obey his commands. Typically the ghosts are barbarians, fighters, or paladins, but ghosts of other classes are possible. The ghosts fight for up to 24 hours, or until the end of one major battle, whichever comes first, before returning to their afterlife. Ghosts summoned or called in this way do not rejuvenate, and cannot be turned or commanded, nor are they subject to the spell *command undead*, or similar effects, though they are susceptible to channeling positive energy, as normal.



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## Appendix 5: Contributors to this Tome

I have always maintained that Advanced Arcana is not a book that I write, but rather one that I collect. While the various spells and cantrips contained within these pages come from a myriad of sources, a handful of individual mages stand out as having contributed a substantial number of spells that they, personally, developed to this tome. Below you will find some information about these pillars of the magical community, which may serve you in better understanding the spells that they created.

~K.abaz M. Anvitz, M. J.O

The following section presents background information and game statistics for the various characters whose names appear on the spells contained within this book. They are presented in alphabetical order. Spells denoted with "AA1," "AA2," "AA3," or "AA4," are from one of the *Advanced Arcana* books, the volume of which is indicated by the number included in the notation. Spells denoted with "APG" can be found in the *Advanced Player's Guide*, while spells denoted with "UC" can be found in *Ultimate Combat*, and those denoted with "UM" can be found in *Ultimate Magic*. Finally, spells denoted with "ANA13" can be found in *A Necromancer's Almanac*: 2013, or in the archives of our website, www.necromancers-online.com.

### Ardesalf, the Ancient Sage

I first became acquainted with Ardesalf while doing research for the original *Advanced Arcana*, and he was instrumental in that book's creation, for in addition to helping me unlock the secret of fountain spells, he also donated a number of spells to the book. A detailed description of that encounter can be found in *Advanced Arcana*, but I will tell you a bit about the man here, as well.

Ardesalf is an ancient and seemingly ageless sage who has retired from the world to live in a personal demiplane, which he uses as his home and magical laboratory. He knows much of arcane lore and is, in my estimation, one of the most knowledgeable magic scholars still living. Though he has achieved an immortal lifespan, I fear that the years are taking their toll on his mind: he tends to speak in constant streams, often jumping excitedly from one idea to the next, and, more to the point, going on at length about even the most remotely-related tangents, as though the knowledge within him was straining to escape. While, as a fellow scholar, I often found these tangents fascinating, it does make interviewing and working with him somewhat more trying.

While Ardesalf claims that there are numerous entrances to his demiplane, the 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. More to the point, he has a disconcerting habit of constantly walking on air, about a foot above the ground. He is friendly, and enjoys visitors, and his library and his own repository of knowledge should be invaluable to any researcher. I am proud to be able to call him my friend.

ARDESALF, THE ANCIENT SAGE CR 20
XP 307,200
Male human wizard 20
LN humanoid (human)
Init +2; Senses Perception +25
DEFENSE
AC 12, touch 12, flat-footed 10 (+2 Dexterity)
hp 90 (20d6+20)
Fort +6, Ref +10, Will +19
OFFENSE
Speed 30 ft.
Melee masterwork dagger +10/+5 (1d4-1) 19-20 x2)
Space 5 ft.; Reach 5 ft.
<b>Special Attacks</b> hand of the apprentice (10/day), metamagic
mastery (6/day)
Spells Prepared (CL 20 <sup>th</sup> )
9 <sup>th</sup> —foresight, gate, invoker's window <sup>AA4</sup> , mage's
disjunction
8 <sup>th</sup> —Ardesalf's unraveling <sup>AA4</sup> , discern location, greater
prying eyes, polar ray,
7 <sup>th</sup> —create plasmic servant <sup>AA4</sup> , planeshift (DC 25), spell
turning, vision (2)
6 <sup>th</sup> —analyze dweomer, chain lightning (DC 23), legend lore, planar binding, true seeing
5 <sup>th</sup> —contact other plane, dismissal (DC 22), major
creation, telepathic bond, teleport
4 <sup>th</sup> —arcane eye, dimension door, locate creature, lucent
field <sup>AA4</sup> , scrying (DC 23)
3 <sup>rd</sup> —arcane sight, Ardesalf's assessment <sup>AA4</sup> , clairaudience/
clairvoyance, displacement, explosive runes, tongues
2 <sup>nd</sup> —alter self, detect thoughts (DC 21), fog cloud, extended
mage armor, obscure object, see invisibility
1 <sup>st</sup> —alarm, comprehend languages, endure elements,
identify, Ardesalf's instant knowledge, unseen servant
o—detect magic, light, open/close, resistance
STATISTICS
Str 8, Dex 14, Con 10, Int 25, Wis 20, Cha 14
Base Atk +9; CMB +9 CMD 20
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

