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Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

AA1: Advanced Arcana Volume 1	APG: Advanced Player's Guide	LV: Liber Vampyr
AA2: Advanced Arcana Volume 2	ARG: Advanced Race Guide	NA12: Necromancer's Almanac 2012
AA3: Advanced Arcana Volume 3	B2: Bestiary 2	NA13: Necromancer's Almanac 2013
AA4: Advanced Arcana Volume 4	B3: Bestiary 3	UC: Ultimate Combat
ACG: Advanced Class Guide	B4: Bestiary 4	UM: Ultimate Magic

My Dearest Ostudent,

Another year has passed, and once again, S am proud to see you returning to the Aubergrave Academy for further magical instruction. As this is the beginning of your fifth year at the academy, you will be expected to apprentice yourself to one of the various mages there. Mad you chosen to specialize in the school of necromancy, S would have arranged with Dean Revis to allow you to apprentice yourself under me, even though my ties to the school are informal, but S'm afraid that S would not have much to teach you about the school of magic whose path you ultimately decided to follow.

S cannot stress enough the importance of choosing well when finding a mage to apprentice under. Your choice of mentor has far more impact than simply what you might be taught (because, while direct instruction is certainly valuable, we both know that you can make up for any gaps in your learning through independent study: your history with the books that S have been providing you has more than demonstrated that!); your mentor is not merely someone who will teach you about magic, but also someone who will open doors for you in the arcane community, and help you begin transitioning from a student into a full-fledged mage. A good mentor will provide introductions to other influential mages, and help his apprentice to develop contacts. Sce will help his apprentice to secure a position worthy of his skills. There are many fine wizards in Aubergrave who would make wonderful mentors for you. There are also many who are beneath you, even though they may seem to be good choices in the short run. Se careful not to be fooled by the latter. Surge you to consult with me, when you think you have found a mentor.

St is also important that you remember that you are your own individual. Many apprentices lose themselves, to one degree or another. They absorb their mentor's beliefs and philosophies, and worship their mentor as a larger-than-life figure. You are wise for your years, and not prone, S think, to the naiveté of the average journeyman mage, but all the same, it doesn't

hurt to restate it, especially given its importance. Of course, listen to your mentor, and learn these things, but do not make the mistake of assuming that they are infallable, or that a theory or philosophy is correct simply because your mentor says it is so. Remember the things that ∇ have taught you. Take from your mentor that which is valuable, and set aside the rest, in case it becomes valuable at a later date.

S'm sure you are eager to begin reading through this latest book that S have provided for you, and S will not keep you much longer. Now, S know that S have told you many times in the past that the spells in these books are somewhat more complicated than the spells that are on the curriculum at Aubergrave, and your continued ability to master them is a credit to your intellect, dedication, and raw magical talent. After your first two years, S ceased being surprised by your exemplary ability to master their contents, because S had come to expect that level of greatness from you.

That said, the spells in this particular book are a particularly unruly lot. S would not necessarily say that they are more complex to learn than the spells from previous installments, but S would say that they are somewhat more difficult to control, and many of them are outright dangerous, if they are not handled with care. Your mother, if she knew the contents of this book, would not approve of you having it. Still, S think that you have shown that you are a capable individual, and S entrust the book to you. Se sure that you earn that trust, by being careful with these spells. They have a mind of their own, and are not easily controlled. You must learn to master them, while, at the same time, emulating them, in regards to whichever mentor you take.

Four mother and \heartsuit send our love, as always.

Sincerely, Alastro

Foreword

It cannot be denied that magic is a mysterious force. While this is obviously more true for some than for others, and those who devote their time and energy to the study of magic are able to understand it much better than the average farmer or fishwife, even those who spend their entire lives trying to unravel the mysteries of this enigmatic yet universal presence can only comprehend a fraction of its incredible complexity. As Madame Tidonia Belnost put it, "The arcane arts are a demanding taskmaster, and though they give much in return for this devotion, they never provide an answer without giving at least two new questions, as well." I feel no shame in admitting that there are many aspects of the arcane arts that elude my understanding, even now, after I have served for years as Head Librarian of a prestigious arcane academy, am currently the Dean of Metamagic Studies at that same university, and have written numerous books on magical practice and theory.

I bring this up because I want to point out the folly in believing that we know all there is to know about magic. As Archmagister Weslyn the Wise once said, "take all the stars in the sky, each grain of sand on each beach, all the different shapes of falling snowflakes, every wonder in the world, and count them all. There are more secrets, surprises, and revelations in the world of magic than all of that combined."² It is easy for mages to become prideful, and to believe that there is nothing left that can surprise them, no secret that they have not already learned. Those of us who are more learned are, sadly, not proof from this weakness, and, in fact, are more susceptible to it than those with lesser learning. However, it is critical that we not allow what we think we know to stand in the way of discovering the real truth, for isn't that what the study of magic is truly all about? Unraveling the greatest mystery of the cosmos, one thread at a time, until we finally understand the entirety of creation?

A year ago, I considered the idea that magic, as a force, was a living thing, to be preposterous. You will almost certainly know, gentle reader, that while such an idea is hardly new, it has been widely discredited, and is dismissed by nearly every respected member of the arcane community.³ Despite the fact that most of those learned in the arcane arts would consider this issue to be one that has been entirely solved, and is, in fact, common knowledge, I find myself uncertain as to whether or not there may be more to this particular mystery than we, as a community, have come to accept. It wouldn't be the first time.⁴

The possibility was first brought to my attention by a curious letter which I received from an old friend and colleague by the name of Dirlin Rowells. Dirlin was a professor of mine, oh so many years ago, and an expert in his field.⁵ I knew the man quite well, and have a great respect for his intelligence and knowledge about all things arcane, and so I was quite excited when I read in this letter that he had made a startling discovery about the underlying nature of magic itself, and that I should visit him post-haste. In retrospect, the urgent tone of the letter should probably have given me cause for concern, but at the time I simply assumed that it was excitement on Dirlin's part.⁶

When I arrived at Dirlin's tower (he had long ago retired from teaching, but had continued his studies even in his retirement), I was shocked and dismayed to find that the man was dead from poisoning. Dirlin's notes and papers were in quite a state of disarray, and had clearly been rifled through, but thanks to some clever wards on Dirlin's part, the bulk of his research had gone untouched, and I surmised that there must be something in those documents to explain why my poor friend had been killed. I took a leave of absence from my post at Siribellion and spent the next few weeks going over my old teacher's notes, trying to understand what great discovery had led to his demise.

When I found what I was looking for, I nearly dismissed it as impossible, for it seemed absurd

1. A Beginner's Guide to the Magic of the Heart, by Tidonia Belnost, pg. 4

2. The Quest for Magic, by Weslyn Tolmes, pg. 72

3. For further reading on attempts to discredit this belief, see The Force of Magic, by Yngrit Redletter, A Magical World, by Johan the Exuberant, and Magic is Dead: The Critical Flaws of a Living Magic Theory, by Rupert G. Osmond, M.I.O. 4. I am referring here to the Astocthan theory of Spell Nodes, which states that each spell has a specific "level," ranging from 0 to 9, and that magical energy naturally groups together in amounts that match these "levels" exactly. I disproved this theory in the original Advanced Arcana, and though the magical community was initially slow to accept these findings, the presentation of ascension spells in Advanced Arcana III, which simultaneously exist at multiple spell levels, helped erode support for the older Astocthan method.

5. Dirlin specialized in studying the ways that magic auras react to and interact with one another, and his contributions to the understanding of arcane resonance and magical harmonics are considerable. Some of his most essential works are The Arcane Wavelength, Arcane Decay: A Treatise on Metaphysical Erosion Over Time, and The Theory of Spell Resonance. 6. Dirlin was a very excitable man, when it came to his work, and on more than one occasion, during my school days, he would make a realization or have a breakthrough of some kind while in the middle of giving a lecture, then rush out of the classroom—or, in some cases, drag the entire class along with him—to begin experimenting right away. that anyone could possibly be driven to murder over such a thing, but the more I read through Dirlin's notes, the more it became impossible to deny that this was his grand discovery: arcane resonance measurements that indicated that the aura was, somehow, aware of its surroundings, and responding to stimuli in a sapient way—as though it were alive.

As I said before, the very notion of "living magic" has come, over the years, to be associated only with crack-pots and demagogues. It is the kind of diatribe that is generally heard from sorcerers who understand nothing of their magic, but find the rhetoric useful for attracting hangers-on, or from sensationalist wizards who, in the absence of any real ability to research the arcane, simply put nonsense to paper in order to give themselves something to publish. Simply expressing the possibility has long been enough to call one's credibility into question.⁷ And yet, there I stood, with detailed and painstaking research notes from a close and very well-respected friend, who seemed to think that the idea held merit—and may even have been killed for that belief.

What's more, Dirlin's readings, if they were correct, were quite compelling. He had stumbled across the phenomenon almost by accident, while performing another experiment. His experiment had regarded the effects of an antimagic field on magical auras. This research is somewhat more intricate than it sounds. Obviously, if the spell or item in question is entirely within the antimagic field, the aura is suppressed, but Dirlin's research had to do with auras that are only partially within the antimagic field, and what effect that has on their shape.⁸ His expectation was either that the aura would simply be cut-off, and would not be affected by the antimagic field (beyond the obvious fact that any portion within the field ceased to exist), or that the new edges of the aura would adjust to create a new coronal layer along the edges that were "swallowed" by the antimagic field.⁹

Instead, he found that the magic aura would actually reshape itself in order to avoid the antimagic field entirely. According to his notes (and my own experiments, which I performed to verify them, and which yielded the same findings), if a spell or magic item is moved into position so that some portion of it is brought within an antimagic field, no part of the aura ever actually enters the field: instead, the aura is compressed, and becomes more dense in the area outside the field. If the spell effect or magic item is brought entirely within the antimagic field, the aura does eventually get pulled inside (at which point it is impossible to observe), but not before "flattening" itself in this way as it is moved inside.

My initial reaction to this revelation (and Dirlin's, for that matter) was that the two forces (magic and antimagic) must simply repel one another, like oil and water. If such were the case, however, one might expect for there to be some sort of physical resistance when one attempted to bring a magical effect inside an antimagic field, or vice-versa, which, of course, is not the case. Further, additional experiments revealed that, when exposed to rapidly appearing and disappearing antimagic field effects, certain magic auras would actually remain compressed after the first two or three times the antimagic field disappeared, as though the aura were anticipating the antimagic field's eventual return. Further, in such cases, the amount of time that it took for the aura to return to its normal shape and size, once it did start to decompress, was notably longer, as though the aura itself were hesitant to do so.

At this point, I did not know what to think. The idea that magic could in some way be alive was inconceivable, and yet there was no other explanation I could provide that accounted for what I was seeing before me. So, endeavoring to keep an open—and yet rationally skeptical—mind, I endeavored to begin researching the issue further, to see if I could find any other evidence to support the theory of living magic. It turns out that, if one looks closely, there are numerous unexplained phenomena relating to the arcane arts that point to the possibility of magic being a living, sentient thing.

In his book The Sleeping Stones, Roderic Sandross chronicles the legends and history of a peculiar circle of standing stones, located on a small island off the coast of Ganubia, as well as his own experiments and research on these unusual artifacts. These stones contain powerful divinatory

^{7.} While many of those who have forwarded these theories have deserved the derision they have received, I am hopeful that, with the release of this book, and the difficult questions that Dirlin's research has raised—and conventional arcane theory has been unable to answer—we may find cause to re-examine some of these previously-disgraced researchers, and their works.
8. To facilitate this research, he created a spell that was capable of creating tiny, highly localized antimagic fields, some as small as one inch in diameter. In some of his more exciting experiments, he even caused the antimagic field to pass through or be entirely enveloped within a spell's aura.

^{9.} For those readers who aren't familiar with the anatomy of a magic aura (as so many today learn only enough about the subject to be able to identify basic spell effects), each magical aura has several different layers. The outermost layer, known as the corona, is wispy and irregular. Each individual caster tends to have telltale traces in the coronas of his or her spells, which can allow those who are familiar with the art (and the individual) to identify a spell's caster from its corona.

powers, and are said to be able to predict not only the future, but also to provide up-to-date and accurate information about current events in far-off places. Now, divination magic such as this would hardly be remarkable, except that the stones seem to lack any connection to a source of information.¹⁰ Roderic proposed that the magic in the stones must somehow possess a sentience or intelligence of its own, and must either have access to this information, in some way, shape, or form, or be able to share information with other sources of magic. His peers, however, derided the theory, proclaiming that Roderic must have simply overlooked the stones' connection to its information source.

The unusual case of Zandar the Accursed also comes to mind as a potential indicator of arcane intelligence." Zandar was a wizard who, at some point in his career, seemed to fall afoul of magic itself. An accomplished spellcaster by all reports, he apparently woke up one day, and found that while he could still cast his spells without difficulty, they would always manage to manifest their effects in the most detrimental way possible to him. We have all heard of situations where wish spells, and similar effects, go awry, but in Zandar's case, according to several eyewitness accounts, this occurred for every spell he cast. The condition was studied by numerous researchers at the time, and though they were able to identify that magical auras responded unusually to his presence, they could find no evidence of any actual curse, nor were they able to cure the condition before it turned fatal.¹² One theory behind this strange set of circumstances is that Zandar had somehow been forsaken by magic itself, which held a grudge against the mage for reasons unknown, and took every opportunity to act against him.

Perhaps the greatest argument for the possibility of sentient magic is the very nature of the way in which magic works. So often, spells simply fill in logical gaps, working the way that one might expect an intelligent creature to, rather than in a simplistic, force-of-nature way. Perhaps this intelligence is the reason behind magic's many twisted and byzantine rules. Perhaps this intelligence is the secret behind how magic works. Could magic itself truly be controlled by some great overmind, too vast for us to comprehend? Could this intelligence be a part of each and every spell that is cast? What would this mean for those of us who bend magic to our wills each and every day?

For my own part, I do not have the answers to any of these questions, but I have devoted this book to asking them. This tome is packed with spells that, more than most, seem to contain within their essence some essential spark of self-awareness that our current understanding of magic is not quite sufficient to maintain. I encourage you to study these spells—to use them, to deconstruct them, to experiment with them, and to expand upon them—and in so doing, perhaps find your own answers to these seemingly inscrutable questions, which lie at the very foundation of the arcane arts themselves.

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

^{10.} For those of you who are not students of divination, each divination spell or effect that calls upon external information, such as an augury or a commune spell, does so by creating a link between the caster (or the magic item), and some source of information—usually a deity or powerful outsider. Those who are knowledgeable in such things can find a trace of this connection in the aura of the spell, and follow it, in a metaphysical fashion, to its source.

^{11.} For more information, see The Curious Case of Zandar the Accursed, by Vicar Jean Rosewood, or, for a somewhat less scholarly approach on the subject, When Magic Attacks: The Tragic Tale of Zandar, by Voltarius the Magnificent. 12. Zandar's unfortunate end was caused by a feather fall spell that somehow managed to cause him to fall upwards, rather than downwards. His remains were never recovered.

Introduction

From the beginning, Advanced Arcana has, as a series, always endeavored to be more than simply a collection of spells. Each volume of the series has attempted to explore different aspects of magic, challenging the status quo of the way that it works within the game, and pioneering new mechanics, ideas, and ways for magic to function. 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 cost both more and less than a single spell slot (as well as exploring other costs, such as the time taken to cast the spell). In Advanced Arcana Volume *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 ways, with the goal being to make a single spell feel different in different circumstances. For the third installment of the series, we challenged the very role of what, exactly, a spell is and does, by making spells which modified other spells, spells that existed simultaneously at multiple spell levels, and spells that granted benefits to the caster as long as they were prepared. The previous installment, Advanced Arcana Volume IV, explored the schools of magic, attempting to make them more relevant to casters in a variety of ways, and blurring the lines between different schools.

Now, in Advanced Arcana V, we asked ourselves, "What would a spell with a mind of its own look like?" Fantasy magic tends to be portrayed in one of two ways: the first is as an almost scientific phenomenon, like electricity or gravity, where spellcasters are able to learn, if not exactly how or why it works, that certain specific formulae (in the form of verbal, somatic, and material components) can be used to create specific outcomes. The second version of magic is that it is a primal force, almost intelligent in its own right, and able to react organically in unusual ways. There are benefits to both forms of magic, but only the former really lends itself to roleplaying games, as it can easily work within the framework of the game's rules. The more capricious, mystical, and hard-to-understand magic is therefore swept aside, and, as a result, players and GMs who want that kind of wonder and mystery find the existing selection of spells all too dry, clinical, and formulaic for their tastes.

Of course, the spells in this book still have codified rules, just like all the other spells in the *Pathfinder Roleplaying Game*, as implementing magic that truly does not follow rules is something that would need to be handled entirely by the GM, and is not likely to lead to good gameplay, in any case. Instead, the various mechanics presented in this book are intended to provide other ways to make the spells feel more unpredictable, more whimsical, and, ultimately, more alive. We have attempted to simulate spells with a mind of their own in a variety of different ways.

Perhaps the most direct way of giving spells a mind of their own is to have their effects depend on the whims of the entity that grants the spells in the first place. **Patron spells**, which are only available to characters whose magic comes from an outside source, such as clerics, shamans, and witches, have effects that vary wildly depending on how the caster's patron (whether that be a cleric's deity, a shaman's spirit, or a witch's patron) feels about the caster, the caster's target, or some other aspect of the situation.

Automatic spells get their independence in a somewhat different way. When an automatic spell is prepared, the GM secretly rolls to determine a condition which will trigger the spell. When that condition occurs, the spell is cast automatically—even if the caster has already acted, is unconscious, or even dead! The caster can't stop this from happening (and he can't choose to cast the spell early, either), so while he is able to control the spell's effects, the spell itself is in control of when it is cast.

Capricious spells are spells whose effects depend entirely on the roll of the die: each capricious spell requires a Spellcraft check when it is cast. If the result is odd, the spell will have one effect, and if the result is even, it will have a related, but mechanically different effect. Further, the strength and magnitude of the effects depends on the Spellcraft check, so the better the roll, the more powerful the spell will be. While it can be hard to plan around these spells, they reward dedicated spellcasters with powerful effects.

Interactive spells don't make the spell independent from the will of the caster, as most of these other mechanics do, but they do allow the spell to almost become a member of a combat, as, in addition to their main effect, they provide the caster with an ability to focus on the spell once per round in order to have the spell do something additional. The benefits to casters, in terms of being able to save their precious spell slots and keep using a single spell as the fight continues, is obvious, but this mechanic also gives the spell more of a life of its own, as it sticks around and continues to "act" throughout the combat.

Finally, **unsafe spells** show the darker side of spells with a mind of their own. This mechanic, which first debuted in one of our *Obscure Arcana* articles, available for free at www.necromancers-online.com, requires the caster to make a Spellcraft check at one or more points during the spell's duration, or lose control of the spell, with potentially disastrous results. These spells demand respect from even the most powerful of mages, and must always be handled with care, lest they bite the hand that casts them.

Finally, in what has become a tradition in Advanced Arcana books, this tome contains a collection of rather meaty appendices with additional mechanical content. In addition to a brief appendix with spells that allow casters to make more of the above mechanics, there is also an appendix detailing personality traits for familiars, allowing a caster's familiar to develop more of a personality and identity of its own, alongside the caster's spells. Another appendix contains a small bestiary of 17 sentient spells, ranging from CR 4 to CR 20. These unusual foes are quite literally spells granted sentience, and they are sure to provide an interesting and memorable encounter, as well as demonstrating yet another way that magic can be brought to life and made into something unpredictable, whimsical, and, without a doubt, alive.

New Spell Mechanics

Advanced Arcana Volume V 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.

Automatic Spells

Some of the spells included in this book cannot be cast directly by the caster himself. Instead, when such spells, known as **automatic spells** are prepared, a specific triggering event is randomly and secretly determined by the GM. When the triggering event occurs, the spell is cast automatically, without requiring any action on the part of the caster. Automatic spells tend to have somewhat more powerful effects than other spells of their spell level, and this, combined with the fact that no action is required to cast them, helps to make up for their unpredictable nature.