[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, Aquan, Auran, Celestial, Common, Infernal, Terran

**SQ** arcane bond (bonded item [blessed book]) **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.

## Balthavius N. Blackmont IV

Sadly, the world has no shortage of talented spellcasters who allow their skills to go completely to waste, bending the universe to their will for petty or shortsighted endeavors. In a few rare and ironic cases, however, such unseemly things can occasionally inspire otherwise lazy and talentless men to heights that they would not otherwise achieve, and contribute to the greater good. I believe that the example of Balthavius N. Blackmont IV is just such a case.

When I first heard of Balthavius, it was from a group of aspiring young students who had eaten up rumors of the mage's great deeds, dashing adventures of derring-do, and his good looks, wealth, and pedigree. They assured me that Balthavius was a powerful, clever, and accomplished mage who would be invaluable in my studies.

I decided to look into the matter, and was disappointed to discover that the students seemed sorely mistaken. The Blackmont family was, in fact, a wellestablished family in arcane circles (even if they do seem to have bent most of their magical talent to the acquisition of wealth, land, and prestige), but Balthavius himself seemed a poor bet on the best of days, having dropped out of the prestigious Restalov University and seemingly having accomplished little in the intervening time.

Balthavius devotes most of his time to the pursuit of women. He spends the majority of his time in bars, taverns, brothels, and other low places seeking out his next conquest, when he isn't busy waxing his facial hair or otherwise attending to his appearance. He is obsessed with his own fashion, and reputedly crafted magical garments for himself which always change to suit the latest designs. This was apparently a practical decision to save money, as before its invention he supposedly never wore the same clothes twice.

While Balthavius proved reluctant, if generally useful, contributor in *Advanced Arcana II*, it was actually he who approached me about inclusion in this tome. It seems that the bards who once heralded his virtues had moved on to tell of other handsome young men, and Balthavius was keen for the notoriety that would come from including his spells in this tome. While I feel that once again this demonstrates a poor set of priorities, the fact remains that while many of his spells seem to be silly and superficial uses of magic on the surface, some have useful and practical applications for more serious mages, as well, and so I was happy to include his contributions in this tome.

BALTHAVIUS N. BLACKMONT IV CR 11
XP 12,800
Male human wizard 12
N humanoid (human)
Init +0; Senses Perception +12
DEFENSE
AC 10, touch 10, flat-footed 10
hp 68 (12d6+24)
Fort +5, Ref +4, Will +8
OFFENSE
Speed 30 ft.
<b>Melee</b> +2 <i>whip</i> +8/+3 (1d3+2)
Special Attacks aura of despair, dazing touch
Spells Prepared (CL 12 <sup>th</sup> )
6 <sup>th</sup> —mass suggestion (DC 20), symbol of persuasion (DC
20), true seeing
5 <sup>th</sup> —Balthavius's instant intoxication <sup>AA4</sup> (DC 19), dominate
person (DC 19), mind fog (DC 18), prying eyes
4 <sup>th</sup> —charm monster (DC 18), confusion (DC 18), lesser
geas (DC 18), scrying (DC 17)
$3^{rd}$ —Balthavius's many presence <sup>AA2</sup> , haste, rage (DC 17),
suggestion (2) (DC 17)
$2^{nd}$ —invisibility, see invisibility, unnatural lust <sup>UM</sup> (2) (DC
16), whispering wind
1 <sup>st</sup> —charm person (2) (DC 15), Balthavius's physical
augmenter <sup>AA2</sup> expeditious retreat, grease
o—daze, detect magic, light, prestidigitation
STATISTICS
Str 10, Dex 10, Con 12, Int 16, Wis 10, Cha 21
Base Atk +6; CMB +6 CMD 16
Feats Alertness, Craft Wondrous Item, Craft Wand, Eschew

Feats Alertness, Craft Wondrous Item, Craft Wand, Eschew Materials, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy), Spell Focus (enchantment), Spell Penetration Skills Bluff +21, Diplomacy +26, Knowledge (arcana) +18, Perception +12, Sense Motive +12, Spellcraft +18 Languages Celestial Common, Draconic, Elven SQ arcane bond (dog familiar), enchanting smile Gear +2 whip, hat of disguise, headband of alluring charisma +2, wand of fireball (caster level 12<sup>th</sup>)

## Bjorndach, the Green Friar

To date, *Advanced Arcana* has had major contributors who were sorcerers, wizards, clerics, and witches, but not druids. While I personally find the naturecentric and academically-lacking practices of druids to be less than conducive to proper magical research, I feel it is important to represent several different points of view in regards to magical theory, and it also seemed like an excellent opportunity to ensure that some of the druidic spells—many of which are simply passed on through oral tradition from one druid to another—were preserved in a fashion that would ensure that they remained for many more generations to come. As a result, I made it a priority to find at least one major druid contributor for this fourth installment of *Advanced Arcana*.

As those of you who have dealt with druids may be aware, however, they are frequently a very secretive lot, and it proved quite difficult to find a druid who was willing to share any spell knowledge with me at all, let alone provide a major contribution to the book. Most druids I spoke with answered such requests with polite decline, but a few actually turned violent at the mere suggestion, much to my shock and dismay (luckily, due to careful spell preparation, I was able to emerge from the encounter largely unscathed).

After that encounter, I was prepared to give up on finding a druidic contributor entirely, but as luck would have it, I crossed paths with Bjorndach on my way back to the university. He cuts a rather intimidating figure at over seven feet in height, with a thick, muscled frame. His hair is a shocking shade of red, and quite wild and unkempt, forming a beard that appears to be nothing less than a large, red bush growing out of his face. He proclaims himself to be "nature's friar," and occupies himself wandering from place to place spreading his druidic ideologies, and occasionally putting youths with potential for becoming druids in touch with existing druidic circles. Despite his size, he is actually quite friendly and gentle, and was more than happy to help spread knowledge of druidism by contributing to this book.

#### BJORNDACH, THE GREEN FRIAR

CR 12

XP 19,200 Male human druid 13 N humanoid (human) Init +2; Senses Perception +23

#### DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dexterity, +1 natural) hp 101 (13d8+39) Fort +12, Ref +6, Will +16

**Defensive Abilities** venom immunity

#### OFFENSE

Speed 30 ft.

Melee +1 *club* +12/+7 (1d6+4) Special Attacks wildshape 5/day

Spells Prepared (CL 13<sup>th</sup>)

 $7^{\text{th}}$ —Bjorndach's dire storm <sup>AA4</sup> (DC 23)

6<sup>th</sup>—fire seeds, greater dispel magic, mass bull's strength

5<sup>th</sup>—baleful polymorph (DC 21), call lighting storm (2) (DC 21), control wind

4<sup>th</sup>—air walk, control water, command plants (DC 20), ice storm, spike stones

3<sup>rd</sup>—call lightning (2) (DC 19), plant growth, sleet storm, wind wall

2<sup>nd</sup>—Bjorndach's avian assistant <sup>AA4</sup>, bull's strength, gust of wind (DC 18), lesser restoration, owl's wisdom, tree shape

1<sup>st</sup>—calm animals (DC 17), charm animal (DC 17), magic fang, magic stone, produce flame, shillelagh o—daze, detect magic, light, prestidigitation

#### STATISTICS

Str 14, Dex 14, Con 14, Int 10, Wis 23, Cha 10 Base Atk +9; CMB +11 CMD 23

**Feats** Alertness, Blind Fight, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Natural Spell, Power Attack

**Skills** Fly +17, Intimidate +12, Knowledge (nature) +15, Perception +23, Sense Motive +23

Languages Common, Druid

SQ a thousand faces, nature's bond (bear animal companion), pass without trace, woodland stride, venom immunity

**Gear** +1 club, +1 hide armor, amulet of natural armor +1, headband of inspired wisdom +4.

## Heridus the Unassailable

Also known as Heridus the Insecure, this enigmatic mage was one of the most difficult for me to reach, and I suspect that he has since found ways to make even that difficult method an impossibility.