All automatic spells have a casting time of "automatic." It is impossible to deliberately cast a spell with a casting time of automatic, unless you have a special feat or class feature that allows you to do so. Without such conveniences, the only way for an automatic spell to be cast is for its triggering condition to occur. For this reason, an automatic spell must be prepared in order for it to work, and each automatic spell that a character prepares on a given day has its triggering condition randomly determined separately from all other automatic spells. Spontaneous casters can choose to prepare an automatic spell as though they were not spontaneous spellcasters.

An automatic spell's triggering condition is determined by rolling a d% and consulting Table 1-1: Automatic Trigger Conditions. This table, and its sub-tables, and explanations of their entries, are included on the next page. The GM should make this roll in secret, as the caster does not inherently know what the trigger condition of any automatic spell he prepares is (the Trigger Awareness feat grants the caster this ability, and clever use of various divination spells can also be used to learn this information, but otherwise it should be kept solely to the GM).

When an automatic spell's trigger condition occurs, the spell is immediately cast, even if it is currently another character's turn. This does not require any kind of action on the caster's part, and he cannot stop the spell from being cast, even if he wants to. Casting an automatic spell in this way does not provoke attacks of opportunity, nor does a concentration check need to be made, even if the caster is currently subject to one or more effects or conditions that would normally require a concentration check be made. Automatic spells have no verbal, somatic, or material components, so *silence* effects, arcane spell failure, and similar concerns do not apply. Automatic spells are so independent of their caster that they can even be cast if the caster is dead, although they remain prepared for no more than 1 hour per spell level after the caster has died. However, if the caster is in an *antimagic zone*, or a similar effect, when the automatic spell's trigger condition occurs, the spell is not cast (but it is not expended, either). An automatic spell can be countered through the normal means. If the triggering condition is already met at the time that the spell is prepared (such as if the caster rolled a 31 and prepared spells while already diseased), there is a 50% chance that the spell is cast immediately, and a 50% chance that it ignores that condition, and goes off the next time circumstances change to cause the trigger to occur (such as if the caster contracted a second disease).

While the caster does not need to take an action in order for the spell to be cast, he may still make any choices required by the spell when it is cast, such as the spell's target, and any other decisions that the spell allows. If the caster is unconscious, dead, or otherwise unable to make such decisions, they should be made randomly, if at all possible, or determined by the GM, if not.

Automatic Trigger Conditions

This section outlines the various trigger conditions that can be randomly selected for an automatic spell, and provides explanations of those conditions, where necessary. GMs should feel free to amend or adjust the entries on the table, or to create their own table from scratch, using this as a guide. To determine an automatic spell's trigger condition, roll a d% and consult the table below. For results that refer to a specific damage type, creature type, or key word, roll on the indicated table to determine the damage type, creature type, or key word in question. These tables can be found on the following two pages.

Capricious Spells

Some of the spells included in this book are capable of producing one of two different effects, and provide the caster with only limited control over how the magic manifests itself. These spells are known as **capricious spells**, and in addition to not knowing which of two different effects the spell will have, the caster also does not know the magnitude that the spell will have, in some form or another. In exchange for this lack of control, the spells provide a greater deal of power.

Whenever a capricious spell is cast, the caster must make a concentration check in order to determine what effect the spell will have. If the result of the concentration check is odd, the spell will have one effect, and if the result of the Spellcraft check is even, it will have a different effect. The two effects are always thematically related, and while one result might be more desirable in a given situation than the other, they will both typically be beneficial in the same types of circumstances.

In addition to determining which of the two versions of the spell will occur, **the result of the Spellcraft check also determines one or more variables about each effect**. The exact impact that the Spellcraft check has varies

Table 1-1: Automatic Trigger Conditionsd% Trigger Condition

u /0	Tigger Condition
1	You are reduced to less than 75% of your maximum hit
	Points. You are reduced to less than 50% of your maximum hit
2	points.
3	You are reduced to less than 25% of your maximum hit
_	Points. You are reduced to o or fewer hit points.
<u>4</u> 5	You die.
6	An ally within 60 feet is reduced to less than 75% of his
0	maximum hit points.
7	An ally within 60 feet is reduced to less than 50% of his maximum hit points.
	An ally within 60 feet is reduced to less than 25% of his
8	maximum hit points.
9	An ally within 60 feet is reduced to 0 or fewer hit points.
10	An ally within 60 feet dies.
11	You roll a natural 1 on any d20 roll.
12	You roll a natural 20 on any d20 roll.
-	You score a critical hit.
13	
14	You are the subject of a critical hit.
15	A creature successfully uses a combat maneuver against you.
_	You successfully use a combat maneuver against a
16	creature.
17	You kill a creature.
	You suffer any amount of damage of a specific type (see 1-
18	2).
	You suffer 10 or more damage of a specific type from a
19	single hit (see 1-2).
	You suffer 25 or more damage of a specific type from a
20	single hit (see 1-2).
21	You inflict damage of a specific type (see 1-2).
	You inflict 5 or more damage of a specific type on a single
22	hit (see 1-2).
23	You inflict 15 or more damage of a specific type on a
_	single hit (see 1-2).
24	You are blinded or deafened.
25	You are confused, frightened, or panicked.
26	You are dazed or stunned.
27	You are fatigued, sickened, or shaken.
28	You are exhausted, nauseated, or staggered.
29	You are paralyzed, petrified, or unconscious.
30	You become poisoned.
31	You become diseased.
32	You cast a spell of the highest spell level you can cast.
33	You cast a 1st-level spell.
34	You cast your first spell of the day.
	You cast your fifth spell of the day.
36	You cast your tenth spell of the day.
	You cast an abjuration spell.
38	You cast a conjuration spell.
39	You cast a divination spell.
40	You cast an enchantment spell.
41	You cast an evocation spell.
42	You cast an illusion spell.
43	You cast a necromancy spell.
44	You cast a transmutation spell.
45	You cast spells in two consecutive rounds.
46	You cast spells in three consecutive rounds.
47	You cast a spell of the same level as the automatic spell.
48	You cast another automatic spell.

49	A spell you cast is resisted by spell resistance.
	A creature succeeds on a saving throw to resist a spell you
50	cast.
	You successfully resist another caster's spell (with spell
51	
	resistance or a saving throw).
52	You affect two or more creatures with a single spell.
53	You affect three or more creatures with a single spell.
54	You are affected by an abjuration spell.
55	You are affected by a conjuration spell.
56	You are affected by a divination spell.
	You are affected by an enchantment spell.
_58	You are affected by an evocation spell.
_59	You are affected by an illusion spell.
60	You are affected by a necromancy spell.
61	You are affected by a transmutation spell.
	You recover hit points from a spell or supernatural
62	
	ability.
63	You fall or fly at least 10 feet above the ground.
64	You drink a potion.
65	You use a scroll, staff, or wand.
66	You activate a use-activated magic item.
67	On the first round of your next combat.
	On the third round of your next combat that lasts three
68	
_	or more rounds.
69	On the fifth round of your next combat that lasts five or
09	more rounds.
70	On the first round of your second combat.
	On the third round of the second combat that lasts three
71	
	or more rounds.
72	On the fifth round of the second combat that lasts five or
/-	more rounds.
-	
73	On the first round of your third combat.
	On the first round of your third combat.
<u>73</u> 74	On the first round of your third combat. On the third round of the third combat that lasts three or
74	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds.
74 75	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat.
74	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat.
74 75 76	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat.
74 75	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat.
74 75 76 77	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level.
74 75 76	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2
74 75 76 77 78	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level.
74 75 76 77 78 78 79	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round.
74 75 76 77 78 78 79 80	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round.
74 75 76 77 78 78 79	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3)
74 75 76 77 78 78 79 80 81	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round.
74 75 76 77 78 78 79 80	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3)
74 75 76 77 78 79 80 81 82	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3)
74 75 76 77 78 78 79 80 81	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3)
74 75 76 77 78 79 80 81 82	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3)
74 75 76 77 78 79 80 81 82 83	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3) You speak with a creature of a specific type (see 1-3)
74 75 76 77 78 79 80 81 82 83 84	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3)
74 75 76 77 78 79 80 81 82 83	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3) You speak with a creature of a specific type (see 1-3)
74 75 76 77 78 79 80 81 82 83 84	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3)
74 75 76 77 78 79 80 81 82 83 84 84 85 86	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4)
74 75 76 77 78 79 80 81 82 83 84 85	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you
74 75 76 77 78 79 80 81 82 83 84 84 85 86	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4)
74 75 76 77 78 79 80 81 82 83 84 82 83 84 85 86 87	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you
74 75 76 77 78 79 80 81 82 83 84 84 85 86	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4)
74 75 76 77 78 79 80 81 82 83 84 82 83 84 85 86 87 88	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4)
74 75 76 77 78 79 80 81 82 83 84 82 83 84 85 86 87	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4) You tell a deliberate lie.
74 75 76 77 78 79 80 81 82 83 84 82 83 84 85 86 87 88	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4) You tell a deliberate lie. You come into contact with a body of at least 8 oz. of
74 75 76 77 78 80 81 82 83 84 83 84 85 86 87 88 87 88 89 90	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4) You come into contact with a body of at least 8 oz. of liquid.
74 75 76 77 78 79 80 81 82 83 84 83 84 85 86 87 88 88 89	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3) You speak with a creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4) You come into contact with a body of at least 8 oz. of liquid. You consume food or drink.
74 75 76 77 78 79 80 81 82 83 84 82 83 84 85 86 87 88 88 89 90 91	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You are attacked by a creature of a specific type (see 1-3) You cast a spell that targets or affects a creature of a specified type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4) You come into contact with a body of at least 8 oz. of liquid.
74 75 76 77 78 80 81 82 83 84 83 84 85 86 87 88 87 88 89 90	On the first round of your third combat. On the third round of the third combat that lasts three or more rounds. On the first round of your fourth combat. On the first round of your fifth combat. You are attacked by a creature whose CR is equal to or greater than your caster level. You are attacked by a creature whose CR is at least 2 higher than your caster level. You are attacked by 3 different enemies in one round. You are attacked by 2 different enemies in one round. You see a creature of a specific type (see 1-3) A creature of a specific type comes within 30 feet of you (see 1-3) You speak with a creature of a specific type (see 1-3) You speak with a creature of a specific type (see 1-3) You speak a specific trigger word (see 1-4) A specific trigger word (see 1-4) A specific trigger word is spoken within 60 feet of you (see 1-4) Any word rhyming with a specific trigger word is spoken within 60 feet of you (see 1-4) You come into contact with a body of at least 8 oz. of liquid. You consume food or drink.

Table 1-1: Automatic Trigger Conditions (cont'd)d% Trigger Condition

	88
93	You enter an area of bright light.
94	You enter an area of darkness or supernatural darkness.
05	You are in an area where the temperature is 20 degrees
95	Fahrenheit or below.
96	You are in an area where the temperature is 90 degrees
90	Fahrenheit or above.
0.7	Roll twice, the spell is cast when both results have
97	occurred.
98	Roll twice, the spell is cast if either result occurs.
99	Your choice.
100	GM's choice.
-	

Table 1-2: Trigger Condition Damage Types

d8	Damage Type			
1	Acid			
2	Bludgeoning			
3	Cold			
4	Electricity			
5	Fire			
6	Piercing			
7	Slashing			
8	Sonic			

Table 1-3: Trigger Condition Creature Types

-				
d8	Creature Type			
1	Aberration			
2	Animal			
3	Construct			
4	Dragon			
5	Fey			
6	Humanoid (human)			
7	Humanoid (dwarf)			
8	Humanoid (elf)			
9	Humanoid (giant)			
10	Humanoid (goblinoid)			
11	Humanoid (gnome)			
12	Humanoid (halfling)			
13	Humanoid (orc)			
14	Magical Beast			
15	Monstrous Humanoid			
16	Ooze			
17	Outsider			
18	Plant			
19	Undead			
20	Vermin			

Table 1-4: Trigger Condition Keywords

d20	Keywords
1	Away
2	Even
3	Find
4	Fire
5	Hand
6	Head
7	Help
8	Hold
9	Home
10	Кеер
11	Life
12	Look
13	More
14	One
15	Spell
16	Take
17	Think
18	Time
19	Up
20	Work



from spell to spell (and, in fact, is almost always different even between two different versions of the same spell), and is described in the spell's description, but a higher result typically yields better result. Damaging spells deal more damage, summoning spells summon more creatures, spells that provide bonuses to the target provide larger bonuses, and so on. Typically, the result of the Spellcraft check can only improve the spell's effect so much, and there is a maximum result, beyond which there are no additional benefits. This also varies from spell to spell, and is described in the individual spell descriptions.

Once the result of the Spellcraft check is known, and its impact on the spell's effect is determined, the caster then makes all decisions about the spell, such as the target, or the placement of the area, etc., and then the spell's effects are resolved, as though it were a normal spell.

Interactive Spells

Some of the spells in this book grant their caster the ability to focus on the spell, at some point after casting it, in order to get additional benefits from the spell. These spells, known as **interactive spells**, allow casters to get more mileage out of a single spell, and to remain relevant in combat without having to continue to cast new spells each round. Instead, the caster continues to focus on the interactive spell, and gets more use out of it in future rounds. Naturally, this means that the spell's effects on any given round are somewhat less than would be expected from a spell of the same level, but when viewed as a whole, over the spell's entire duration, one interactive spell can be more effective than several traditional spells.

Each interactive spell has a section at the end labeled interactive, which outlines what type of action is required in order to focus on the spell in this way, as well as what the benefits of doing so are. These vary from one interactive spell to the next, but usually involve a lesser version of the spell's original effect, or a temporary boost to the spell's normal effect. In either case, the duration of the interactive effect is typically 1 round.

You are not required to use the interactive portion of an interactive spell, if you do not want to, and failing to do so does not cause the spell to end. Focusing on an interactive spell is treated the same as concentrating on a spell for the purposes provoking attacks of opportunity, as well as any effect which prevents you from concentrating on spells, and any effect which would force you to make a concentration check in order to concentrate on a spell also forces you to make a concentration check in order to focus on an interactive spell, should you choose to do so. The DC of the concentration check is the same.

If an interactive spell is dispelled, dismissed, or otherwise ended, you no longer have the option to use the interactive component of the spell, either. The effects of the interactive portion of the spell are all treated as the same spell effect as the initial spell itself, and dispelling the spell also ends any ongoing effects caused by the interactive portion of the spell. Any metamagic feats applied to the spell do not apply to the effects of the interactive portion of the spell.

Patron Spells

Some of the spells included in this book allow the caster to call upon the source of his or her powers directly and ask for more personal aid than the kind provided by standard spellcasting. These spells, known as **patron spells**, can vary wildly in magnitude, because instead of simply directing the magic directly, the caster uses the magic to contact his or her deity or witch patron, and make a request for intervention in some specific way. Whether or not the patron answers that request depends entirely on the situation, and how the patron or deity feels about one or more of the characters involved.

For the purposes of these spells, the source of the character's magic is referred to as a patron, whether that source is a deity, a witch's patron, a shaman's spirit (but not her spirit animal), or some other, analogous entity. Any creature that the caster has any kind of direct influence or control over (such as a witch's familiar) cannot be a patron for this purpose. **Characters that do not have a specific patron cannot cast patron spells**. This includes divine spellcasters who follow a set of ideals or beliefs, rather than a deity.

The effects of each patron spell depend on the patron's attitude towards one or more individuals, typically either the caster or the creature to be affected by the spell. Like any NPC, a patron's attitude towards an individual creature ranges from hostile to helpful, and is influenced by the actions of the character in question, and how those actions are related to the goals, desires, and philosophical views of the patron. However, unlike most NPCs, a patron's attitude cannot be adjusted with the Diplomacy or Intimidate skill, nor with magic or similar abilities. The only way to influence a patron's attitude is to take actions that either please or displease it. The exact impact that the patron's attitude has on the spell's effects, and the person towards whom the patron's attitude is relevant for the purposes of the spell, varies from spell to spell, and is included in the spell's description.

The following guidelines for each attitude, from hostile to helpful, provide advice for GMs in determining the attitude of a given patron towards any given creature. They are not absolute. Typically, determining the patron's attitude towards the NPC target of a patron spell should be a relatively simple thing, and the GM need only think for a moment on how well the NPC reflects the interests of the patron. Remember that patrons are otherworldly entities who exist on an entirely different scale than most creatures, and so individual mortals are typically of little interest to them. In general, a patron's attitude towards an NPC will default to indifferent, and will very rarely be stronger than unfriendly or friendly.

Determining a patron's attitude towards the caster, and members of the caster's party who are regularly targeted by such spells, can be a bit more difficult. Even though the caster serves his patron, this does not automatically cause the patron to be helpful towards him. As with NPCs, the detached and otherworldly nature of gods, witch patrons, and shaman spirits makes it difficult for them to take exceptional notice of individual servants, so it takes a certain amount of effort in order for spellcasters to earn such recognition. By default, it is assumed that most patrons have an attitude of friendly towards the casters who serve them. Casters who do a poor job of upholding their patron's interests and beliefs may find that their patron has a worse attitude towards them. Those who go out of their way to preach their patron's message and work its will in the world, if their deeds are suitably and consistently impressive, may be able to have their patron's attitude towards them shift to helpful. Essentially, a helpful attitude from your patron is a reward for roleplaying particularly close to your deity's goals and ideals, and attitudes of indifferent or lower from your patron are punishments for not taking the patron's interests to heart in the character's actions.

Hostile: It is rare for a patron to be hostile towards any character. This level of displeasure is generally reserved for those who defile one of the patron's temples or holy places, kill or attack large numbers of the patron's worshippers or followers, persist in particularly offensive blasphemies about the patron, and so on. Alternatively, a patron may be hostile towards particularly devout or powerful followers of an enemy patron. It is very rare for a patron's attitude to be hostile towards one of its own followers, and doing so typically requires acting against the patron's interest multiple times in particularly flagrant ways. A character whose patron remains hostile towards them for an extended period of time is likely to lose spellcasting ability altogether, especially if the caster is a cleric.

Unfriendly: Most of the patron's "enemies" fall into this category. A patron who was a staunch opponent of undeath, for example, would treat most undead creatures as unfriendly (with particularly powerful or otherwise objectionable undead being hostile, and any undead who somehow redeemed itself might be treated as indifferent or higher), while one who hated all elves would treat most elves as unfriendly, and so on. Similarly, the average follower of an enemy patron is generally treated as unfriendly. Characters who live in direct opposition of a patron's philosophical ideals and dogma also tend to fall into this category (for example, a deity of charity would be unfriendly towards an individual who prided himself on how much wealth he acquired, and didn't believe in "free handouts"). It is rare for a patron to be unfriendly towards its own followers: there are few things egregious enough to cause a caster to be treated as unfriendly that wouldn't cause them to be treated as hostile, instead. It is most common for a caster to be treated as unfriendly while slowly working his way back up from hostile to better attitudes.

Indifferent: This is the default attitude of patrons towards most creatures. In order for a patron to have an attitude other than indifferent towards a creature, that creature must do (or be) something that influences this attitude. The exception to this is the patron's servants, such as the caster of a patron spell. A patron becomes indifferent towards one of its followers if that follower does a poor job of pursuing the patron's interests and/or upholding its moral and philosophical doctrines (for example, a cleric of a god of charity who had a weakness for ostentatious jewelry, but otherwise performed his duties well).

Friendly: A patron is friendly towards it followers, servants, and agents, by default. This applies to all of its followers, from lowly peasants to powerful high-priests,

as long as they are sincere. If the patron has any patron allies, some of their followers may be treated as friendly, as well. Similarly, any creatures that the patron is particularly predisposed towards are likely to be treated as friendly, as well (for example, the god of elves would have a default attitude of friendly towards all elves, whereas the witch patron of ancestors might have a default attitude of friendly towards all creatures of venerable age). Creatures which do not directly follow the patron, but who live their lives in particular accordance with the patron's philosophical outlook, may be treated as friendly, as well.

Helpful: Only the greatest servants and followers of the patron earn a helpful attitude from it. This includes going above and beyond the expected duties of a cleric, witch, or shaman in the patron's service in order to achieve the patron's goals, and those who exemplify the ideals and mores of the patron. In order to maintain this helpful attitude, the character must continue to exceed expectations in this way.

Unsafe Spells

Some of the spells included in this book are particularly difficult for their caster to control, and, even more troubling, are prone to dramatic backlashes or dire consequences if the caster ever fails to control them. These spells are known as **unsafe spells**. Unsafe spells tend to be more powerful than other spells of their spell level, which helps make up for the danger inherent in casting them. Each unsafe spell has a section at the end, labeled "unsafe," which describes the unsafe aspect of the spell.