I first became aware of Heridus during my research, chancing upon his name in an archive in reference to Sorvithal, whose spells have appeared in past volumes of this series. The source told me that Heridus had actually battled Sorvithal during the latter's rise to power, and that the battle had ended with a draw, as Sorvithal was forced to admit after seven days that he would be unable to penetrate Heridus's defenses, and gave up the fight.

This piqued my interest, as it certainly made out Heridus's defensive magic to be powerful indeed, and no doubt versatile as well, for everything I'd heard of Sorvithal told me he was an expert in many different forms of offensive magic. My curiosity became even stronger, however, when I discovered that Heridus seemed to all but disappear from the records after that encounter.

I feared that perhaps the chronicle had been incorrect and Heridus had, in fact, fallen to Sorvithal. Earlier sources also indicated that Heridus had associated with some lower-planar creatures in his youth, and it seemed conceivable that one such an acquaintance had eventually caught up to the wizard. I had to be sure, though, so I set out to Heridus' tower, which he had not, himself, been inside in over fifty years.

I was admittedly somewhat surprised to find a wizard living in the tower: a local hedge-wizard who had no idea who the previous owner had been, and had simply moved into the tower when he discovered it was abandoned. He used only a few rooms on the lower floors, and was afraid to explore the rest of the tower—he knew that much of it remained protected by powerful wards. Even now, I doubt he knows the secret the tower holds, or how I was able to reach Heridus.

The details of reaching Heridus I'll keep to myself, in case the reclusive mage has not yet prevented that method's use. Suffice to say that he dwells in an inaccessible and welldefended demiplane, where he apparently plans to live out the rest of eternity shut off from the world. A small man with neat brown hair and a clean-shaven face, Heridus doesn't look a day over 40, although he is surely at least 100 years old. He wears serviceable cream-colored clothing (albeit heavily laced with protective enchantments) and speaks with a remarkably high voice.

He did not appreciate being intruded upon, but when I explained the reason for my visit he was willing to share some of his knowledge, and when I called upon him again to contribute to this tome, he was willing to accommodate once more. The man is a defensive genius, as evidenced by the fact that the spells I include here are the ones he did not care about, for he said he would not risk his "important" spells being published so that they could be deconstructed and weak points found.

#### HERIDUS THE UNASSAILABLE

**XP 102,400** Male human wizard 18

LN humanoid (human) Init +0; Senses Perception +20

DEFENSE

AC 20, touch 14, flat-footed 18 (+4 armor +1 Dexterity, +2 deflection, +1 dodge, +2 natural) hp 68 (13d8+24) Fort +10, Ref +11, Will +14 Resist Fire 10

OFFENSE

**Speed** 30 ft. **Melee** +1 dagger +10/+5 (1d4+1)

Special Attacks protective ward Spells Prepared (CL 18<sup>th</sup>)

9<sup>th</sup>—Heridus's final contingency <sup>AA4</sup>, Heridus's perfect protection<sup>AA2</sup>, imprisonment (DC 30), shade's (DC 30)

8<sup>th</sup>—Heridus's shocking decoy <sup>AA4</sup> (2) (DC 29), maze (DC 27), mindblank, protection from spells

7<sup>th</sup>—imaginary armor (DC 26), Heridus's panic room<sup>AA2</sup>, plane shift, sequester, spell turning

6<sup>th</sup>—globe of invulnerability, guards and wards (DC 27), Heridus's damning decoy <sup>AA4</sup> (DC 27), Heridus's invunerabilty<sup>AA2</sup>, Heridus's twin wards <sup>AA4</sup>, trueseeing

5<sup>th</sup>—break enchantment, dismissal (DC 26), Heridus's instant retrieval<sup>ANA13</sup>, mage's private sanctum, prying eyes, secret chest, teleport

4<sup>th</sup>—detect scrying, dimension door, fire trap (DC 25), lesser globe of invulnerability, scrying (DC 23), secure shelter, stone skin

3<sup>rd</sup>—dispel magic, explosive runes (DC 24) Heridus's planned protection <sup>AA4</sup> (3), nondetection (DC 24), secret page

2<sup>nd</sup>—arcane lock, detect thoughts (DC 21), fog cloud, Heridus's emergency ward<sup>AA2</sup> (2), obscure object, protection from arrows, resist energy

1<sup>st</sup>—alarm, endure elements, hold portal, mage armor, protection from chaos, protection from evil, magic missile, shield

o—daze, detect magic, light, prestidigitation STATISTICS

#### **Str** 10, **Dex** 13, **Con** 10, **Int** 28, **Wis** 14, **Cha** 10 **Base Atk** +9; **CMB** +9 **CMD** 20

**Feats** Alertness, Brew Potion, Craft Wondrous Item, Dodge, Great Fortitude, Greater Spell Focus (abjuration, illusion), Improved Iron Will, Iron Will, Lightning Reflexes, Spell Focus (abjuration). Spell Focus (illusion), Scribe Scroll, Silent Spell

Skills Bluff +18, Fly +22, Craft (alchemy) +30, Craft (traps) +30, Knowledge (arcana) +30, Knowledge (dungeoneering) +30, Knowledge (local) +30, Knowledge (religion) +30, Perception +20, Sense Motive +20, Spellcraft +30 Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Orc, Sylvan, Terrain SQ arcane bond (bat familiar), energy absorption (54 points) Gear +1 dagger, amulet of natural armor +2, bracers of armor +4, cloak of resistance +2, headband of vast intellect +6, ring of protection +2.

## Morticia Dreadmire

CR 17

As longtime readers of Advanced Arcana are no doubt aware, each previous installment has contained spells developed by the infamous necromancer Sorvithal. In each of these tomes, the spells were printed along with a warning that they were intended to be used for academic study only, and for instruction on how to develop spells to defend oneself against such magic. Despite this, it seems that a disturbing number of reckless individuals have actually taken it upon themselves to use these spells in other ways, which has led to several tragedies. As a result, I decided that it would be best not to include any further spells from Sorvithal's books for the time being, but I still felt it important to include a major contributor who specialized in necromancy, as that school is frequently singled out as being "dark" or "evil" magic, and, as a result, many necromancers are forced to practice in secret, which creates a self-fulfilling cycle of darkness and despair.

Morticia Dreadmire is a woman of exceptional skill in necromantic arts, who is among the faculty at Siribellion, the magical institution at which I am also employed. Despite her name and her chosen specialization, she is a professional woman with a solid and practical approach to magic, and does not suffer from the dramatic tendencies that are frequent amongst necromancers. It was for this reason that I considered here to be an excellent candidate to show that necromancy does not need to be a hidden or secret art, and that it is not something that one needs to hide away or be ashamed of, provided that it is handled responsibly.

Of course, the old caveats still apply: several of Morticia's spells, along with many other spells in this book, are potentially dangerous and incredibly immoral to use for anything other than academic purposes, which is the spirit in which they have been included in this book.

#### **MORTICIA DREADMIRE**

XP 51,200

CR 15

Female human cleric 3/wizard 3/mystic theurge 10

#### NE humanoid (human)

Init +9; Senses Perception +23

#### DEFENSE

AC 13, touch 11, flat-footed 13 (+1 armor, +1 deflection, +1 natural)

hp 62 (13d6+3d8+3)

Fort +7, Ref +5, Will +17

#### OFFENSE

Speed 30 ft.