At some point, each unsafe spell calls for the caster to make one or more concentration checks in order to maintain control of the spell. Most commonly, this concentration check is made at the time that the spell is cast (in which case it must be made before the spell actually begins to take effect). In other cases, though, the spell may call for a concentration check to be made when a certain triggering condition occurs, whenever you use a certain aspect of the spell, each round while the spell is in effect, or even at the end of the spell's duration. The details in the unsafe section of the spell's description outline exactly when the concentration check must be made, the DC of the concentration check, and the penalties for failing.

Typically, the higher the spell's spell level, the higher the DC of the concentration check, but anything that modifies the spell's level (such as metamagic, including Heighten Spell) does not affect the DC of the concentration check. Unlike most concentration checks, a natural 1 on a concentration check made to control an unsafe spell is always treated as a failure.

In addition to the penalties for failing a concentration check that are described in the spell's description, you are also considered to have lost control of the spell, and no longer retain some of the special privileges that normally come with being the caster of a spell (such as being able to dismiss the spell, if it is dismissible, or automatically succeeding on caster level checks to dispel it).

Using This Book in Your Game

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

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

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

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

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

There are others, however, for whom the game balance and flavor issues of large quantities of new spells will be an issue. In Advanced Arcana Volume II, we introduced a number of completely optional suggestions for ways in which GMs can handle adjusting their game in order to accommodate the spells and information provided in these books, without warping either the mechanics or the background and flavor of their campaign. The following section is a slightly updated and notably expanded version of those optional rules. GMs should feel free to pick and choose which of the following optional rules to use in their campaign, and to modify them as they see fit, though they should be sure to inform their players in advance about any changes from the standard rules, and, ideally, to discuss the matter with their players and come to a group consensus on how to handle non-standard spells. In general, these optional rules fall into two categories: rules for gaining new spells, and rules for handling new spells.

Rules for Gaining Non-Standard Spells

The following optional rules deal with ways to directly limit the access that characters have to non-standard spells. Multiple optional rules from this section can be combined together, although we recommend being careful when combining multiple methods, as doing so may make acquiring such spells very difficult and punish players who attempt to do so.

Non-Standard Spell Allowance

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

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

Non-Standard Spells Must Be Found

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

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

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

Non-Standard Spells Must Be Researched

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

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

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

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

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

If he succeeds on the check, he successfully masters the spell. The amount of time it takes to do so is equal to one week, plus one day per spell level, though for every point by which he exceeds the Spellcraft DC, that time is reduced by one day (to a minimum of 1 day). If the result is successful, he learns the spell. If he uses a spellbook, or similar, he can scribe it into the spellbook for free. If he is a spontaneous caster, he replaces one of his spells known of the same level with this spell (or, at GM discretion, simply adds the spell to his list of spells known). If he has access to the entire spell list for his class (such as clerics and druids) he simply has access to the spell from that point on.

For both the Knowledge check and the Spellcraft check, each day during that time, the character must spend at least 8 hours in uninterrupted study. The character is free, however, to put his research on hold, spending several days adventuring instead, and then resume study afterwards, picking up where he had left off.

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

Then, he moves on to practice. He must spend 900 gp (300 times the spell's level), and he needs a laboratory with equipment worth at least 1,500 gp (500 times the spell's level). Once this is established, he makes a Spellcraft check, with a DC of 16. He succeeds with a 24. As a result, it takes him only 2 days to master the practical portion of the spell. At this point, it is scribed into his spellbook for free, and he can prepare and cast it normally.

Non-Standard Spells Must Replace Existing Spells

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

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

Once chosen, the new configuration of spells is the entire spell list available to that character for that class, and all other spells are treated as not being on the character's spell list. He cannot prepare or cast them, nor can he use items that require he have the spell on his class's spell list (without use of the Use Magic Device skill, in any event).

Each time the character gains a new level in the spellcasting class, he should be allowed to swap one or more spells on his spellcasting list for new spells, or spells that he previously discarded. Typically, one spell per spell level is best. The following table presents the number of spells which appear on the spell lists of such classes in the *Pathfinder Roleplaying Game Core Rulebook*.

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

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

Now, Jorvis can prepare any 1st-level druid spell from the core rulebook as normal, except for *summon nature's ally I*. Instead, he can cast *wind resistance*. Because *summon nature's ally I* has been removed from his spell list, he can't cast it using a scroll or a wand, either, unless he uses Use Magic Device to do so. In the same way, he can't cast *wild leap*, either by preparing it or using items such as scrolls and wands, because while it is a druid spell, he didn't add it to his list.

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

Non-Standard Spells Require Feats

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

GMs who are particularly concerned about players "cherry picking" the best spells from dozens of different books might make a feat that allows the player to pick one or two books from which his character can draw spells, and allow the feat to be taken multiple times to gain access to greater numbers of sourcebooks. This allows players access to a relatively large number of spells per feat, but forces the player to take the good spells with the bad.

GMs who simply want an explanation for why PCs have access to unusual spells and no one else does, and isn't willing to take the time to give those spells to his NPCs, might create a feat that simply allowed blanket access to any spell outside the core rulebook.

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

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

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

Purchase a Copy of Advanced Arcana

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



Rules for Handling Non-Standard Spells

The following optional rules deal with handling some other aspects of the rare and exotic nature of nonstandard spells at the table. While some of these relate to the character's ability to acquire the spells indirectly, these rules generally approach such topics more from an in-character perspective than a game rules perspective.

Non-Standard Spells Are Difficult to Learn

Many of the spells presented in this book are somewhat more complicated than the spells presented in core rules, and provide a great deal more versatility. It stands to reason that such spells would be more difficult to properly learn. When a character attempts to learn such a spell (whether it is gained by achieving a new spellcasting level, or by deciphering it from a spellbook or scroll, or independent research, or some other method), he or she must succeed on a Spellcraft check (DC 10 + twice the spell's level) or else be unable to grasp the subtler difficulties of the spell. If the spell was being learned as a result of a class feature, feat, or other special ability, the caster instead chooses a more "common" spell, such as those found in the core rules. Otherwise, the effort is simply wasted. Either way, the character cannot attempt to learn the spell again until he or she has gained another rank in Spellcraft.

Note that we strongly recommend against using this rule in conjunction with the "non-standard spells cost more" option. Additionally, we advise you to apply the same restrictions on NPCs, forcing them to make such skill checks as well.

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

Non-Standard Spells Are Harder to Counter

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

- The DC to counter a rare spell with *dispel magic*, or similar is equal to 16 + caster level, instead of 11 + caster level, and when attempting to counter a rare spell in a way that would not normally require a dispel check, a dispel check (DC 11 + caster level) is required, or else the spell is not dispelled.
- The DC of any caster level check to dispel a rare spell is increased by +5. Any attempt to dispel a rare spell that would not normally require a caster level check requires one at the standard DC (11 + caster level).

- The spell resistance of any creature affected by a rare spell is treated as 5 lower than it actually is for the purposes of that spell.
- The saving throw DC to resist a rare spell is increased by +1.

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

Non-Standard Spells Are Harder to Identify

Because rare spells are not as well known, they are somewhat harder to identify, in the same way that it is more difficult to recognize the works of obscure artists and writers than those that have become more popularized. Still, because they still operate on the same magical principles as "common" spells, anyone skilled enough at magical theory can get a fairly good idea of what a spell is going to do if he can see it in effect or as it is being cast. The Spellcraft DC to identify such a spell while it is being cast or while it is in effect is increased by +5. Once a character has successfully identified a certain spell at least once, or knows the spell himself, the DC for him to identify the spell is no longer increased, as he no longer considers it "rare."

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

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

Non-Standard Spells are Illegal

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

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

Non-Standard Spells Cost More

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

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

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

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

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



Spell Lists

This section begins with a spell list for every spellcasting class that gains access to new spells in this tome, indicating which spells they gain and at what spell level. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. Additionally, an ^{Au}, ^{Ca}, ^{In}, or ^{Pa} refers to automatic, capricious, interactive, or patron spells, respectively; these are new types of spells introduced in this book. The spell lists are presented alphabetically by the name of the class, and the individual spells therein are presented alphabetically by name as well, except for those whose name begins with "greater," "lesser," "mass," or similar, in which case the spell is alphabetized by the second word of the spell's name, instead.

Alchemist Formulae

1st-level Alchemist Formulae

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Unbelievable Agility^{Ca} Depending on a Spellcraft check, the target either gains increased agility, or his movement speed is increased.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

2nd-level Alchemist Formulae

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Úniversal Ward^{Au} You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

3rd-level Alchemist Formulae

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Bloodthorn Armor Thorny vines erupt from your skin and grant you a +1 natural armor bonus and damage creatures that attack you with a melee weapon, an unarmed strike, or a natural attack, but you risk taking damage yourself. **Cinder Shroud** You become wreathed in flames that grant you concealment and deal fire damage to creatures that attack you in melee, but risk taking fire damage yourself. **Ectoplasmic Arms** The target can make one additional attack at his highest base attack bonus for every 5 caster levels you possess, but also takes damage with each attack he makes.

Enlarge Monster This functions as *enlarge person*, except the creature instead gains the normal bonuses and penalties for increasing one size category from their normal size. **Reduce Monster** This functions as reduce person, except the creature instead gains the normal bonuses and penalties for decreasing one size category from their normal size.

4th-level Alchemist Formulae

Heridus's Capricious Spell Defense^{Au} You gain spell resistance equal to 15 + your caster level. Heridus's Instant Armor^{Ca} Depending on a Spellcraft check, you either gain an armor bonus to AC or DR/—.

5th-level Alchemist Formulae

Ardesalf's Mental Library You gain a bonus to Appraise, Knowledge, and Linguistics checks and Spellcraft checks made to identify spells or magic items, and are considered proficient with all weapons; as a swift action you can increase this bonus or gain the benefits of selected feats to improve your spellcasting, but risk ability damage.

Bjorndach's Whirlwind Form You become a swirling cyclone of winds, and can move into other creatures' squares to deal bludgeoning damage to them and lift them into the air, but risk taking damage yourself.

Cunning Escape^{ca} Depending on a Spellcraft check, you either create a number of illusory duplicates of yourself, or become invisible.

6th-level Alchemist Formulae

Bestial Transformation^{Au} You take on a bestial form, doubling in size and gaining a bite attack and 2 claw attacks, and are filled with a feral rage that compels you to do violence.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Temporary Glory^F You gain a +6 enhancement bonus to each of your ability scores, gain an armor bonus to AC equal to 1/2 your caster level, and can make an additional attack, but may suffer penalties when the spell ends.

Antipaladin Spells

1st-level Antipaladin Spells

Summon Cacodaemon You summon a cacodaemon as though by *summon monster I*, but risk it trying to kill you if you lose control of it.

Vampire's Caress With a touch, you inflict 1d4+1 points of damage per 2 caster levels you possess on the target, and gain a temporary hit point for every 2 points of damage inflicted in this way, but risk being dazed.

2nd-level Antipaladin Spells

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

Spiteful Curse This functions as a less powerful *bestow curse*, and you risk being cursed yourself.

3rd-level Antipaladin Spells

Cinder Shroud You become wreathed in flames that grant you concealment and deal fire damage to creatures that attack you in melee, but risk taking fire damage yourself. **Ollander's Unseen Blade**^F The target weapon becomes completely invisible and silent; the first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check or be denied his Dexterity bonus to AC for that attack.

4th-level Antipaladin Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ethereal Armor The target armor becomes partially ethereal, so that the wearer's movement speed is not reduced and he does not count as wearing armor, and the armor check penalty is reduced; however, you risk losing the AC bonus provided by the armor.

Possess Corpse^F Your spirit fills a corpse and you act through that body.

Punishing Flames Your melee weapon bursts into flames which deal divine fire damage.

Bard Spells

1st-level Bard Spells

Authoritative Presence^{Au} You gain a +20 bonus on the next Diplomacy check you make, and, if the check is made to influence a creature's attitude, it takes only 1 round to perform.

Chaotic Communion^{Ca} You contact an otherworldly entity for aid, and gain knowledge in the form of either answers to questions, or a bonus to certain skills.

Mage Window^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Shadow Assassin^{In} You create a partially real, illusory creature, and must spend a full-round action to allow it to take a round's worth of actions.

Teleport Minor Object You teleport a single small object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range. **Unbelievable Agility**^{Ca} Depending on a Spellcraft check, the target either gains increased agility, or his movement speed is increased.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Bard Spells

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Ethereal Oscillation As *blink*, but you do not gain any bonus on attacks against creatures that cannot see invisible creatures, and you risk becoming trapped on the Ethereal Plane.

Illusory Familiar Create an illusory familiar that lasts for 1 round/level.

Nonviolent Resolution^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

3rd-level Bard Spells

Ardesalf's Arcane Examiner You gain knowledge of all spells and spell-like abilities the target can currently cast, and gain a +4 bonus to counter or dispel spells and spell-like abilities he casts.

Ardesalf's Floating Sensor You create an invisible mobile sensor that allows to hear and see the scene around it, and also allows you to gain the benefits of *detect magic* and *see invisibility* when viewing through the sensor.

Ectoplasmic Arms The target can make one additional attack at his highest base attack bonus for every 5 caster levels you possess, but also takes damage with each attack he makes.

Gnome-Eater's Merry Jig^F You compel the target to do nothing but dance; however, if you lose control of the spell, you affect everyone within close range, instead.

Ollander's Controlled Confusion^{In} The target becomes confused, and you can spend a move action to determine the target's action on his next turn.

Ollander's Mental Doorway You establish a mental link with the target which allows you affect him with mind-affecting spells more easily.

Ollander's Unseen Blade^F The target weapon becomes completely invisible and silent; the first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check or be denied his Dexterity bonus to AC for that attack.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

4th-level Bard Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Cunning Escape^{Ca} Depending on a Spellcraft check, you either create a number of illusory duplicates of yourself, or become invisible.

Spontaneous Disappearance^{Au} You and all creatures within 30 ft. are rendered invisible, silent, and have your scents blocked from other creatures.

5th-level Bard Spells

Ardesalf's Mental Library You gain a bonus to Appraise, Knowledge, and Linguistics checks and Spellcraft checks made to identify spells or magic items, and are considered proficient with all weapons; as a swift action you can increase this bonus or gain the benefits of selected feats to improve your spellcasting, but risk ability damage.

Sleep Storm^{Au} You impose a blissful, calming sleep on all creatures within the affected area, who fall into a deep and restful slumber for 1 hour.

6th-level Bard Spells

Ardesalf's Sure Sensor^F You create a magical link to the target and can view him in any location from any plane. **Heridus's Counterscry** You can learn of divination spells affecting you, and can choose to fail attempts to target you with divination spells in order to use the same spell against the caster.

Mirror Army^{In} You surround yourself with shadowy illusory duplicates of yourself which intercept attacks against you. **Ollander's Unwilling Puppet**^{In} The target becomes paralyzed and cannot move on his own, but you can choose to control his actions each rounds as with *dominate monster*. **Temporary Glory**^F You gain a +6 enhancement bonus to each of your ability scores, gain an armor bonus to AC equal to 1/2 your caster level, and can make an additional attack, but may suffer penalties when the spell ends.

Bloodrager Spells

1st-level Bloodrager Spells

Vampire's Caress With a touch, you inflict 1d4+1 points of damage per 2 caster levels you possess on the target, and gain a temporary hit point for every 2 points of damage inflicted in this way, but risk being dazed.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

2nd-level Bloodrager Spells

Frostfire Aura^{In} You choose an aura of fire or cold that deals 2d6 points of damage to your attackers, and you can choose to make a melee touch attack with energy from the aura. **Spiteful Curse** This functions as a less powerful *bestow curse*, and you risk being cursed yourself.

Universal Ward^{Au} You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

3rd-level Bloodrager Spells

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Catalytic Combustion^{In} You cause the target to catch fire and take 4d6 fire damage each round, and can additionally cause a fiery explosion in a 10-ft. radius around the target. **Cinder Shroud** You become wreathed in flames that grant you concealment and deal fire damage to creatures that attack you in melee, but risk taking fire damage yourself. **Ectoplasmic Arms** The target can make one additional attack at his highest base attack bonus for every 5 caster levels you possess, but also takes damage with each attack he makes.

Enlarge Monster This functions as *enlarge person*, except the creature instead gains the normal bonuses and penalties for increasing one size category from their normal size. **Ollander's Unseen Blade**^F The target weapon becomes

completely invisible and silent; the first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check or be denied his Dexterity bonus to AC for that attack.

Reduce Monster This functions as reduce person, except the creature instead gains the normal bonuses and penalties for decreasing one size category from their normal size. **Vile Cloud^{Au}** Creatures that come within 5 ft. of you suffer 1d6 points of damage, are nauseated for 1 round, and sickened for 1 minute thereafter.

4th-level Bloodrager Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Exploding Bones You cause one of the target's arms or legs to explode, suffering 5d6 points of damage and potentially losing that limb.

Ollander's Controlled Confusion^{In} The target becomes confused, and you can spend a move action to determine the target's action on his next turn.

Reckless Fulmination^F As lightning bolt, but the energy persists and you can redirect another lightning bolt each round; however, your risk being hit yourself if you lose control of the spell.

Ruinous Burst^{Au} You unleash a destructive burst of violent energy, destroying objects and dealing damage to creatures in a 20-ft.-radius burst.

Cleric/Oracle Spells

1st-level Cleric/Oracle Spells

Authoritative Presence^{Au} You gain a +20 bonus on the next Diplomacy check you make, and, if the check is made

to influence a creature's attitude, it takes only 1 round to perform.

Entreat Blessings^{Pa} Your patron either imposes penalties on or grants bonuses to each creature within 30 ft. of you, depending on its attitude toward each creature.

Heridus's Personal Asylum^{Au} Creatures in the area are prevented from making attacks or casting harmful spells. **Mage Window**^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

^{2nd-level Cleric/Oracle Spells}

Borrow Majesty^{Pa} A manifestation of your patron's power appears around you, and imposes penalties on either nearby enemies, or on you, depending on your patron's attitude toward you.

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Gnome-Eater's Undead Uprising The target is treated as 2 levels lower for the purpose of how many undead creatures he can control, and undead treat the amount of energy he channels as 2d6 less.

Nonviolent Resolution^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

Spiteful Curse This functions as a less powerful *bestow curse*, and you risk being cursed yourself.

Summon Cacodaemon You summon a cacodaemon as though by *summon monster I*, but risk it trying to kill you if you lose control of it.

3rd-level Cleric/Oracle Spells

Chaotic Communion^{Ca} You contact an otherworldly entity for aid, and gain knowledge in the form of either answers to questions, or a bonus to certain skills.

Daunting Display^{Pa} You call on your patron to instill fear in your enemies, and the result varies depending on your patron's attitude toward you.

Shield of the Savior The target gains a +4 shield bonus to AC and gains acid, cold, electricity, and fire resistance 5, and you can choose to either move those bonuses to another creature or increase the bonuses.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

4th-level Cleric/Oracle Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ethereal Armor The target armor becomes partially ethereal, so that the wearer's movement speed is not reduced and he does not count as wearing armor, and the armor check penalty is reduced; however, you risk losing the AC bonus provided by the armor.

Heridus's Capricious Spell Defense^{Au} You gain spell resistance equal to 15 + your caster level.

Perfect Insight^{Au} You gain a +5 insight bonus to AC and attack rolls, as well as a +5 luck bonus to saving throws. **Plea for Protection**^{Pa} You call upon your patron or deity to shield the target from damage of all sorts; the spell's exact effect depends on your patron's attitude towards the target.

5th-level Cleric/Oracle Spells

Ardesalf's Arcane Examiner You gain knowledge of all spells and spell-like abilities the target can currently cast, and gain a +4 bonus to counter or dispel spells and spell-like abilities he casts.

Bjorndach's Whirlwind Form You become a swirling cyclone of winds, and can move into other creatures' squares to deal bludgeoning damage to them and lift them into the air, but risk taking damage yourself.

Healing Prayer^{Pa} Your patron provides healing to the target, with the effectiveness varying according to your patron's attitude toward the target.

Martyr's Exile You banish up to 3 Hit Dice of creatures per caster level, but risk banishing yourself along with them and becoming trapped on an evil-aligned plane.