**Melee** +2 heavy mace +10/+5 (1d8+2)

**Special Attacks** bleeding touch (7/day), channel energy (2d6; 7/day), power over undead (7/day), touch of evil (7/day)

#### Spells Prepared - Wizard (CL 14<sup>th</sup>)

7<sup>th</sup>—finger of death (DC 22), Morticia's dark lightning<sup>AA4</sup> (DC 22)

6<sup>th</sup>—create undead, greater dispel magic, shadow walk 5<sup>th</sup>—magic jar (DC 20), nightmare (DC 19), teleport, waves

of fatigue

4<sup>th</sup>—dimensional anchor (DC 18), enervation (2), fear (DC 19), phantasmal killer (DC 18), scrying (DC 18)

3<sup>rd</sup>—dispel magic, gentle repose, halt undead (DC 18), nondetection, protection from energy, vampiric touch

2<sup>nd</sup>—blur, command undead (DC 17), false life, invisibility, protection from arrows, spectral hand

1<sup>st</sup>—cause fear (DC 16), chill touch (DC 16), protection from good, mage armor, spasmodic shock, summon tainted animal o—daze, detect magic, light, prestidigitation

**Spells Prepared - Cleric** (CL 14<sup>th</sup>)

7<sup>th</sup>—blasphemy (DC 21), destruction (DC 22)

6<sup>th</sup>—antilife shell, create undead, harm (DC 21)

5<sup>th</sup>—Morticia's dark revival<sup>AA4</sup>, slay living (DC 20),

trueseeing, unhallow

4<sup>th</sup>—death ward, divination, freedom of movement, poison (DC 19), unholy blight (2) (DC 18)

3<sup>rd</sup>—animate dead (2), bestow curse (DC 18), contagion (DC 18), magic circle against good, speak with dead

<sup>2<sup>nd</sup>—death knell (DC 17), fox's cunning, Morticia's</sup>

corpseshape<sup>AA4</sup>, owl's wisdom, undetectable alignment, zone of truth (DC 16)

1<sup>st</sup>—bane (DC 15), cause fear (DC 16), command (DC 15), curse water (DC 16), doom (2) (DC 16),

o—create water, detect poison, resistance, virtue

#### STATISTICS

Str 10, Dex 10, Con 10, Int 18, Wis 18, Cha 14 Base Atk +8; CMB +8 CMD 19

Feats Combat Casting, Command Undead, Extra Channel, Improved Channel, Improved Counter Spell, Improved Iron Will, Iron Will, Scribe Scroll, Skill Focus (Knowledge [religion]), Spell Focus (necromancy), Turn Undead Skills Craft (alchemy) +23, Diplomacy +21, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +29, Spellcraft +23

**Languages** Abyssal, Aklo, Common, Draconic, Infernal **SQ** arcane bond (cat familiar), combine spells (5<sup>th</sup>), death domain, evil domain, spell synthesis

**Gear** +2 heavy mace, amulet of natural armor +1, bracers of armor +1, ioun stone (orange prism), ring of protection +1.

## 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 someone that I thought was likely to prove an outstanding example of a woman's ability to make a name for herself in the world of arcane academia, but I feel I should mention, for the reasons listed above, that Veltannia, once the Baroness of Isla de Muerva, lost that title in a gambling match with a local fisherman, much to the shame of her family.

Veltannia has a knack for getting herself into trouble, but, it must be said, she also has a knack for getting back out of it again—provided that she truly wants to. I have no doubt that she could have regained her title in any number of ways, but I think that perhaps she actually desired to be rid of it, as she quickly took the opportunity to become an archaeologist, as she calls herself. She apparently feels this means that she has free license for the unsavory activities she undertakes in that profession's name, such as theft, tomb-robbing, and confidence artistry.

While Veltannia and I obviously don't see eye to eye on a number of matters, she possesses an uncanny knack for spellcraft, especially in forming versatile spells which allow her to prepare for a variety of situations, and so I knew that I would want to include some of her work in this tome. She was an acquaintance of mine before I wrote even the first *Advanced Arcana*, let alone this one, as we had met when her choice of "profession" led her to consult me on an illconceived 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 III*, Veltannia escaped from Spellbane, as I had feared, and seems to have continued her unfortunate scofflaw lifestyle. Though she insisted on contributing to this tome only via secret correspondence, as she fears pursuit from a number of different enemies, she nonetheless continues to be a generous donator of spell knowledge to this cause. If her letters to me are to be believed, she was responsible for the recent theft of the legendary Scepter of Al'Razim from the Aarsgard Museum of Magical Relics. I can only hope that she will ensure that it is returned to the proper authorities posthaste.