6th-level Cleric/Oracle Spells

Burning Decree^{Pa} You call down fire on creatures within a 20-foot radius, with the damage varying depending on your patron's attitude toward each creature.

Hellish Hunt^{Au} You summon 1d6 hell hounds, 1d3 hellcats, and one nightmare, though only the nightmare obeys you. **Mirror Maze** The target's reflection pulls him into an extradimensional mirror labyrinth.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Precognosis^{In} You gain a +4 insight bonus to AC, CMD, and saving throws, and can concentrate to learn another creature's next action.

Sorvithal's Aura of Decay You are surrounded by a 30-ft. aura that causes living creatures to suffer 1 point of Con damage, while corpses and lifeless plants within the area decay, and undead creatures lose 1 point of Str and Dex. **Transformation of the Sixfold Sage**^M You gain a +4 enhancement bonus to your Intelligence, Wisdom, and Charisma scores, along with a number of metamagic-related benefits; however, the spell takes an extreme toll on your body.

Zombify^{In} You turn the target into a zombie for a short time, and if he dies during this spell he rises as a zombie under your control; additionally, you can spend a standard action to control his actions for 1 round before he dies.

7th-level Cleric/Oracle Spells

Heridus's Counterscry You can learn of divination spells affecting you, and can choose to fail attempts to target you with divination spells in order to use the same spell against the caster.

Reward of the Faithful^{Pa} You call upon your patron to provide you with insight and aid in your times of need, and the spell's exact effect depends on your patron's attitude towards you.

Solar Torrent You create a line of light 15 ft. wide and 100 ft. long that deals 1010 points of fire damage per 2 levels and causes creatures to be dazed for 1 round, and blinded for 1 round/level; this spell is especially powerful against creatures vulnerable to sunlight and undead.

8th-level Cleric/Oracle Spells

Ardesalf's Sure Sensor^F You create a magical link to the target and can view him in any location from any plane. **Beseech the Heavens**^{Pa} You gain the benefits of a modified *control weather* spell, depending on your patron's attitude toward you.

Bjorndach's Frozen Field You cause the targeted area to frost over and sprout stalagmites; creatures with the cold subtype that are summoned within the area are more powerful.

Undying Conscription^{Au} You unleash coruscating waves of black energy, which transform living and dead tissue to create up to 1 wight per 2 caster levels.

9th-level Cleric/Oracle Spells

Champion of the Faithful^{Pa} You ask your patron to send you allies to aid you, and the power of the ally or allies who appear varies depending on your patron's attitude toward you.

Otherworldly Counsel You gain a +2 circumstance bonus on all attack rolls, damage rolls, ability checks, saving throws, and skill checks, and you can spend a standard action to gain the benefits of an *augury* at any time.

Planar Nexus^{In} This functions as the planar travel version of the *gate* spell, except that there is only a 50% chance that the portal leads to the exact spot desired, and you can choose to change the location the portal goes to.

Sorvithal's Palace of Damnation^{In} Creatures within 30 ft. of you suffer a -6 morale penalty on attack rolls and weapon damage, and you can spend a standard action to deal damage to creatures in the area.

Druid Spells

1st-level Druid Spells

Call Animal Companion Call your animal companion to your side from any distance.

Mage Window^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Druid Spells

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Nonviolent Resolution^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

Transform Companion You transform your familiar or animal companion into a different kind of familiar or animal companion.

3rd-level Druid Spells

Bloodthorn Armor Thorny vines erupt from your skin and grant you a +1 natural armor bonus and damage creatures that attack you with a melee weapon, an unarmed strike, or a natural attack, but you risk taking damage yourself.

Call of the Green Maw^{Au} You summon 1 or more ravenous tendriculoses who cannot attack you, but otherwise act on their own.

Universal Ward^{Au} You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

4th-level Druid Spells

Bjorndach's Debilitating Gale A flurry of winds prevents a flying target from moving and may blow him away. **Cinder Shroud** You become wreathed in flames that grant you concealment and deal fire damage to creatures that attack you in melee, but risk taking fire damage yourself. **Skull Tracking**^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

5th-level Druid Spells

Adaptable Wall You create a wall of either air, earth, fire, or water that is 100 ft. long, 20 ft. high, and 5 ft. thick. Ardesalf's Arcane Examiner You gain knowledge of all spells and spell-like abilities the target can currently cast, and gain a +4 bonus to counter or dispel spells and spell-like abilities he casts.

Bjorndach's Whirlwind Form You become a swirling cyclone of winds, and can move into other creatures' squares to deal bludgeoning damage to them and lift them into the air, but risk taking damage yourself.

Mirror Maze The target's reflection pulls him into an extradimensional mirror labyrinth.

6th-level Druid Spells

Solar Torrent You create a line of light 15 ft. wide and 100 ft. long that deals 1010 points of fire damage per 2 levels and causes creatures to be dazed for 1 round, and blinded for 1 round/level; this spell is especially powerful against creatures vulnerable to sunlight and undead.

Summon the Twisted Gallows You summon forth a noose around the target's neck and a massive tree grows up suddenly in his square so that he hangs by his neck. **Transformation of the Sixfold Sage**^M You gain a +4 enhancement bonus to your Intelligence, Wisdom, and Charisma scores, along with a number of metamagic-related benefits; however, the spell takes an extreme toll on your body.

7th-level Druid Spells

Bjorndach's Frozen Field You cause the targeted area to frost over and sprout stalagmites; creatures with the cold subtype that are summoned within the area are more powerful.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Transmute Lava to Water You transform a body of lava into harmless water.

Transmute Water to Lava You transform a body of water into a pool of molten lava.

8th-level Druid Spells

Bestial Transformation^{Au} You take on a bestial form, doubling in size and gaining a bite attack and 2 claw attacks, and are filled with a feral rage that compels you to do violence. **Elemental Explosion**^F You deal 10 points of damage per caster level to the target elemental, and if this kills it, the elemental explodes, dealing 1d6 points of damage to creatures within 10 feet.

Mud Shield You conjure a floating barrier of mud, which protects you against the attacks of your opponents, and potentially covers them in mud that blinds and slows them.

9th-level Druid Spells

Bjorndach's Lightning Monolith^M You create a 20-ft. tall monolith that can release pulses of electricity to damage creatures within a 20-ft. radius.

Chimeric Form^F You gain the benefits of *shapechange*, except that you can also gain the abilities of a secondary creature you choose; however, you risk overextending your body and becoming an immobile blob of flesh.

Curse of Molten Form You transform the target's body into molten lava, which soon cools into hard rock and petrifies the target.

Inquisitor Spells

1st-level Inquisitor Spells

Authoritative Presence^{Au} You gain a +20 bonus on the next Diplomacy check you make, and, if the check is made to influence a creature's attitude, it takes only 1 round to perform.

Heridus's Personal Asylum^{Au} Creatures in the area are prevented from making attacks or casting harmful spells. **Mage Window**^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Teleport Minor Object You teleport a single small object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range.

2nd-level Inquisitor Spells

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Nonviolent Resolution^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

Universal Ward^{Au} You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

3rd-level Inquisitor Spells

Chaotic Communion^{Ca} You contact an otherworldly entity for aid, and gain knowledge in the form of either answers to questions, or a bonus to certain skills.

Gnome-Eater's Undead Uprising The target is treated as 2 levels lower for the purpose of how many undead creatures he can control, and undead treat the amount of energy he channels as 2d6 less.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

4th-level Inquisitor Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ethereal Armor The target armor becomes partially ethereal, so that the wearer's movement speed is not reduced and he does not count as wearing armor, and the armor check penalty is reduced; however, you risk losing the AC bonus provided by the armor.

Heridus's Capricious Spell Defense^{Au} You gain spell resistance equal to 15 + your caster level.

Heridus's Instant Armor^{Ca} Depending on a Spellcraft check, you either gain an armor bonus to AC or DR/—. Martyr's Exile You banish up to 3 Hit Dice of creatures per caster level, but risk banishing yourself along with them and becoming trapped on an evil-aligned plane.

5th-level Inquisitor Spells

Ardesalf's Mental Library You gain a bonus to Appraise, Knowledge, and Linguistics checks and Spellcraft checks made to identify spells or magic items, and are considered proficient with all weapons; as a swift action you can increase this bonus or gain the benefits of selected feats to improve your spellcasting, but risk ability damage.

Punishing Flames Your melee weapon bursts into flames which deal divine fire damage.

6th-level Inquisitor Spells

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Summon the Twisted Gallows You summon forth a noose around the target's neck and a massive tree grows up suddenly in his square so that he hangs by his neck.

Magus Spells

1st-level Magus Spells

Mage Window^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Teleport Minor Object You teleport a single small object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range. **Unbelievable Agility**^{Ca} Depending on a Spellcraft check, the target either gains increased agility, or his movement speed is increased.

Vampire's Caress With a touch, you inflict 1d4+1 points of damage per 2 caster levels you possess on the target, and gain a temporary hit point for every 2 points of damage inflicted in this way, but risk being dazed.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Magus Spells

Ethereal Oscillation As *blink*, but you do not gain any bonus on attacks against creatures that cannot see invisible creatures, and you risk becoming trapped on the Ethereal Plane.

Frostfire Aura^{In} You choose an aura of fire or cold that deals 2d6 points of damage to your attackers, and you can choose to make a melee touch attack with energy from the aura.

3rd-level Magus Spells

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Caustic Cloud^{Au} You unleash a 30-ft. radius burst of acidic mist which deals 2d6 acid damage to creatures in the area and may reduce their movement speed and cause them to become nauseated.

Cinder Shroud You become wreathed in flames that grant you concealment and deal fire damage to creatures that attack you in melee, but risk taking fire damage yourself. **Ectoplasmic Arms** The target can make one additional attack at his highest base attack bonus for every 5 caster levels you possess, but also takes damage with each attack he makes.

Enlarge Monster This functions as *enlarge person*, except the creature instead gains the normal bonuses and penalties for increasing one size category from their normal size. **Ollander's Unseen Blade**^F The target weapon becomes completely invisible and silent; the first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check or be denied his Dexterity bonus to AC for that attack.

Reduce Monster This functions as reduce person, except the creature instead gains the normal bonuses and penalties for decreasing one size category from their normal size. **Vile Cloud**^{Au} Creatures that come within 5 ft. of you suffer 1d6 points of damage, are nauseated for 1 round, and sickened for 1 minute thereafter.

4th-level Magus Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ethereal Armor The target armor becomes partially ethereal, so that the wearer's movement speed is not reduced and he does not count as wearing armor, and the armor check penalty is reduced; however, you risk losing the AC bonus provided by the armor.

Exploding Bones You cause one of the target's arms or legs to explode, suffering 5d6 points of damage and potentially losing that limb.

Heridus's Instant Armor^{ca} Depending on a Spellcraft check, you either gain an armor bonus to AC or DR/—. Living Web You create a 20-ft.-radius living web that actively grapples creatures in its area, but risk having the web affect only you if you fail a concentration check.

Reckless Fulmination^F As lightning bolt, but the energy persists and you can redirect another lightning bolt each round; however, your risk being hit yourself if you lose control of the spell.

Ruinous Burst^{Au} You unleash a destructive burst of violent energy, destroying objects and dealing damage to creatures in a 20-ft.-radius burst.

Size Mastery^{F, In} You can become Tiny, Small, Medium, Large, or Huge, and gain associated bonuses and penalties.

5th-level Magus Spells

Catalytic Combustion^{In} You cause the target to catch fire and take 4d6 fire damage each round, and can additionally cause a fiery explosion in a 10-ft. radius around the target. **Cunning Escape**^{Ca} Depending on a Spellcraft check, you either create a number of illusory duplicates of yourself, or become invisible. 6th-level Magus Spells

Acidic Barrage^{Ca} Depending on your Spellcraft check, you blast your foes with either a 60-ft. cone of acid or 3 or more rays of acid.

Bestial Transformation^{Au} You take on a bestial form, doubling in size and gaining a bite attack and 2 claw attacks, and are filled with a feral rage that compels you to do violence.

Mirror Army^{In} You surround yourself with shadowy illusory duplicates of yourself which intercept attacks against you.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Stony Resolve^{Au} You transform all creatures within a 30-ft. burst into solid stone, causing them to be slowed and gain hardness 10, or hardness 20 if that creature takes no actions on his turn.

Temporary Glory^F You gain a +6 enhancement bonus to each of your ability scores, gain an armor bonus to AC equal to 1/2 your caster level, and can make an additional attack, but may suffer penalties when the spell ends.

Paladin Spells

1st-level Paladin Spells

Authoritative Presence^{Au} You gain a +20 bonus on the next Diplomacy check you make, and, if the check is made to influence a creature's attitude, it takes only 1 round to perform.

Entreat Blessings^{Pa} Your patron either imposes penalties on or grants bonuses to each creature within 30 ft. of you, depending on its attitude toward each creature.

2nd-level Paladin Spells

Borrow Majesty^{Pa} A manifestation of your patron's power appears around you, and imposes penalties on either nearby enemies, or on you, depending on your patron's attitude toward you.

Instant Armory^{Au} You are instantly equipped with a +2 greatsword and suit of +1 full-plate made of pure force magic, and are considered proficient for the duration of the spell. **Nonviolent Resolution**^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

3rd-level Paladin Spells

Daunting Display^{Pa} You call on your patron to instill fear in your enemies, and the result varies depending on your patron's attitude toward you.

Shield of the Savior The target gains a +4 shield bonus to AC and gains acid, cold, electricity, and fire resistance 5, and you can choose to either move those bonuses to another creature or increase the bonuses.

4th-level Paladin Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ethereal Armor The target armor becomes partially ethereal, so that the wearer's movement speed is not reduced and he does not count as wearing armor, and the armor check penalty is reduced; however, you risk losing the AC bonus provided by the armor.

Punishing Flames Your melee weapon bursts into flames which deal divine fire damage.

Ranger Spells

1st-level Ranger Spells

Call Animal Companion Call your animal companion to your side from any distance.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Unbelievable Agility^{Ca} Depending on a Spellcraft check, the target either gains increased agility, or his movement speed is increased.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

2nd-level Ranger Spells

Guide's Boon The target gains the same bonuses on initiative and skill checks that you gain from a favored terrain.

Transform Companion You transform your familiar or animal companion into a different kind of familiar or animal companion.

3rd-level Ranger Spells

Ollander's Unseen Blade^F The target weapon becomes completely invisible and silent; the first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check or be denied his Dexterity bonus to AC for that attack.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

4th-level Ranger Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ethereal Armor The target armor becomes partially ethereal, so that the wearer's movement speed is not reduced and he does not count as wearing armor, and the armor check penalty is reduced; however, you risk losing the AC bonus provided by the armor.

Shaman Spells

1st-level Shaman Spells

Entreat Blessings^{Pa} Your patron either imposes penalties on or grants bonuses to each creature within 30 ft. of you, depending on its attitude toward each creature.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Shaman Spells

Borrow Majesty^{Pa} A manifestation of your patron's power appears around you, and imposes penalties on either nearby enemies, or on you, depending on your patron's attitude toward you.

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell. **Illusory Familiar** Create an illusory familiar that lasts for 1 round/level.

Spiteful Curse This functions as a less powerful *bestow curse*, and you risk being cursed yourself.

Transform Companion You transform your familiar or animal companion into a different kind of familiar or animal companion.

3rd-level Shaman Spells

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Chaotic Communion^{Ca} You contact an otherworldly entity for aid, and gain knowledge in the form of either answers to questions, or a bonus to certain skills.

Daunting Display^{Pa} You call on your patron to instill fear in your enemies, and the result varies depending on your patron's attitude toward you.

Gnome-Eater's Undead Uprising The target is treated as 2 levels lower for the purpose of how many undead creatures he can control, and undead treat the amount of energy he channels as 2d6 less.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

4th-level Shaman Spells

Ardesalf's Arcane Examiner You gain knowledge of all spells and spell-like abilities the target can currently cast, and gain a +4 bonus to counter or dispel spells and spell-like abilities he casts.

Bjorndach's Debilitating Gale A flurry of winds prevents a flying target from moving and may blow him away. **Exploding Bones** You cause one of the target's arms or legs to explode, suffering 5d6 points of damage and potentially losing that limb.

Plea for Protection^{Pa} You call upon your patron or deity to shield the target from damage of all sorts; the spell's exact effect depends on your patron's attitude towards the target.

5th-level Shaman Spells

Adaptable Wall Create a wall of either air, earth, fire, or water that is 100 ft. long, 20 ft. high, and 5 ft. thick. Healing Prayer^{Pa} Your patron provides healing to the target, with the effectiveness varying according to your patron's attitude toward the target.

Martyr's Exile You banish up to 3 Hit Dice of creatures per caster level, but risk banishing yourself along with them and becoming trapped on an evil-aligned plane.

Possess Corpse^F Your spirit fills a corpse and you act through that body.

Sleep Storm^{Au} You impose a blissful, calming sleep on all creatures within the affected area, who fall into a deep and restful slumber for 1 hour.

6th-level Shaman Spells

Burning Decree^{Pa} You call down fire on creatures within a 20-foot radius, with the damage varying depending on your patron's attitude toward each creature.

Mirror Maze The target's reflection pulls him into an extradimensional mirror labyrinth.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Transformation of the Sixfold Sage^M You gain a +4

enhancement bonus to your Intelligence, Wisdom, and Charisma scores, along with a number of metamagic-related benefits; however, the spell takes an extreme toll on your body.

Zombify^{In} You turn the target into a zombie for a short time, and if he dies during this spell he rises as a zombie under your control; additionally, you can spend a standard action to control his actions for 1 round before he dies.

7th-level Shaman Spells

Ardesalf's Sure Sensor^F You create a magical link to the target and can view him in any location from any plane. Reward of the Faithful^{Pa} You call upon your patron to provide you with insight and aid in your times of need, and the spell's exact effect depends on your patron's attitude towards you.

Solar Torrent You create a line of light 15 ft. wide and 100 ft. long that deals 1d10 points of fire damage per 2 levels and causes creatures to be dazed for 1 round, and blinded for 1 round/level; this spell is especially powerful against creatures vulnerable to sunlight and undead.

Summon the Twisted Gallows You summon forth a noose around the target's neck and a massive tree grows up suddenly in his square so that he hangs by his neck.

8th-level Shaman Spells

Beseech the Heavens^{Pa} You gain the benefits of a modified *control weather* spell, depending on your patron's attitude toward you.

Mud Shield You conjure a floating barrier of mud, which protects you against the attacks of your opponents, and potentially covers them in mud that blinds and slows them. **Undying Conscription**^{Au} You unleash coruscating waves of black energy, which transform living and dead tissue to create up to 1 wight per 2 caster levels.

9th-level Shaman Spells

Bjorndach's Lightning Monolith^M You create a 20-ft. tall monolith that can release pulses of electricity to damage creatures within a 20-ft. radius.

Chimeric Form^F You gain the benefits of *shapechange*, except that you can also gain the abilities of a secondary creature you choose; however, you risk overextending your body and becoming an immobile blob of flesh.

Otherworldly Counsel You gain a +2 circumstance bonus on all attack rolls, damage rolls, ability checks, saving throws, and skill checks, and you can spend a standard action to gain the benefits of an *augury* at any time.

Sorvithal's Withering Demise^{Ca} Depending on the result of a Spellcraft check, the target either suffers a penalty to each of his ability scores, or suffers energy drain.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Authoritative Presence^{Au} You gain a +20 bonus on the next Diplomacy check you make, and, if the check is made to influence a creature's attitude, it takes only 1 round to perform.

Heridus's Personal Asylum^{Au} Creatures in the area are prevented from making attacks or casting harmful spells. Mage Window^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Shadow Assassin^{In} You create a partially real, illusory creature, and must spend a full-round action to allow it to take a round's worth of actions.

Spell Lock You prevent the target from casting spells of 1st level or lower; this increases to 2nd-level spells, then 3rd-level spells, at caster levels 5 and 10, respectively.

Teleport Minor Object You teleport a single small object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range.

Unbelievable Agility^{Ca} Depending on a Spellcraft check, the target either gains increased agility, or his movement speed is increased.

Vampire's Caress With a touch, you inflict 1d4+1 points of damage per 2 caster levels you possess on the target, and gain a temporary hit point for every 2 points of damage inflicted in this way, but risk being dazed.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Sorcerer/Wizard Spells

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Ethereal Oscillation As *blink*, but you do not gain any bonus on attacks against creatures that cannot see invisible creatures, and you risk becoming trapped on the Ethereal Plane.

Frostfire Aura^{In} You choose an aura of fire or cold that deals 2d6 points of damage to your attackers, and you can choose to make a melee touch attack with energy from the aura. **Gnome-Eater's Undead Uprising** The target is treated as 2 levels lower for the purpose of how many undead creatures he can control, and undead treat the amount of energy he channels as 2d6 less.

Illusory Familiar Create an illusory familiar that lasts for 1 round/level.

Instant Armory^{Au} You are instantly equipped with a +2 greatsword and suit of +1 full-plate made of pure force magic, and are considered proficient for the duration of the spell. **Nonviolent Resolution**^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

Summon Cacodaemon You summon a cacodaemon as though by *summon monster I*, but risk it trying to kill you if you lose control of it.

Summon Giant Amoeba^{In} You summon a giant amoeba as though by *summon monster II*, and can spend a standard action to heal it and give it a +2 bonus to Str.

Transform Companion You transform your familiar or animal companion into a different kind of familiar or animal companion.

Universal Ward^{Au} You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

3rd-level Sorcerer/Wizard Spells

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Caustic Cloud^{Au} You unleash a 30-ft. radius burst of acidic mist which deals 2d6 acid damage to creatures in the area and may reduce their movement speed and cause them to become nauseated.

Chaotic Communion^{Ca} You contact an otherworldly entity for aid, and gain knowledge in the form of either answers to questions, or a bonus to certain skills.

Cinder Shroud You become wreathed in flames that grant you concealment and deal fire damage to creatures that attack you in melee, but risk taking fire damage yourself. **Ectoplasmic Arms** The target can make one additional attack at his highest base attack bonus for every 5 caster levels you possess, but also takes damage with each attack he makes.

Ollander's Mental Doorway You establish a mental link with the target which allows you affect him with mind-affecting spells more easily.

Ollander's Unseen Blade^F The target weapon becomes completely invisible and silent; the first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check or be denied his Dexterity bonus to AC for that attack.

Shield of the Savior The target gains a +4 shield bonus to AC and gains acid, cold, electricity, and fire resistance 5, and you can choose to either move those bonuses to another creature or increase the bonuses.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

Spiteful Curse This functions as a less powerful *bestow curse*, and you risk being cursed yourself.

Vile Cloud^{Au} Creatures that come within 5 ft. of you suffer 1d6 points of damage, are nauseated for 1 round, and sickened for 1 minute thereafter.

4th-level Sorcerer/Wizard Spells

Animated Armament^{In} You create a weapon, shield, or suit of armor from pure magic, and can animate the created object for further benefit.

Ardesalf's Arcane Examiner You gain knowledge of all spells and spell-like abilities the target can currently cast, and gain a +4 bonus to counter or dispel spells and spell-like abilities he casts.

Ardesalf's Floating Sensor You create an invisible mobile sensor that allows to hear and see the scene around it, and also allows you to gain the benefits of *detect magic* and *see invisibility* when viewing through the sensor.

Bjorndach's Debilitating Gale A flurry of winds prevents a flying target from moving and may blow him away.

Enlarge Monster This functions as *enlarge person*, except the creature instead gains the normal bonuses and penalties for increasing one size category from their normal size.

Exploding Bones You cause one of the target's arms or legs to explode, suffering 5d6 points of damage and potentially losing that limb.

Gnome-Eater's Merry Jig^F You compel the target to do nothing but dance; however, if you lose control of the spell, you affect everyone within close range, instead.

Heridus's Instant Armor^{ca} Depending on a Spellcraft check, you either gain an armor bonus to AC or DR/—. Living Web You create a 20-ft.-radius living web that actively grapples creatures in its area, but risk having the web affect only you if you fail a concentration check.

Ollander's Controlled Confusion^{In} The target becomes confused, and you can spend a move action to determine the target's action on his next turn.

Reduce Monster This functions as reduce person, except the creature instead gains the normal bonuses and penalties for decreasing one size category from their normal size.

Ruinous Burst^{Au} You unleash a destructive burst of violent energy, destroying objects and dealing damage to creatures in a 20-ft.-radius burst.

Spontaneous Disappearance^{Au} You and all creatures within 30 ft. are rendered invisible, silent, and have your scents blocked from other creatures.

5th-level Sorcerer/Wizard Spells

Adaptable Wall Create a wall of either air, earth, fire, or water that is 100 ft. long, 20 ft. high, and 5 ft. thick. Catalytic Combustion^{In} You cause the target to catch fire and take 4d6 fire damage each round, and can additionally cause a fiery explosion in a 10-ft. radius around the target. Cunning Escape^{Ca} Depending on a Spellcraft check, you either create a number of illusory duplicates of yourself, or become invisible.

Gnome-Eater's Arcane Destabilizer^F You choose 4 schools of magic that are inhibited in the spell's area, and the other 4 are empowered.

Heridus's Capricious Spell Defense^{Au} You gain spell resistance equal to 15 + your caster level.

Perfect Insight^{Au} You gain a +5 insight bonus to AC and attack rolls, as well as a +5 luck bonus to saving throws. **Possess Corpse**^F Your spirit fills a corpse and you act through that body.

Reckless Fulmination^F As lightning bolt, but the energy persists and you can redirect another lightning bolt each round; however, your risk being hit yourself if you lose control of the spell.

Sinister Simulacrum^{F, M} This functions as *simulacrum*, except that the simulacrum created is always an exact copy of you, and it seeks to slay you if you lose control of the spell. **Size Mastery**^{F, In} You can become Tiny, Small, Medium, Large, or Huge, and gain associated bonuses and penalties. **Sleep Storm**^{Au} You impose a blissful, calming sleep on all creatures within the affected area, who fall into a deep and restful slumber for 1 hour.

Summon the Twisted Gallows You summon forth a noose around the target's neck and a massive tree grows up suddenly in his square so that he hangs by his neck.

6th-level Sorcerer/Wizard Spells

Acidic Barrage^{Ca} Depending on your Spellcraft check, you blast your foes with either a 60-ft. cone of acid or 3 or more rays of acid

Hellish Hunt^{Au} You summon 1d6 hell hounds, 1d3 hellcats, and one nightmare, though only the nightmare obeys you. **Martyr's Exile** You banish up to 3 Hit Dice of creatures per caster level, but risk banishing yourself along with them and becoming trapped on an evil-aligned plane.

Mirror Army^{In} You surround yourself with shadowy illusory duplicates of yourself which intercept attacks against you. **Mirror Maze** The target's reflection pulls him into an extradimensional mirror labyrinth.

Ollander's Unwilling Puppet^{In} The target becomes paralyzed and cannot move on his own, but you can choose to control his actions each rounds as with *dominate monster*.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Solar Torrent You create a line of light 15 ft. wide and 100 ft. long that deals 1010 points of fire damage per 2 levels and causes creatures to be dazed for 1 round, and blinded for 1 round/level; this spell is especially powerful against creatures vulnerable to sunlight and undead.

Sorvithal's Aura of Decay You are surrounded by a 30-ft. aura that causes living creatures to suffer 1 point of Con damage, while corpses and lifeless plants within the area decay, and undead creatures lose 1 point of Str and Dex. **Stony Resolve**^{Au} You transform all creatures within a 30-ft. burst into solid stone, causing them to be slowed and gain hardness 10, or hardness 20 if that creature takes no actions on his turn.

Transformation of the Sixfold Sage^M You gain a +4 enhancement bonus to your Intelligence, Wisdom, and Charisma scores, along with a number of metamagic-related benefits; however, the spell takes an extreme toll on your body.

7th-level Sorcerer/Wizard Spells

Ardesalf's Sure Sensor^F You create a magical link to the target and can view him in any location from any plane. **Caustic Guillotine** You create a thin sheet of acid in the target's space that deals 2d6 points of acid damage per caster level, and the target suffers bleed damage equal to your caster level.

Heridus's Counterscry You can learn of divination spells affecting you, and can choose to fail attempts to target you with divination spells in order to use the same spell against the caster.

Precognosis^{In} You gain a +4 insight bonus to AC, CMD, and saving throws, and can concentrate to learn another creature's next action.

Temporary Glory^F You gain a +6 enhancement bonus to each of your ability scores, gain an armor bonus to AC equal to 1/2 your caster level, and can make an additional attack, but may suffer penalties when the spell ends.

Transmute Lava to Water You transform a body of lava into harmless water.

Transmute Water to Lava You transform a body of water into a pool of molten lava.

Vaporous Summons^{Ca} Depending on a Spellcraft check, you either create a cloud of deadly, acidic mists, which obscures vision, slows opponents, and inflicts acid damage, or you instead summon one or more hungry mists, which fight on your behalf.

Voice of Madness^{Au} Each creature that can hear and see you loses his mind, gaining the confused condition, and suffering 1 point of Intelligence, Wisdom, and Charisma damage each round.

Wild Disjunction This functions as a less powerful *mage's disjunction* that affects all magical effects and magic items in the spell's area, even those in contact with you, and there is a risk of suffering arcane spell failure for the rest of the day. **Zombify**^{In} You turn the target into a zombie for a short time, and if he dies during this spell he rises as a zombie under your control; additionally, you can spend a standard action to control his actions for 1 round before he dies.

8th-level Sorcerer/Wizard Spells

Ardesalf's Mental Library You gain a bonus to Appraise,

Knowledge, and Linguistics checks and Spellcraft checks made to identify spells or magic items, and are considered proficient with all weapons; as a swift action you can increase this bonus or gain the benefits of selected feats to improve your spellcasting, but risk ability damage.

Bestial Transformation^{Au} You take on a bestial form, doubling in size and gaining a bite attack and 2 claw attacks, and are filled with a feral rage that compels you to do violence.

Bjorndach's Frozen Field You cause the targeted area to frost over and sprout stalagmites; creatures with the cold subtype that are summoned within the area are more powerful.

Dire Pronouncement^{In} You gain a bonus to your caster level and saving throw DCs when casting spells with verbal components, and can choose to inflict 5d8 damage on all creatures that can hear you, who also become stunned. **Elemental Explosion**^F You deal 10 points of damage per caster level to the target elemental, and if this kills it, the elemental explodes, dealing 1d6 points of damage to

creatures within 10 feet. Heridus's Spell Fortress^{In} You protect yourself from all spells of a chosen level, but are also prevented from casting spells of that level.

Rush of Knowledge^{Au} You gain the benefits of an instantaneous, modified *commune*, and can choose 2 additional benefits.

Sorvithal's Ultimate Annihilation^F You split the soul that once belonged to the targeted corpse in twain, destroying it utterly, so that the creature cannot be resurrected by any means.

Undying Conscription^{Au} You unleash coruscating waves of black energy, which transform living and dead tissue to create up to 1 wight per 2 caster levels.

Warlock's Gambit^F This spell functions like *contingency*, except you can prepare spells of up to 8th level with a casting time no longer than 1 minute, but you may lose the *contingency* spell before it can be triggered.

9th-level Sorcerer/Wizard Spells

Bjorndach's Lightning Monolith^M You create a 20-ft. tall monolith that can release pulses of electricity to damage creatures within a 20-ft. radius.

Chimeric Form^F You gain the benefits of *shapechange*, except that you can also gain the abilities of a secondary creature you choose; however, you risk overextending your body and becoming an immobile blob of flesh.

Gnome-Eater's Bedazzling Blast^{Au} You cause an explosion of light, color, and sound in a 200-ft. radius, which may cause blindness, deafness, and unconsciousness in creatures in the area.

Mass Telekinetic Sphere As *telekinetic sphere*, but a creature inside the sphere can choose to move the sphere up to 500 ft. in a straight line and bull rush creatures whose space it moves through.

Otherworldly Counsel You gain a +2 circumstance bonus on all attack rolls, damage rolls, ability checks, saving throws, and skill checks, and you can spend a standard action to gain the benefits of an *augury* at any time.

Phantasmal Assassin^{Ca} Depending on a Spellcraft check, you either create several phantasmal killers or summon a terrible nightmare creature made of shadow-stuff, who fights on your behalf.

Planar Nexus^{In} This functions as the planar travel version of

the *gate* spell, except that there is only a 50% chance that the portal leads to the exact spot desired, and you can choose to change the location the portal goes to.

Prismatic Blade The blade is treated as a *brilliant energy* weapon, but deals no damage on a successful hit, instead, affecting the target as though he had been struck by a *prismatic spray* spell 1d3 times.

Sorvithal's Palace of Damnation^{In} Creatures within 30 ft. of you suffer a -6 morale penalty on attack rolls and weapon damage, and you can spend a standard action to deal damage to creatures in the area.

Sorvithal's Withering Demise^{Ca} Depending on the result of a Spellcraft check, the target either suffers a penalty to each of his ability scores, or suffers energy drain.

Spell Parry^{Au} Whenever you would be affected by a spell or spell-like ability, that spell does not affect you, and instead, you must cast a spell of the same level as an immediate action, if able.

Summoner Spells

1st-level Summoner Spells

Mage Window^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Summon Cacodaemon You summon a cacodaemon as though by *summon monster I*, but risk it trying to kill you if you lose control of it.

Teleport Minor Object You teleport a single small object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range.

Unbelievable Agility^{Ca} Depending on a Spellcraft check, the target either gains increased agility, or his movement speed is increased.

Wild Leap You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps, but risk losing control and suffering fall damage.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Summoner Spells

Illusory Familiar Create an illusory familiar that lasts for 1 round/level.

Summon Giant Amoeba^{In} You summon a giant amoeba as though by *summon monster II*, and can spend a standard action to heal it and give it a +2 bonus to Str.

Universal Ward^{Au} You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

3rd-level Summoner Spells

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Enlarge Monster This functions as *enlarge person*, except the creature instead gains the normal bonuses and penalties for increasing one size category from their normal size. **Reduce Monster** This functions as reduce person, except the creature instead gains the normal bonuses and penalties for decreasing one size category from their normal size.

4th-level Summoner Spells

Hellish Hunt^{Au} You summon 1d6 hell hounds, 1d3 hellcats, and one nightmare, though only the nightmare obeys you.

Martyr's Exile You banish up to 3 Hit Dice of creatures per caster level, but risk banishing yourself along with them and becoming trapped on an evil-aligned plane. **Sinister Simulacrum**^{F, M} This functions as *simulacrum*, except that the simulacrum created is always an exact copy of you, and it seeks to slay you if you lose control of the spell. **Size Mastery**^{F, In} You can become Tiny, Small, Medium, Large, or Huge, and gain associated bonuses and penalties.

5th-level Summoner Spells

Ollander's Unwilling Puppet^{In} The target becomes paralyzed and cannot move on his own, but you can choose to control his actions each rounds as with *dominate monster*. Vaporous Summons^{Ca} Depending on a Spellcraft check, you either create a cloud of deadly, acidic mists, which obscures vision, slows opponents, and inflicts acid damage, or you instead summon one or more hungry mists, which fight on your behalf.

6th-level Summoner Spells

Bjorndach's Frozen Field You cause the targeted area to frost over and sprout stalagmites; creatures with the cold subtype that are summoned within the area are more powerful.

Penetrating Vision As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Stony Resolve^{Au} You transform all creatures within a 30-ft. burst into solid stone, causing them to be slowed and gain hardness 10, or hardness 20 if that creature takes no actions on his turn.

Word of Enslavement Target creature with 120 hp or less is automatically controlled as though with *dominate monster* (no save), but must be commanded verbally, and you risk being unable to speak for 1d4 days.

Witch Spells

1st-level Witch Spells

Authoritative Presence^{Au} You gain a +20 bonus on the next Diplomacy check you make, and, if the check is made to influence a creature's attitude, it takes only 1 round to perform.

Entreat Blessings^{Pa} Your patron either imposes penalties on or grants bonuses to each creature within 30 ft. of you, depending on its attitude toward each creature.

Heridus's Personal Asylum^{Au} Creatures in the area are prevented from making attacks or casting harmful spells. **Mage Window**^F You create a small transparent surface in a solid barrier of any composition, allowing you to see through barriers of 1 ft. of thickness for every 4 caster levels you possess.

Sense the Unseen^{In} You can sense nearby creatures that you cannot see, and can spend a full-round action to see invisible creatures and objects in a 30-ft. cone.

Spell Lock You prevent the target from casting spells of 1st level or lower; this increases to 2nd-level spells, then 3rd-level spells, at caster levels 5 and 10, respectively.

Teleport Minor Object You teleport a single small object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range. **Vampire's Caress** With a touch, you inflict 1d4+1 points of damage per 2 caster levels you possess on the target, and gain

a temporary hit point for every 2 points of damage inflicted in this way, but risk being dazed.

Wind Resistance You magically reinforce a target magical or non-magical cloud, preventing it from being dispersed by wind, and can choose to have it remain in place.

2nd-level Witch Spells

Borrow Majesty^{Pa} A manifestation of your patron's power appears around you, and imposes penalties on either nearby enemies, or on you, depending on your patron's attitude toward you.

Clear Sight You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with, and can discharge the spell to attempt to dispel any illusion spell.

Gnome-Eater's Undead Uprising The target is treated as 2 levels lower for the purpose of how many undead creatures he can control, and undead treat the amount of energy he channels as 2d6 less.

Illusory Familiar Create an illusory familiar that lasts for 1 round/level.

Nonviolent Resolution^{Ca} The target is either compelled to flee, or overwhelmed with pacifistic feelings.

Spiteful Curse This functions as a less powerful *bestow curse*, and you risk being cursed yourself.

Summon Cacodaemon You summon a cacodaemon as though by *summon monster I*, but risk it trying to kill you if you lose control of it.

Transform Companion You transform your familiar or animal companion into a different kind of familiar or animal companion.

3rd-level Witch Spells

Aerial Blitz^{In} You gain a fly speed, and can concentrate as a full-round action to gain an extra burst of speed and perform an overrun maneuver.

Chaotic Communion^{Ca} You contact an otherworldly entity for aid, and gain knowledge in the form of either answers to questions, or a bonus to certain skills.

Daunting Display^{Pa} You call on your patron to instill fear in your enemies, and the result varies depending on your patron's attitude toward you.

Ollander's Mental Doorway You establish a mental link with the target which allows you affect him with mind-affecting spells more easily.

Skull Tracking^F You imbue a skull with magic that causes it to lead you to the spot where it died, and then to retrace its last steps.

Vile Cloud^{Au} Creatures that come within 5 ft. of you suffer 1d6 points of damage, are nauseated for 1 round, and sickened for 1 minute thereafter.

4th-level Witch Spells

Ardesalf's Arcane Examiner You gain knowledge of all spells and spell-like abilities the target can currently cast, and gain a +4 bonus to counter or dispel spells and spell-like abilities he casts.

Ardesalf's Floating Sensor You create an invisible mobile sensor that allows to hear and see the scene around it, and also allows you to gain the benefits of *detect magic* and *see invisibility* when viewing through the sensor.

Enlarge Monster This functions as *enlarge person*, except the creature instead gains the normal bonuses and penalties for increasing one size category from their normal size. **Exploding Bones** You cause one of the target's arms or legs

to explode, suffering 5d6 points of damage and potentially losing that limb.

Gnome-Eater's Merry Jig^F You compel the target to do nothing but dance; however, if you lose control of the spell, you affect everyone within close range, instead.

Living Web You create a 20-ft.-radius living web that actively grapples creatures in its area, but risk having the web affect only you if you fail a concentration check.

Ollander's Controlled Confusion^{In} The target becomes confused, and you can spend a move action to determine the target's action on his next turn.

Plea for Protection^{Pa} You call upon your patron or deity to shield the target from damage of all sorts; the spell's exact effect depends on your patron's attitude towards the target. **Reduce Monster** This functions as reduce person, except the creature instead gains the normal bonuses and penalties for decreasing one size category from their normal size.

Spontaneous Disappearance^{Au} You and all creatures within 30 ft. are rendered invisible, silent, and have your scents blocked from other creatures.

5th-level Witch Spells

Healing Prayer^{Pa} Your patron provides healing to the target, with the effectiveness varying according to your patron's attitude toward the target.

Possess Corpse^F Your spirit fills a corpse and you act through that body.

Reckless Fulmination^F As lightning bolt, but the energy persists and you can redirect another lightning bolt each round; however, your risk being hit yourself if you lose control of the spell.