VELTANNIA DE MUERVA CR 14
XP 38,400
Female human sorcerer 14
CN humanoid (human)
Init +6; Senses Perception +o
DEFENSE
AC 12, touch 12, flat-footed 10 (+2 Dexterity)
hp 73 (14d6+14)
<b>Fort</b> +4, <b>Ref</b> +6, <b>Will</b> +9
OFFENSE

#### Speed 30 ft.

**Melee** +3 *rapier* +8/+3 (1d6+1/18-20) **Spells Prepared** (CL 14<sup>th</sup>)

7<sup>th</sup> (5/day)—project image (DC 25)

6<sup>th</sup>(7/day)—elemental servants<sup>AA4</sup>, mislead (DC 23), veil 5<sup>th</sup>(7/day)—break enchantment, mage's faithful

hound, persistent image (DC 23), secret chest, Veltannia's insurrection<sup>AA4</sup>

4<sup>th</sup>(7/day)—confusion (DC 22), dimension door, freedom of movement, rainbow pattern (DC22)

3<sup>rd</sup>(8/day)—displacement, haste, protection from energy, suggestion (DC 21)

2<sup>nd</sup>(8/day)—blur, eagle's splendor, invisibility, levitate, sword of devotion<sup>AA4</sup>

1<sup>st</sup>(8/day)—alarm, charm person (DC 19), color spray (DC 19), grease (DC 18), shocking grasp

o—acid splash, dancin<mark>g lights, detect magic, ghost sound</mark> (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** +3 rapier, deck of illusions, headband of alluring charisma +4, marvelous pigments, vest of escape.

## Xelar the Red

Sadly known shortly before his death as Xelar the Mad, this man is 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 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.

Xelar's journals were quite extensive, and contain detailed and incredibly useful arcane knowledge, especially relating to elements and their applied uses, but these tomes are incredibly dense and many locked with cryptic magical ciphers, which make progressing through them long and time-consuming. I have no doubt that there are many more magical secrets contained within Xelar's legacy, though it may be some time before I am able to unlock them all.

XELAR THE RED CR 15
XP 51,200
Male human sorcerer 15
N humanoid (human)
Init +7; Senses Perception +14
DEFENSE
AC 13, touch 13, flat-footed 10 (+3 Dexterity)
hp 82 (15d6+30)
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 Prepared (CL 15 <sup>th</sup> )
7 <sup>th</sup> (5/day)—delayed blast fireball (DC 27) , prismatic spray
(DC 27), summon winged sovereign <sup>AA4</sup>
6 <sup>th</sup> (7/day)—chain lightning (DC 26), disintegrate (DC 22),
freezing sphere, true seeing, Xelar's crackling web <sup>AA4</sup>
5 <sup>th</sup> (7/day)—cone of cold (DC 25), cloud kill (DC 21),
overland flight, summon monster V, teleport
4 <sup>th</sup> (7/day)—black tentacles, dimension door, ice storm (DC
24), shout (DC 24), subtle shock <sup>AA4</sup> , wall of fire (DC 24)
3 <sup>rd</sup> (8/day)—dispel magic, fireball (DC 23), fly, lightning bolt
(DC 23), sonic sphere (DC 20 or 23)
2 <sup>nd</sup> (8/day)—acid arrow, eagle's splendor, glitter dust (DC
18), scorching ray, Xelar's absorptive barrier <sup>AA4</sup>
1 <sup>st</sup> (8/day)—burning hands (DC 21), mage armor, magic
missile, identify, shadow glyph <sup>AA4</sup> , shocking grasp
o—acid splash, detect magic, flare (DC 20), ray of frost

#### STATISTICS

Str 10, Dex 16, Con 10, Int 10, Wis 8, Cha 23 Base Atk +7; CMB +8 CMD 19

Feats Combat Casting, Eschew Materials, 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

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 firballs type V, rod of thunder and lightning.

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