Size Mastery^{F, In} You can become Tiny, Small, Medium, Large, or Huge, and gain associated bonuses and penalties. **Sleep Storm**^{Au} You impose a blissful, calming sleep on all creatures within the affected area, who fall into a deep and restful slumber for 1 hour.

6th-level Witch Spells

Burning Decree^{Pa} You call down fire on creatures within a 20-foot radius, with the damage varying depending on your patron's attitude toward each creature.

Hellish Hunt^{Au} You summon 1d6 hell hounds, 1d3 hellcats, and one nightmare, though only the nightmare obeys you. **Mirror Maze** The target's reflection pulls him into an extradimensional mirror labyrinth.

Ollander's Unwilling Puppet^{In} The target becomes paralyzed and cannot move on his own, but you can choose to control his actions each rounds as with *dominate monster*. **Penetrating Vision** As true seeing, but you also see creatures' alignments, and can spend extra actions to gain the benefits of detect thoughts or see through solid objects, but risk Wisdom drain.

Precognosis^{In} You gain a +4 insight bonus to AC, CMD, and saving throws, and can concentrate to learn another creature's next action.

Sorvithal's Aura of Decay You are surrounded by a 30-ft. aura that causes living creatures to suffer 1 point of Con damage, while corpses and lifeless plants within the area decay, and undead creatures lose 1 point of Str and Dex. **Summon the Twisted Gallows** You summon forth a noose around the target's neck and a massive tree grows up suddenly in his square so that he hangs by his neck. **Transformation of the Sixfold Sage**^M You gain a +4 enhancement bonus to your Intelligence, Wisdom, and Charisma scores, along with a number of metamagic-related benefits; however, the spell takes an extreme toll on your body.

7th-level Witch Spells

Ardesalf's Sure Sensor^F You create a magical link to the target and can view him in any location from any plane. **Reward of the Faithful**^{Pa} You call upon your patron to provide you with insight and aid in your times of need, and the spell's exact effect depends on your patron's attitude towards you.

Voice of Madness^{Au} Each creature that can hear and see you loses his mind, gaining the confused condition, and suffering 1 point of Intelligence, Wisdom, and Charisma damage each round.

8th-level Witch Spells

Beseech the Heavens^{Pa} You gain the benefits of a modified *control weather* spell, depending on your patron's attitude toward you.

Bestial Transformation^{Au} You take on a bestial form, doubling in size and gaining a bite attack and 2 claw attacks, and are filled with a feral rage that compels you to do violence.

Undying Conscription^{Au} You unleash coruscating waves of black energy, which transform living and dead tissue to create up to 1 wight per 2 caster levels.

9th-level Witch Spells

Champion of the Faithful^{Pa} You ask your patron to send you allies to aid you, and the power of the ally or allies who appear varies depending on your patron's attitude toward you.

Otherworldly Counsel You gain a +2 circumstance bonus on all attack rolls, damage rolls, ability checks, saving throws, and skill checks, and you can spend a standard action to gain the benefits of an *augury* at any time.

Sorvithal's Palace of Damnation^{In} Creatures within 30 ft. of you suffer a -6 morale penalty on attack rolls and weapon damage, and you can spend a standard action to deal damage to creatures in the area.

Sorvithal's Withering Demise^{Ca} Depending on the result of a Spellcraft check, the target either suffers a penalty to each of his ability scores, or suffers energy drain.

Word of Enslavement Target creature with 120 hp or less is automatically controlled as though with *dominate monster* (no save), but must be commanded verbally, and you risk being unable to speak for 1d4 days.



New Spells

The following spells are presented in alphabetical order.

ACIDIC BARRAGE

School evocation [acid]; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (powdered emeralds) Range 60 ft. Effect varies; see text Duration instantaneous; see text Saving Throw none or Reflex half, see text; Spell Resistance yes

You hold forth your hands and from your outstretched fingertips fly dozens of droplets of glistening green acid. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, the acid takes the form of a cone. If the result is even, it takes the form of several rays.

Cone: This version of the spell has a 6o-foot cone as its area, and inflicts acid damage on each creature within the cone. A successful Reflex save halves this damage. The amount of damage depends on the result of the Spellcraft check made when the spell was cast. The cone inflicts 8d6 points of damage by default, plus an additional 1d6 points of damage for every 2 points by which the result of the Spellcraft check exceeds 21 (to a maximum of 20d6 with a result of 45). Creatures that fail their saving throws are coated in acid, and suffer 1 point of damage per damage die inflicted by the spell each round on your turn for a number of rounds equal to 1/3 your caster level (rounded down).

Rays: This version of the spell has an effect of 3 or more rays, each of which has a maximum range of 60 feet. Each ray requires a successful ranged touch attack to hit, and inflicts 3d6 points of acid damage. The number of rays created depends on the result of the Spellcraft check made when the spell was cast. You fire 3 rays, plus an additional ray for every 4 points by which the result of the Spellcraft check exceeds 20 (to a maximum of 10 rays with a result of 48). You cannot target any given creature with more than half of the rays created by this spell, regardless of the result.

ADAPTABLE WALL

School evocation [air, earth, fire, or water]; Level druid 5, shaman 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a brick from a stone wall) Range long (400 ft. + 40 ft./level) Effect one wall up to 100 ft. long, 20 ft. high, and 5 ft. thick Duration 1 round/level Saving Throw Reflex partial, see text; Spell Resistance yes

You create a wall that is tied to one of the four elements. The exact nature of the wall depends on the element that you choose at the time the spell is cast.

Air: The wall consists of a hurricane of blowing wind. It functions as a *wind wall*, but matches the dimensions listed above. Additionally, creatures of Medium size or smaller must succeed on a Strength check (DC 15) or be unable to enter the wall's space, as the howling wind pushes them back. Creatures of Tiny size or smaller are incapable of entering the wall's space entirely.

Earth: The wall consists of hardened earth and stone. It has hardness 8 and 900 hit points. The wall is rough and uneven, however, and can be climbed fairly easily (Climb DC 15). If created on a surface of earth or stone that extends deep enough, the wall extends for 20 feet below the surface of the ground as well, obstructing burrowing creatures' movement. Even creatures with earthglide, or similar abilities that would allow them to move through solid stone, must expend two squares of movement for every square of the wall that they pass through.

Fire: The wall consists of a translucent sheet of flame. Any creature that attempts to pass through the wall, or who begins his turn within the wall's area, suffers an amount of fire damage equal to 2d6 + your caster level. A successful Reflex save halves this damage. Unattended objects (including projectile weapons) passing through the wall are also subject to this damage.

Water: The wall consists of a quivering mass of water, held in place by magic. The water provides cover and concealment (20% miss chance) to creatures on the other side, and creatures within the wall's space have cover and concealment against those outside the wall, and vice versa. Creatures can enter the wall without difficulty, but must then make Swim checks in order to move. The churning nature of the water renders the DC for Swim checks within the wall 20. Further, you move at the normal speed for swimming, meaning that each square you move within the wall's space (including entering it) costs 4 squares of movement. Creatures that cannot breathe water must hold their breath within the wall, or risk drowning.

AERIAL BLITZ

School transmutation; Level alchemist 3, bloodrager 3, magus 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3 Casting Time 1 standard action Components V, S, M (a roc's feather) Range personal Target you Duration 1 round/level

You gain the ability to fly at great speeds, using your willpower as a source of flight. You gain a fly speed equal to 100 feet, or twice your base movement speed, whichever is higher. Further, you gain a bonus on all Fly checks equal to 1/3 your caster level (rounded down, minimum 1).

Interactive: As a full-round action, you can concentrate on the spell in order to fly with incredible speed, bowling over those you pass by. As part of this full-round action, you can move up to 300 feet in a straight line. If this would cause you to move through another creature's square, you can make an overrun attempt against that creature, and gain a bonus on the combat maneuver check equal to your caster level. Creatures overrun in this way do not have the option to move out of the way or to make an attack of opportunity against you, as you move too fast for such things, and movement made as part of this action never provokes attacks of opportunity.



ANIMATED ARMAMENT

School conjuration (creation); Level antipaladin 4, bard 4, bloodrager 4, cleric/oracle 4, inquisitor 4, magus 4, paladin 4, ranger 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a shard of steel) Range o ft. Effect one weapon or piece of armor Duration 10 min./level Saving Throw none; Spell Resistance no

You create a magical weapon, shield, or suit of armor, which you can animate in times of need. The conjured item must be one that you are proficient with, but can otherwise be any type of weapon, shield or suit of armor, provided that the market price for a mundane version of such an item is no greater than 2,000 gp. The conjured item has an enhancement bonus equal to 1/5 your caster level (rounded down, minimum 1). If the conjured item is a weapon or shield, it appears instantaneously in your hand: anything you were holding previously in that hand falls to the ground in your square. If the conjured item is a suit of armor, it appears on your person, and any armor you were previously wearing falls to the ground in your square. Objects created by this spell are made of pure magic and are obviously temporary, making them virtually impossible to sell.

Interactive: As a standard action, you can animate the conjured item, allowing it to act directly on your behalf. If the conjured item is a weapon, this functions as the *dancing* weapon special ability, except that the weapon continues to fight for as long as you continue to spend a standard action each round concentrating on the spell. If the conjured item is a shield, this allows you to apply the AC bonus granted by the shield to your touch AC, and also increases the shield bonus it grants to AC by 2 until the beginning of your next turn. Finally, if the conjured item is a suit of armor, this allows the armor to move with you, negating the armor's armor check penalty, maximum Dexterity bonus, and arcane spell failure chance until the beginning of your next turn.

ARDESALF'S ARCANE EXAMINER

School divination; Level bard 3, cleric/oracle 5, druid 5, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M/DF (a blank scroll) Range medium (100 ft. + 10 ft./level) Target one living creature Duration instantaneous and 1 hour/level; see text Saving Throw Will negates; Spell Resistance yes

You gain insight into the target's magical abilities, granting you intimate knowledge of which spells he has access to. If the target succeeds on his Will save, the spell fails. The difficulty of the save depends on your knowledge of the subject and what sort of physical connection (if any) you have to that creature. The bonuses and penalties to the DC caused by your knowledge and/or connection to the target are identical to those for *scrying*. Unlike most spells, if the target fails his Will save, he is not automatically aware that he was the subject of a spell.

If the save fails, you immediately become aware of all spells the target is currently capable of casting. This includes all spells the target has prepared, and, if the target is a spontaneous spellcaster, all spells he knows and can currently cast with the spell slots that he has available. Further, if the target is capable of using any spell-like abilities, you learn all of those, including ones that have already been used, and also learn how many uses of each that the target has each day, as well as how many currently remain.

Finally, if the target fails his saving throw, you gain a +4 bonus on caster level checks made to counter or dispel spells and spell-like abilities he casts. This bonus lasts for 1 hour per caster level.

ARDESALF'S FLOATING SENSOR

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

Casting Time 1 standard action Components V, S, M (a glass sphere about 2 inches in diameter) Range close (25 ft. + 5 ft./2 levels) Effect one mobile, invisible sensor Duration concentration, up to 1 min./level Saving Throw none; Spell Resistance no

You create an invisible mobile sensor which you can use to pick up visual or auditory information nearby. The sensor is intangible but takes up a 5-foot space and can fly at a speed of 25 feet per round with perfect maneuverability (once created, the sensor can move beyond the spell's range without difficulty). Directing the sensor to move is a free action made as part of concentrating on the spell. The sensor can pass through solid objects and barriers as though it were an incorporeal creature. The sensor provides you with visual and auditory input of everything within 10 feet of it. Further, while viewing through the sensor, you are affected as though by *detect magic* and *see invisibility*.

ARDESALF'S MENTAL LIBRARY

School divination; Level alchemist 5, bard 5, inquisitor 5, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a page ripped from an encyclopedia) Range personal Target you Duration 1 hour/level or until discharged

You create a link from your mind to a massive magical repository of knowledge, which aids you in a number of ways. For the spell's duration, you gain a +4 competence bonus on all Appraise, Knowledge, and Linguistics checks, as well as on Spellcraft checks made to identify spells or magic items. Further, for the spell's duration, you are treated as being trained in each of those skills. Additionally, for the spell's duration, you are considered to be proficient with all weapons.

As a swift action you can tap into this knowledge source more deeply to gain greater knowledge in a particular area. This can have either of the following benefits: increasing the competence bonus on the next Appraise, Knowledge, Linguistics, or Spellcraft check made before the end of your next turn to +20, or gain the benefits of one of the following feats until the end of your next turn: Arcane Strike, Augment Summoning, Combat Casting, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Spell Focus, Spell Penetration (you must meet all prerequisites for the chosen feat). You can use this ability once for every four caster levels you possess. Once you have used up each of these uses of this ability, the spell ends immediately.

Unsafe: Opening your mind in this way and connecting it to an external source of information leaves you vulnerable. Each time you use the spell's ability as a swift action to gain an additional benefit, you must succeed on a concentration check (DC 37) or suffer 1 point of Intelligence, Wisdom, and Charisma damage.

ARDESALF'S SURE SENSOR

School divination (scrying); Level bard 6, cleric/oracle 8, shaman 7, sorcerer/wizard 7, witch 7 Casting Time 10 minutes Components V, S, F (a reflective globe of glass and a crystal lens worth 6,000 gp) Range unlimited Target one creature Duration 1 hour/level Saving Throw Will negates; Spell Resistance no

You create a magical link to a single creature, causing him to appear in a glass sphere when viewed through a crystal lens. When casting this spell, you must repeat the target's name (or a name the target is generally recognized by) 100 times or the spell has no effect. If the target fails his Will save, he appears in real time in the globe, as if viewed through the lens in perfect detail on a miniature scale. The area 500 feet around the target is also visible. The sensor provides visual and auditory input while viewed through the lens, but appears blank to those who are not looking through the lens. This spell can view the target on any plane and in any location, provided he is not shielded by a *mind blank* spell.

AUTHORITATIVE PRESENCE

School enchantment (compulsion) [mind-affecting]; Level bard 1, cleric/oracle 1, inquisitor 1, paladin 1, sorcerer/wizard 1, witch 1 Casting Time automatic Components none Range personal Target you Duration 10 minutes, or until discharged

You call upon the presence and gravitas of a king's greatest speech to grant you his authority. When you cast this spell, you gain a +20 bonus on the next Diplomacy check you make before the end of the spell's duration. Further, if that Diplomacy check is made to influence a creature's attitude, it takes only 1 round to perform, instead of the normal amount of time.

BESEECH THE HEAVENS

School transmutation [patron]; Level cleric/oracle 8, shaman 8, witch 8 Casting Time see text Components V, S, DF Range see text Area see text Duration see text Saving Throw none; Spell Resistance no You call upon your patron or deity to make drastic changes in the weather. The exact effect depends on your patron's attitude towards you, as outlined below.

Hostile: If your patron is hostile towards you, this spell functions as the helpful version, but the weather is changed to be the opposite of what you intend. The GM is the final arbiter of the exact way in which the weather manifests itself (attempting to "fool" the spell by asking for the opposite of what you really want is rarely, if ever, successful).

Unfriendly: If your patron is unfriendly towards you, the spell has no effect, as your patron refuses to aid you.

Indifferent: If your patron is indifferent towards you, this spell functions identically to *control weather*.

Friendly: If your patron is friendly towards you, this spell has a casting time of 1 minute, a range of 3 miles, an area of a 3-mile-radius circle, centered on you, and the duration is 4d12+8 hours. It otherwise functions as *control weather*, except that you are not restricted in what type of weather you can create by season, and it takes only 1 minute for the changes in weather to manifest themselves (instead of 10 minutes, as normal).

Helpful: If your patron is helpful towards you, this spell has a casting time of 1 round, a range of 5 miles, an area of a 5-mile-radius circle, centered on you, and the duration is 4d12+8 hours. It otherwise functions as *control weather*, except that you are not restricted in what type of weather you can create by season, and it takes only 1 minute for the changes in weather to manifest themselves (instead of 10 minutes, as normal).

BESTIAL TRANSFORMATION

School transmutation; Level alchemist 6, druid 8, magus 6, sorcerer/wizard 8, witch 8 Casting Time automatic Components none Range personal Target you Duration 10 min./level

You double in size and gain great strength and combat capability, though you lose some of your more civilized abilities, as a feral and wild fury like that of a raging beast is awakened within you.

You gain a +8 size bonus to your Strength and Constitution scores, your natural armor bonus to AC increases by +4, and your movement speed increases by 20 feet. Further, your base attack bonus becomes equal to your caster level. Your hands and mouth also mutate dramatically, granting you a bite natural attack which deals 2d6 points of damage for a Medium creature (1d8 for a Small creature), and applies 1-1/2 times your Strength modifier to damage. You also gain two claw natural attacks which deal 1d8 points of damage for a Medium creature (1d6 for a Small creature). These natural attacks overcome all forms of damage reduction.

While under the effects of this spell, you cannot speak, your huge awkward body makes wielding weapons and wearing armor impossible (any such items you were wielding or wearing when the spell was cast merge into your form when you transform, as if you were affected by a *polymorph* spell), and you are filled with an intense burning rage which causes you to attack with merciless fury. You are compelled to commit violence, and each round you do not attack an object or creature, you must succeed on a Will save or deal an amount of damage to yourself equal to id8 + your Strength modifier. While using this ability, you are unable to use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), or any ability that requires patience or concentration.

BJORNDACH'S DEBILITATING GALE

School transmutation [air]; Level druid 4, shaman 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M/DF (a condor's feather) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You create a highly-localized flurry of wind, which interferes with the target's ability to fly. Each round, the target must succeed on a Fly check (DC 10 + your caster level + your primary spellcasting ability score modifier) or be unable to move in any direction, and be pushed 5 feet downward. The creature can still act normally, but is unable to move from its current location that round by use of flight.

If the target fails its Fly check by more than 5, it is instead blown away by the wind, causing it to be pushed 2d6 x to feet in a direction of your choice (or a random direction, if you do not have a preference, or if you are unconscious or otherwise unable to make that decision). If the creature is pushed in this way, it suffers 4d6 points of bludgeoning damage due to battering and buffeting.

A creature that is not flying (whether on the ground, climbing, swimming, etc.) is unaffected by this spell for as long as it is not flying.

BJORNDACH'S FROZEN FIELD

School conjuration (creation) [cold]; Level cleric/oracle 8, druid 7, sorcerer/wizard 8, summoner 6 Casting Time 1 standard action Components V, S, M/DF (a piece of yeti fur) Range long (400 ft. + 40 ft./level) Area 50-ft. radius burst Duration 1 hour/level Saving Throw Reflex partial; Spell Resistance no

You cause the ground in the affected area to suddenly frost over, and become covered with slick ice. It costs 2 squares of movement to enter squares affected by the spell, and the DC of Acrobatics checks in the area increases by +5. Additionally, you can create up to 1 small ice stalagmite per caster level, and up to one massive ice stalagmite per 2 caster levels, and place them anywhere in the area, at the time the spell is cast. Small ice stalagmites function identically to
regular trees, and massive ice stalagmites function identically to massive trees. Any character standing in a square where a small or massive ice stalagmite is created must succeed on a Reflex save or suffer 3d6 points of damage, and be moved to the nearest unoccupied square.

Finally, for the spell's duration, any creature with the cold subtype that is summoned within the spell's area gains the advanced simple template, and has maximum hit points for its Hit Dice.

BJORNDACH'S LIGHTNING MONOLITH

School conjuration (creation) [electricity]; Level druid 9, shaman 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a miniature basalt monolith worth 5,000 gp)

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

Effect one stone monolith, 5 ft. by 10 ft. and 20 ft. tall **Duration** instantaneous and 1 round/level; see text **Saving Throw** Reflex partial, see text; **Spell Resistance** no, see text

You create a towering black monolith, covered in glowing arcane or druidic runes, which rises up out of the ground at the location you designate. Any creatures in the monolith's space may make a Reflex save to attempt to get out of the way. Otherwise, they are carried upward by the monolith, suffer 2d10 points of bludgeoning damage, and are knocked prone on top of the monolith.

Once per round, as a swift action, you can cause the monolith to release a pulse of electricity in a 20-foot radius centered on itself. Each creature in the affected area suffers 8d6 points of electricity damage. A successful Reflex save halves this damage. Creatures that are physically in contact with the monolith when it releases a pulse in this way suffer 16d6 points of electricity damage, instead, and suffer a -4 penalty on their saving throw to resist the electricity. Electricity damage inflicted by the monolith is subject to spell resistance.

You can cause the monolith to release this energy in this way for up to 1 round per caster level after creating it, after which time it can no longer release electricity in this way. However, even after this time ends, each time the monolith is struck by a bolt of lightning (including natural lightning strikes, lightning bolts from *call lightning* and similar spells, and effects like *lightning bolt* and *chain lightning*), it gains a single charge. Once per round, when you are within close range of the monolith, as a swift action, you can expend one of these charges to cause it to release a pulse of electricity, as described above. Unspent charges fade at a rate of 1 charge per day. A monolith can hold a maximum of 10 charges at any given time.

BJORNDACH'S WHIRLWIND FORM

School transmutation (polymorph) [air]; Level alchemist 5, cleric/oracle 5, druid 5 Casting Time 1 standard action Components V, S, M (a leaf that has been blown at least a mile by wind) Range personal Target you Duration 1 round/level

You and your equipment transform into a swirling cyclone of winds. While in this form, your space increases to 10 feet, but you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. In most ways, you are considered incorporeal, although you still take 1/4 the normal amount of damage from non-magical attacks, instead of taking no damage.

You cannot attack or cast spells while in whirlwind form. However, your body forms a whirlwind, which functions similarly to the whirlwind universal monster ability. The height of the whirlwind is equal to the shortest dimension of your current space (normally 10 feet, or 5 feet or less if you are squeezing). You can enter other creatures' squares without provoking an attack of opportunity. Any creature whose space you occupy at the end of your turn suffers 1d6 points of bludgeoning damage per 3 caster levels (to a maximum of 6d6 at 18th level). Creatures that enter your space on their turn also suffer this damage.

If a creature of Medium size or smaller is damaged in this way, it must succeed on a Reflex save (saving throw DC equal to *whirlwind form's* DC) or be lifted into the air. A creature lifted into the air in this way cannot move except to go where you carry it, or to escape your grip. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in your whirlwind suffer a -4 penalty to Dexterity and a -2 penalty on attack rolls. You can only have as many creatures trapped in your space at one time as will fit within your volume. You can eject any carried creatures whenever you wish as a free action, depositing them on the ground in your space.

If the duration ends while you are in a square that you could not normally occupy, you take 3d6 points of damage and are shunted to the nearest open space that you can normally occupy.

Unsafe: Holding yourself together while under the effects of this spell is very difficult, and you must work in order to keep yourself from exploding in a burst of wind in every direction. Each round, you must succeed on a concentration check (DC 30) or suffer 3d6 points of damage as bits of your essence are scattered by the spell.

BORROW MAJESTY

School illusion (figment) [fear, patron, shadow]; Level cleric/oracle 2, paladin 2, shaman 2, witch 2 Casting Time 1 standard action Components V, S, DF Range 20 ft. Effect 20-ft.-radius emanation, centered on you

Duration 1 round/level (D) Saving Throw Will partial, see text; Spell Resistance no

You call upon your deity or patron to surround you in a visible manifestation of its power. The spell's area fills with glaring light, cloying mist, shifting darkness, raging flames, or some other element or combination of elements that is appropriate for your deity or patron. Regardless of its exact appearance, this visual display provides concealment as the spell obscuring mist, although it is not subject to wind or flame in the way that obscuring mist is, and the spell does function underwater. The spell's exact effect depends on your patron's attitude towards you, as outlined below.

Hostile: If your patron is hostile toward you, the manifestation is hostile towards you, and you suffer a -2 morale penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws, as well as to AC and the saving throw DCs of spells that you cast, as long as you remain within the affected area. If your patron is hostile toward you, you cannot dismiss the spell.

Unfriendly: If your patron is unfriendly toward you, there are no additional effects.

Indifferent: If your patron is indifferent toward you, any of your enemies that enters or begins its turn within the affected area must succeed on a Will save or suffer a -1 morale penalty on attack rolls, ability checks, skill checks, and saving throws until the beginning of their next turn. If they remain in the affected area, or re-enter it later, they must save again on that round.

Friendly: If your patron is friendly toward you, this functions as the indifferent entry, but the penalty also applies on damage rolls, as well as to AC and the saving throw DCs of spells that they cast.

Helpful: If your patron is helpful towards you, any of your enemies that enters or begins its turn within the affected area must succeed on a Will save or suffer a -2 morale penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws, as well as to AC and the saving throw DCs of spells that they cast until the beginning of their next turn. If they remain in the affected area, or re-enter it later, they must save again on that round.

BLOODTHORN ARMOR

School transmutation; Level alchemist 3, druid 3 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level

You cause a number of thorny vines to erupt from beneath your skin, wrapping around you and serving as a protective and punishing barrier against attacks. Your natural armor bonus to AC increases by +2. Additionally, any creature striking you with a melee weapon, an unarmed strike, or a natural attack suffers 1d6 points of piercing damage +1 point per caster level (maximum +15). Creatures using manufactured melee weapons with reach are unaffected by this spell. Creatures that successfully grapple you also suffer this damage.

Unlike *thorn body*, thorns created by this spell do not affect your natural attacks and unarmed strikes, and if you are affected by a polymorph effect, the vines are treated as armor for the purposes of determining whether they remain or meld into your new form.

Unsafe: While the spell is intended to allow the thorny vines to burst from your flesh without harming you, in practice, this is somewhat difficult to achieve. When you cast this spell, you must succeed on a concentration check (DC 24) or suffer 1d6 points of piercing damage per 2 caster levels (to a maximum of 10d6 at 20th level).

BURNING DECREE

School evocation [fire, patron]; Level cleric/oracle 6, shaman 6, witch 6 Casting Time 1 round Components V, S, M/DF (ashes from the body of a witch) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You call upon your patron or deity to burn your enemies, immolating them in a magical fire that seethes with cosmic displeasure. The spell's exact effect on any given creature in the area depends on your patron's attitude towards that creature, as outlined below.

Hostile: If your patron is hostile towards the affected creature, the spell deals 1d8 points of damage per caster level (to a maximum of 15d8). Additionally, the target suffers a -2 penalty on its saving throw, and does not gain the benefits of evasion or improved evasion for the purposes of this spell. Finally, half of the damage inflicted is supernatural fire damage, which is not subject to fire resistance or immunity.

Unfriendly: If your patron is unfriendly towards the affected creature, the spell deals 1d6 points of damage per caster level (to a maximum of 15d6). Additionally, half of the damage inflicted is supernatural fire damage, which is not subject to fire resistance or immunity.

Indifferent: If your patron is indifferent towards the affected creature, the spell deals 1d6 points of damage per caster level (to a maximum of 10d6).

Friendly: If your patron is friendly towards the affected creature, the spell deals 1d4 points of damage per caster level (to a maximum of 10d6), and the creature gains a +4 bonus on his saving throw.

Helpful: If your patron is helpful towards the affected creature, the spell deals no damage to that creature.

CALL ANIMAL COMPANION

School conjuration (teleportation); Level druid 1, ranger 1 Casting Time 1 standard action Components V, S, M (a bit of fur, skin, or scale from your animal companion)



Range unlimited Target your animal companion Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes

With this spell, you call forth the target to your presence. The target disappears from its current location and appears in the nearest unoccupied 5-foot square. This spell works across any distance, but does not function if your animal companion is on a different plane.

CALL OF THE GREEN MAW

School conjuration (summoning); Level druid 3 Casting Time automatic Components none Range close (25 ft. + 5 ft./2 levels) Effect one or more summoned tendriculoses Duration 1 round/level Saving Throw none; Spell Resistance no

You summon a single tendriculos in an unoccupied space within range. For every 5 caster levels beyond 5th, you summon an additional tendriculos (to a maximum of 4 tendriculoses at 20th level).

The tendriculoses summoned by this spell cannot attack you, but are otherwise completely outside of your control. Tendriculoses summoned by this spell are always afflicted with an insatiable and urgent appetite, and will attempt to devour the nearest living non-plant creatures, fighting to the death in the attempt to do so. They do not work together, but do not fight each other, either, and typically attack the nearest living non-plant target (although if this target proves a difficult foe, they may move on to other, easier prey).

CATALYTIC COMBUSTION

School evocation [fire]; Level bloodrager 3, magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a six-inch diameter ring of hay) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level Saving Throw Reflex negates, Reflex partial, see text; Spell Resistance yes

You cause the target to burst into magical flames, which deal 4d6 fire damage each round on your turn for the spell's duration. The target can make an initial Reflex save when the spell is cast, and success on this saving throw prevents the target from catching fire and ends the spell immediately. The target may also make a secondary Reflex save each round, and success on this saving throw halves the damage he receives that round.

Interactive: As a standard action, you can concentrate on the spell in order to create a secondary explosion, as a ring of flame erupts from the target in a 10-foot-radius burst. Each creature in the affected area other than the target suffers 4d6 fire damage. A successful Reflex save halves this damage.

CAUSTIC CLOUD

School conjuration (creation) [acid]; Level magus 3, sorcerer/wizard 3 Casting Time automatic Components none Range 30 ft. Area 30-ft.-radius burst, centered on you Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance no

You unleash a cloud of acidic energy which bites and eats through everything in its path. A cloud of acid appears in a 30-foot-radius burst around you, dealing 2d6 points of acid damage to all creatures within the area. Any creature which begins it turn within the cloud must succeed on a Fortitude save or become nauseated and have his movement speed reduced by 10 feet for 1 round. Any creature which ends his turn within the cloud suffers an additional 2d6 points of damage.

CAUSTIC GUILLOTINE

School evocation [acid]; Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a vial of acid) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Reflex half and Reflex partial, see text; Spell Resistance yes

You create a paper-thin sheet of pure, undiluted acid within the target's space. The target suffers 2d6 points of acid damage per caster level, and suffers an additional amount of bleed damage equal to your caster level. A successful Reflex save halves the damage and negates the bleed damage.

CHAMPION OF THE FAITHFUL

School conjuration (calling) [patron]; Level cleric/oracle 9, witch 9 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect one or more called outsiders; see text Duration instantaneous Saving Throw none; Spell Resistance no

You request direct intervention from your deity or patron, in the form of sending a servant or avatar to aid you directly with a task. The spell's exact effect depends on your patron's attitude towards you, as outlined below.

Hostile: If your patron is hostile toward you, there is a 50% chance that the spell has no effect, as your patron simply refuses to aid you. There is also a 50% chance that your patron sends a servant or avatar specifically to punish you, instead. In this case, use the helpful result, but all called creatures are hostile towards you, and either attack you or attempt to interfere with your plans, depending on the situation, their abilities, and your patron's general wishes.

Unfriendly: If your patron is unfriendly toward you, this functions as *planar ally*, except that it can summon a single creature of 15 HD or less, or two creatures of the same kind whose HD total no more than 15, and any creature called must be of a sort that is likely to serve as a servant of your patron.

Indifferent: If your patron is indifferent toward you, this functions as *greater planar ally*, except that the price of purchasing the called creature's services is reduced to 75% of the normal price, and any creature called must be of a sort that is likely to serve as a servant of your patron. Additionally, you may choose to allow your patron to decide what type of creatures to send, instead of choosing yourself. If you do, the number of Hit Dice worth of creatures that you receive is somewhere between 15 and 22, and if multiple creatures are called, they do not need to be of the same kind, but the GM determines which creatures arrive, not you.

Friendly: If your patron is friendly toward you, this functions as *greater planar ally*, except that it can call a single creature of 20 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 20, and any creature called must be of a sort that is likely to serve as a servant of your patron. Further, the price of purchasing the called creature's services is reduced to 75% of the normal price. Additionally, you may choose to allow your patron to decide what type of creatures to send, instead of choosing yourself. If you do, the number of Hit Dice worth of creatures that you receive is somewhere between 18 and 25, and if multiple creatures are called, they do not need to be of the same kind, but the GM determines which creatures arrive, not you.

Helpful: If your patron is helpful toward you, this functions as greater planar ally, except that it can call a single creature of 25 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 25, and any creature called must be of a sort that is likely to serve as a servant of your patron. Further, the price of purchasing the called creature's services is reduced to 50% of the normal price. Additionally, you may choose to allow your patron to decide what type of creatures to send, instead of choosing yourself. If you do, the number of Hit Dice worth of creatures that you receive is somewhere between 22 and 30, and if multiple creatures are called, they do not need to be of the same kind, but the GM determines which creatures arrive, not you.

CHAOTIC COMMUNION

School divination; Level bard 3, cleric/oracle 3, inquisitor 3, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 minute Components V, S, M (lavender-scented incense) Range personal Target you Duration see text

Your mind reaches out and makes contact with an otherworldly entity, which grants you knowledge. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, the knowledge comes in the form of answers to specific questions. If the result is even, it takes the form of a bonus on certain skill checks.

Questions and Answers: You are able to mentally ask a number of questions. This functions as *augury*, except that you can ask more than one question. Each question takes 1 round to ask, and you have a total of 10 minutes to ask the questions, allowing you some time to think and consult with others between questions. Each *augury* has a separate chance of having a meaningful answer. The number of questions you can ask in this way depends on the result of the Spellcraft check made when the spell was cast. You can ask 2 questions, plus an additional question for every 2 points by which the result of the Spellcraft check exceeds 17 (to a maximum of 8 questions with a result of 29).

Skill Bonus: You gain a +5 bonus on a number of different skills for 1 hour per caster level you possess. The number of skills for which you gain this bonus depends on the result of the Spellcraft check made when the spell was cast. You can select 3 skills, plus 1 additional skill for every 4 points by which the result of the Spellcraft check exceeds 16 (to a maximum of 9 skills with a result of 40). The skills that you can choose from are: Appraise, Craft (each selected individually), Disable Device, Heal, Knowledge (each selected individually), Linguistics, Profession (each selected individually), Sense Motive, Spellcraft, or Survival. You are also treated as being trained in each skill you select, for the duration of the spell.

CHIMERIC FORM

School transmutation (polymorph); **Level** druid 9, shaman 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, F (a pair of jade rings worth 500 gp each) **Range** personal

Target you

Duration 1 min./level

This functions as *shapechange*, except that you can take strange composite forms that do not occur in nature. Whenever you change your shape with this spell, you can choose a secondary creature to take on features of, in addition to those of the first. The secondary creature must also be one that you could transform into using *alter self*, *beast shape IV*, *elemental body IV*, *form of the dragon III*, *giant form II*, or *plant shape III*. If transforming into the secondary creature with the appropriate spell would cause you to gain any natural attacks, modes of movement, senses, or special abilities that are not possessed by the primary creature you transform into, you gain those features as well as those gained for transforming into the primary creature. The secondary creature chosen has no impact on the size or ability score bonuses of the form you take.

Unsafe: This spell renders your body highly flexible, and compromises its integrity to some degree. If the spell is cast incorrectly, it renders you as little more than a formless blob of flesh for the spell's duration. When you cast the spell, you must succeed on a concentration check (DC 40). If you fail this check, then the spell fails to function as normal, and instead your movement speed is reduced to 5 feet, you lose all senses (as well as the ability to speak or cast spells with verbal components), all natural attacks (and, for that matter, limbs with which to hold weapons), and any alternate modes of movement (such as fly or swim speeds). While transformed in this way your Strength and Dexterity scores are reduced to 1, but you are immune to critical hits and cannot be flanked. At the end of the spell's duration, you return to your normal form.

CINDER SHROUD

School evocation [fire]; Level alchemist 3, antipaladin 3, bloodrager 3, druid 4, magus 3, sorcerer/wizard 3 Casting Time 1 standard action

Components V, S, M (a piece of charcoal, carved in the shape of a shield)

Range personal Target you Duration 1 round/level (D)

With a snap of your fingers, you are wreathed in bright orange flames. The flames do not harm you, as long as you are able to keep the spell under control. The flames partially obscure you, granting you concealment (20% miss chance) for the spell's duration. Additionally, any creature that hits you with a melee attack (including attacks made with manufactured weapons, but not manufactured weapons with reach) suffers 1d8 points of fire damage, plus an additional amount of fire damage equal to your caster level (to a maximum bonus of 15 additional damage). Finally, for the spell's duration, you gain an amount of cold resistance equal to your caster level, as the flames shield you from cold attacks.

Unsafe: The part of the spell that keeps the flames from burning you requires a certain amount of concentration. Each round, you must succeed on a concentration check (DC 24), or else the protection lapses, causing you to suffer 2d6 points of fire damage. This concentration check is made as a free action, but you can make it as a standard action, instead, in which case you succeed automatically. If you fail on the check, you can attempt to regain the protection on the following round, but suffer a penalty on the concentration check to do so equal to 1/2 the damage inflicted on you be the spell the previous round. You cannot dismiss the spell if you did not succeed on your most recent concentration check to control it.

CLEAR SIGHT

School divination; Level alchemist 2, bard 2, cleric/oracle 2, druid 2, inquisitor 2, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a broken mirror) Range personal Target you Duration 10 min./level, or until discharged

This spell provides you with insight into the presence of illusions, allowing you to more easily perceive their presence. You gain a bonus equal to 1/2 your caster level on all Will saves made to disbelieve illusions you interact with (to a maximum of +5 at 10th level). Additionally, as a standard action, you can choose to discharge the spell in order to attempt to dispel any illusion spell. You must succeed on a caster level check (DC 10 + the spell's caster level) in order to dispel an illusion in this way. For the purposes of this caster level check, if your caster level is 11 or higher, it is treated as being 10, instead.

CUNNING ESCAPE

School illusion (figment or glamer; see text); Level alchemist 5, bard 4, magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a spent tissue) Range personal Target you Duration 1 round/level

You call upon magic to allow you to escape a dangerous situation. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, you are surrounded by illusory duplicates of yourself. If the result is even, you instead become invisible to sight and other senses.

Duplicates: This version of the spell is of the figment subschool, and creates a number of illusory copies of you. These copies appear in unoccupied squares of your choice within 30 feet of you, after which you can choose to immediately swap places with one of them, as though with the spell *teleport*. This swap is almost imperceptible, and requires a successful Perception check (opposed by the Spellcraft check made to cast the spell) to notice. After the switch, the duplicates act on their own, deliberately spreading out and attempting to flee or hide. They move at your speed, and continue to act in this way each round on your turn for the rest of the spell's duration. Characters that interact with one of these duplicates are entitled to a Will saving throw to disbelieve them. The duplicates have the same AC and saving throws as you do. If a duplicate would suffer damage, it is destroyed. The number of duplicates created depends on the result of the Spellcraft check made when the spell was cast. You create 2 duplicates, plus 1 additional duplicate for every 4 points by which the result of the Spellcraft check exceeds 17.

Invisibility: This version of the spell is of the glamer subschool, and causes you to become invisible, as the spell invisibility. For every 4 points by which your Spellcraft check exceeds 16, however, you can select one of the following senses to which you are also imperceptible: blindsight/ blindsense, hearing, scent, or tremorsense. Alternatively, you can forego two choices from that list in order to remain invisible to creatures that can normally see invisible creatures (such as with *see invisibility*), and to remain unaffected by invisibility purge or similar effects. Even in this case, you can still be seen with *true seeing*.

CURSE OF MOLTEN FORM

School transmutation [curse, earth, fire]; Level druid 9 Casting Time 1 round Components V, S, DF Range touch Target creature touched Duration permanent; see text Saving Throw Fortitude partial; Spell Resistance yes

You transform the target's body into molten lava. While this makes him incredibly dangerous in the short term, as his body cools he quickly becomes weaker and more sluggish, until he is eventually unable to move at all.

The target gains the fire subtype, as well as immunity to bleed, critical hits, flanking, paralysis, poison, precisionbased damage, sleep effects, and stunning. He gains two primary slam attacks, which deal damage as normal for a creature of his size, but deal an additional 3d6 points of fire damage. The target does not lose the ability to wield normal weapons, and is not required to use his slam attacks, if he would rather fight another way. Finally, the target gains a +8 bonus to his Strength and Constitution scores.

Each round, the target suffers 8d6 points of damage as his body cools and hardens into solid rock. A successful Fortitude save halves this damage. Damage inflicted in this way, as well as any cold damage that the target suffers from any source, cannot be healed by normal means, but can be healed by fire damage (each point of fire damage that the target would take, were he not immune to fire damage, heals 1 point of damage inflicted this way). If the target is reduced to o or fewer hit points by this damage, he becomes petrified. Additionally, with each failed save, the target suffers a variety of ill effects as his body cools and hardens.

First Failed Save: After the first failed save, the target's natural attacks deal only 2d6 points of fire damage, and the bonus to Strength and Constitution are reduced to +4. The target also gains DR 2/—.

Second Failed Save: After the second failed save, the target's natural attacks deal only 1d6 points of fire damage, he suffers a -2 penalty to Dexterity, and the bonus to Strength and Constitution are reduced to o. The target also gains DR 5/—.

Third Failed Save: After the third failed save, the target's natural attacks no longer deal fire damage, and he is affected as though by the spell *slow* (no saving throw). The target also gains DR 10/—.

If the target becomes petrified as a result of this spell, and that petrification is later cured (such as with *stone to flesh*), the target is restored to full hit points, and all penalties associated with failed saving throws for this spell are removed, but the target immediately resumes suffering damage and being forced to make saving throws each round.

The curse can be removed with *break enchantment*, or more powerful magic, but doing so can be dangerous. If the effect is dispelled or otherwise ended for any reason, the heat within the subject's body affects him in a sudden and violent fashion, inflicting 1d6 points of fire damage per caster level (to a maximum of 20d6 at 20th level).

DAUNTING DISPLAY

School necromancy [emotion, fear, mind-affecting, patron]; Level cleric/oracle 3, paladin 3, shaman 3, witch 3 Casting Time 1 standard action Components V, S, DF Range 30 ft. Area 30-ft.-radius emanation centered on you Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

You call upon your deity or patron to allow his or her power to radiate out from you in a show of cosmic authority, frightening all who would stand against you. The spell's exact effect depends on your patron's attitude towards you, as outlined below.

Hostile: If your patron is hostile towards you, you immediately learn of that hostility and must succeed on a Will save (using the spell's normal saving throw DC) or be panicked for 1d4 rounds, then frightened for 1 minute, and then shaken for 24 hours. The spell has no other effect, and does not affect any other creatures.

Unfriendly: If your patron is unfriendly towards you, this spell has no effect, as your patron refuses your request.

Indifferent: If your patron is indifferent towards you, each enemy that enters or begins its turn within the affected area must succeed on a Will save or be shaken for as long as

they remain in the affected area, plus 1d4 rounds thereafter. Leaving the affected area and re-entering does not allow a new saving throw: if the affected creature leaves and re-enters the area, he uses the result of his previous save each time he does so.

Friendly: If your patron is friendly towards you, each enemy that enters or begins its turn within the affected area must succeed on a Will save or be frightened for 1d4 rounds and shaken for 10 minutes thereafter.

Helpful: If your patron is helpful towards you, each enemy that enters or begins its turn within the affected area must succeed on a Will save or be panicked for 1d4 rounds, then frightened for 1 minute, and finally shaken for 1 hour thereafter.

DIRE PRONOUNCEMENT

School enchantment (compulsion) [language-dependent, mind-affecting]; Level sorcerer/wizard 8 Casting Time 1 standard action Components V Range personal Target you Duration 1 round/level

You gain the ability to speak forbidden words of dark and terrible power. For the duration of the spell, whenever you cast a spell with verbal components, the saving throw DC of that spell is increased by +1, and the effective caster level of the spell is increased by 4.

Interactive: As a standard action, you can concentrate on the spell in order to speak dread words which warp the bodies and minds of those who hear them. Each creature within 30 feet suffers 5d8 points of damage and is stunned for 1 round. A successful Will save halves the damage and negates the stunned condition.

ECTOPLASMIC ARMS

School transmutation; Level alchemist 3, bard 3, bloodrager 3, magus 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a severed rabbit's paw) Range touch Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You cause a pair of spectral arms to emerge from the target, which hold spectral versions of the weapon he carries and make attacks alongside him, greatly increasing his combat effectiveness. Whenever the target uses the full-attack action with a melee weapon, he can make one additional attack at his highest base attack bonus for every 5 caster levels you possess (to a maximum of 3 additional attacks at 15th level). The spell is very taxing on the subject's body, however, and for the spell's duration, whenever the target makes a melee attack (including his normal melee attacks, and not just the additional ones granted by this spell) he suffers 10 points of damage for each such attack.

ELEMENTAL EXPLOSION

School transmutation Level druid 8, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, F (a brass triangle) Range medium (100 ft. + 10 ft./level) Target one elemental Duration instantaneous Saving Throw Fortitude negates and Reflex partial, see text.; Spell Resistance yes

You transform a single elemental into a wave of energy which damages those around it. If the target fails its Fortitude saving throw, it suffers 10 points of damage per caster level. If that damage is sufficient to kill the elemental, then it unleashes a wave of damaging energy, which deals 1d6 points of damage per caster level of a type associated with that elemental (acid for earth elementals, cold for water elementals, electricity for air elementals, and fire for fire elementals) to all characters within 10 feet of the target. A successful Reflex save halves this damage.

ENLARGE MONSTER

School transmutation; Level alchemist 3, bloodrager 3, magus 3, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 round Components V, S, M (a 5-oz. chunk of iron) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

This functions as *enlarge person*, except as noted here. Instead of gaining the listed bonuses and penalties associated with *enlarge person*, the creature gains the normal bonuses and penalties for increasing one size category from their normal size. These benefits and penalties are summarized on the table below.

Table: Size	Changes				Natural
Old Size*	New Size	Str	Dex	Con	Armor
Fine	Diminutive	Same	-2	Same	Same
Diminutive	Tiny	2	-2	Same	Same
Tiny	Small	4	-2	Same	Same
Small	Medium	4	-2	2	Same
Medium	Large	8	-2	4	2
Large	Huge	8	-2	4	3
Huge	Gargantuan	8	Same	4	4
Gargantuan	Colossal	8	Same	4	5

* Repeat the adjustment if the creature moves up more than one size.

Table: Size Bonuses and Penalties

MD El. CI	
MD Fly SI	cill Skill
-8 8	16
-4 6	12
-2 4	8
-1 2	4
0 0	0
1 -2	-4
2 -4	-8
4 -6	-12
8 -8	-16
	$\begin{array}{cccc} -4 & 6 \\ -2 & 4 \\ -1 & 2 \\ 0 & 0 \\ 1 & -2 \\ 2 & -4 \\ 4 & -6 \end{array}$

ENTREAT BLESSINGS

School enchantment (compulsion) [mind-affecting, patron]; Level cleric/oracle 1, paladin 1, shaman 1, witch 1 Casting Time 1 standard action Components V, S, DF Range 30 ft. Area all creatures in a 30-ft.-radius burst, centered on you Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance yes, see text

You call upon your patron or deity to guide your companions' blades and protect you from danger. The spell's exact effect on any given creature in the area depends on your patron's attitude towards that creature, as outlined below. Affected creatures must choose whether or not they will be attempting to resist the spell with a Will save or spell resistance before learning what effect the spell will have on them.

Hostile: If your patron is hostile towards the affected creature, that creature is cursed, rather than blessed. The creature suffers a -1 penalty to attack rolls, AC, skill checks, and saving throws for the spell's duration.

Unfriendly: If your patron is unfriendly towards the affected creature, this spell has no effect.

Indifferent: If your patron is indifferent toward the affected creature, that creature receives a +1 bonus to attack rolls, AC, skill checks, and saving throws for the spell's duration.

Friendly: If your patron is friendly toward the affected creature, that creature receives a +1 bonus to attack rolls, AC, skill checks, and saving throws for the spell's duration.

Helpful: If your patron is helpful toward the affected creature, that creature receives a +2 bonus to attack rolls, AC, skill checks, and saving throws for the spell's duration.

ETHEREAL ARMOR

School transmutation; Level antipaladin 4, cleric 4, inquisitor 4, magus 4, paladin 4, ranger 4 Casting Time 1 standard action Components V, S Range touch Target suit of armor touched Duration 1 hour/level Saving Throw Fortitude negates (harmless, object), see text; Spell Resistance no

You transform the armor partially into ether, allowing it to be worn easily and effortlessly. Wearing the armor does not reduce the wearer's movement speed (and it counts as wearing no armor for the purposes of class features and other effects that only function when not wearing armor). Further, you reduce the armor's armor check penalty by 1 + 1 per 3 caster levels (to a maximum reduction of -7 at 18th level). This cannot reduce the armor's armor check penalty to less than o. Finally, the armor gains the *ghost touch* property for the spell's duration. This spell automatically fails if it is cast on armor that is currently being worn by an unwilling person. An unattended suit of armor (magical or otherwise), or armor worn by a willing creature, is not entitled to a saving throw. Intelligent suits of armor (whether unattended or worn by a willing creature) are entitled to a Fortitude save to resist the spell, if they desire.

Unsafe: While it is possible to reduce the armor's encumbrance without affecting its protective ability, doing so is difficult, and requires mental effort. Each hour, you must succeed on a concentration check (DC 27), or the armor bonus that the armor grants to AC is reduced to o for the next hour.

ETHEREAL OSCILLATION

School transmutation; Level bard 2, magus 2, sorcerer/ wizard 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/2 levels

This functions as *blink*, except as noted here. Even when you are ethereal, you remain vaguely visible as a hazy and indistinct blur, preventing you from gaining the normal bonus on attacks against creatures that cannot see invisible creatures.

Unsafe: Unlike blink, this spell does not guarantee that you return to the Material Plane at the end of the spell's duration. When the spell ends, you must succeed on a concentration check (DC 22) or you remain trapped on the Ethereal Plane indefinitely.

EXPLODING BONES

School necromancy; Level bloodrager 4, magus 4, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (a burnt piece of finger bone) Range close (25 ft. + 5ft./2 levels) Target one living creature Duration 1 day/level Saving Throw Fortitude negates, and Reflex partial, see text; Spell Resistance yes

You cause the bones in your target's limbs to explode outward, causing serious harm. If the target succeeds on his Fortitude saving throw, this spell has no effect. However, if the target fails his save, he suffers 5d6 points of damage, as one of his arms or legs explodes. A successful Reflex save halves this damage and negates the harmful effects of losing an arm or leg. Determine which limb is affected randomly. The effects of losing a limb are outlined below:

Arm: A character that loses an arm is unable to hold anything with that arm, though he can still affix a shield to that arm. The character loses the ring slot associated with the missing hand. The character can cast spells with somatic components without difficulty, but must use his remaining hand to do so: the missing arm cannot be used to make somatic components. The target suffers a -5 penalty on Craft, Disable Device, and Sleight of Hand checks, and a -10 penalty on Climb checks and Disguise checks made to appear as someone with both hands. A -5 penalty may also apply to certain Perform checks (at the GM's discretion). The character also suffers a -6 penalty to CMB for the purposes of the dirty trick, drag, grapple, and reposition maneuvers, and a -6 penalty to CMD for the purposes of creatures attempting to escape from a grapple with the target. Further, the missing arm cannot be used to perform disarm or steal combat maneuvers. Finally, the character's Strength score is treated as being 8 lower than it actually is for the purposes of determining how much weight he can lift off the ground or lift overhead, though his actual carrying capacity is unaffected.

A character that loses both arms cannot hold or carry objects normally, and suffers a -20 penalty to the listed skills, instead of the normal amounts. The penalties to CMB and CMD increase to -15, and the target can no longer make disarm or steal combat maneuvers. Characters with no arms cannot use items that occupy the wrist slot, cannot cast spells with somatic components, and cannot make Climb checks.

Leg: A character that loses a leg is unable to run or charge, and cannot take the 5-foot step action. His movement speed is reduced to 1/4 his original speed (rounded down, minimum 5 feet), and he suffers a -8 penalty to CMB and CMD for the purposes of bull rush and overrun combat maneuvers. He cannot make trip combat maneuvers without a held weapon, and suffers a -4 penalty to CMD versus trip combat maneuvers. Additionally, he suffers a -10 penalty to Acrobatics and Climb checks, as well as Disguise checks made to appear as someone with both feet, and certain Perform checks (at the GM's discretion). Finally, he calculates his carrying capacity (including light, medium, and heavy loads) as though his Strength score were 5 lower than it actually is.

A character that loses both legs is always prone, and cannot walk. He can crawl 5 feet as a move action that provokes attacks of opportunity, as normal for a prone character. He cannot make bull rush or overrun combat maneuvers. He cannot make Climb checks, and suffers a -40 penalty on Acrobatics checks, Disguise checks made to appear as a character with both legs, and certain Perform checks (at the GM's discretion). Finally, the character treats his Strength score as though it were 15 lower than it actually is for the purposes of determining his carrying capacity (including light, medium, and heavy loads), to a minimum Strength score of 1.

FROSTFIRE AURA

School evocation [cold or fire]; Level bloodrager 2, magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level Saving Throw none; Spell Resistance yes

You create an aura of energy which surrounds you, damaging those that come into contact with it. When you cast this spell, choose cold or fire energy. Any creature that damages you with a melee attack suffers 2d6 points of damage of the chosen type. Interactive: As a standard action, you can concentrate on the spell in order cause a tendril of energy to lash out and strike a creature within 10 feet of you. Treat this as a melee touch attack for which you have a reach of 10 feet. If the attack hits, it deals 2d6 points of damage of the chosen type.

GNOME-EATER'S ARCANE DESTABILIZER School abjuration; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, F (a miniature cage made of cold iron, worth at least 1,000 gp) Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius Duration 1 round/level Saving Throw none; Spell Resistance no

You alter the fabric of magic in the affected area, empowering some spells and stifling others. When you cast this spell, choose one school of magic from each of the following pairs: abjuration or evocation, conjuration or necromancy, divination or illusion, and enchantment or transmutation. Within the spell's area, spells of the chosen schools have no effect: creatures within the area cannot be targeted by spells of the chosen schools, and if a spell of one of the chosen schools has an area that is partially or entirely within spell prison's area, the portion that is within Gnome-Eater's arcane destabilizer's area is unaffected. Spell effects originating outside Gnome-Eater's arcane destabilizer's area can enter the affected area freely (such as a summoned creature or a conjured item), and spells cast on a character outside the affected area do not end if that character enters Gnome-Eater's arcane destabilizer's area.

At the same time, spells belonging to the four other schools of magic are made more powerful within this area, and any spell belonging to those schools that targets a creature in the area or that has its area partially or entirely within *Gnome-Eater's arcane destabilizer's* area has its caster level increased by +4 and its saving throw DC increased by +2 (if the spell has targets outside *Gnome-Eater's arcane destabilizer's* area or part of its area is outside *Gnome-Eater's arcane destabilizer's* area, these adjustments only apply to the spell within *Gnome-Eater's arcane destabilizer's* area, and not outside of it).

Any creature that successfully identifies *Gnome-Eater's arcane destabilizer* as it is being cast or while it is in effect automatically knows which schools of magic are inhibited and which schools of magic are enhanced by the spell.

GNOME-EATER'S BEDAZZLING BLAST

School illusion (pattern) [mind-affecting, sonic]; Level sorcerer/wizard 9 Casting Time automatic Components none Range 200 ft. Area 200-ft.-radius burst, centered on you Duration 1 round/level; see text Saving Throw Fortitude partial, Reflex partial, Will partial, see text; Spell Resistance yes

In a sudden, riotous explosion of light, color, and sound, you cover the affected area in intense and disorienting



sensations. This has several concurrent effects, outlined below. The illusions persist for 1 round per level, and affect any creature that enters or begins it turn in the spell's area during this time. Some of the spell's effects may end before this duration runs out, for some affected creatures, and others may last much longer than the end of the spell's duration, as described below.

First, there is an intense cacophony of sound, as though from a dozen competing orchestras, with raucous laughter, shouting, and much more mixed in. Each creature in the affected area must succeed on a Fortitude save or be deafened for as long as he remains within the spell's area, plus 1 minute thereafter. Creatures with less than 15 Hit Dice that fail their saving throws are deafened permanently, instead.

Second, the entire area is filled with colorful, luminescent, glittering powder, similar to a *glitterdust* spell. Each creature in the affected area must succeed on a Reflex save or be coated in this dust, which imposes a -40 penalty on Stealth checks and blinds creatures it coats. Creatures with 8 or fewer Hit Dice are blinded permanently if they fail their saving throw, while those with 9 – 14 Hit Dice are blinded for 24 hours, and those with 15 or more Hit Dice are blinded for the spell's duration.

Finally, the area is filled with swirling lights of many different colors. Each creature in the affected area must succeed on a Will save, or be adversely affected by these lights. Creatures with 8 or fewer Hit Dice are rendered unconscious for 2d4 rounds if they fail their Will save, then stunned for 1d4 rounds, and then confused for 1d4 rounds. Creatures with 9 – 14 Hit Dice are stunned for 1d4 rounds if they fail their Will save, then confused for 1d4 rounds. Creatures with 15 or more Hit Dice are confused for 1d4 rounds if they fail their Will save.

GNOME-EATER'S MERRY JIG

School enchantment (compulsion) [mind-affecting]; Level bard 3, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, F (a fiddle) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will negates, see text; Spell Resistance no

You compel the target to sing and dance a jig in place. The target is able to take no action other than to prance about, and suffers a -2 penalty to AC as a result of his capering (although there are no other penalties). Each round, the target may make a new Will save to resist the spell's effects. If he does, he can act normally that round, although he must make a new save again on the next round, or else resume dancing. If the target succeeds on three consecutive saving throws, the spell ends. If the creature succeeds on his initial Will save to resist the spell, he is completely unaffected by the spell, and does not need to make further saving throws. Creatures other than humanoids gain a +2 bonus on their saving throws to resist this spell.

Unsafe: The magic of the spell demands dancing and merriment, and if unable to get it from the target of the spell, it takes it from you, instead. When you cast this spell, you must succeed on a concentration check (DC 27), or you lose control of the spell, and it compels dancing from all nearby creatures. If you fail the check, each creature within close range (25 ft. + 5 ft./2 levels) is affected by the spell, in addition to the spell's target. You are also affected, and unlike other creatures potentially affected by the spell, you are not entitled to an initial Will save to resist the effect (although you can make Will saves each round to act normally for that round). You cannot dismiss the spell if you fail on this concentration check.

GNOME-EATER'S UNDEAD UPRISING

School necromancy; Level cleric/oracle 2, inquisitor 3, shaman 3, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S M/DF (a fragment from a *darkskull*) Range long (400 ft. + 40 ft./level) Target one creature Duration permanent Saving Throw none; Spell Resistance yes

You sap away some of the target's ability to control and conjure undead creatures. The target counts as being 2 levels lower than he actually is for the purpose of how many creatures he can control with *animate dead* and similar abilities. Additionally, if the target channels energy, then undead treat the amount of energy channeled as 2d6 lower than it actually is.

GUIDE'S BOON

School transmutation; Level ranger 2 Casting Time 1 minute Components V, S Range touch Target up to one creature/level Duration 8 hours Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

With a touch, you grant the target some of your knowledge and wisdom of a certain type of terrain. Choose one of your favored terrains. The target gains the bonuses on initiative and skill checks that you gain from your favored terrain feature for that terrain. The bonuses granted by this spell cannot exceed 1/2 your caster level, even if the bonuses you gain for that favored terrain are greater than that amount.

HEALING PRAYER

School conjuration (healing) [patron]; Level cleric/oracle 5, shaman 5, witch 5 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 2 ft./2 levels) Target one living creature Duration instantaneous and 1 min./level; see text Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You call upon your patron or deity to mend the target's wounds and make his body whole again. The spell's exact effect depends on your patron's attitude towards the target, as outlined below. *Hostile:* If your patron is hostile toward the target, this spell has no effect of any kind, as your patron refuses to assist in aiding a creature it thinks of as an enemy.

Unfriendly: If your patron is unfriendly towards the target, this spell restores a number of hit points equal to 4d8 + your caster level (maximum +20), as your patron grudgingly agrees to aid the target, despite having misgivings.

Indifferent: If your patron is indifferent towards the target, this spell restores a number of hit points equal to 6d8 + your caster level (maximum +25), and also restores 1d4 points of ability score damage to a single ability score of your choice. Finally, it immediately cures the fatigued and sickened conditions, and reduces exhaustion and nausea to fatigued and sickened, respectively.

Friendly: If your patron is friendly towards the target, this spell restores a number of hit points equal to 7d8 + your caster level (maximum +25), and also restores 1d4 points of ability score damage to up to two ability scores of your choice. Additionally, it immediately cures the fatigued and sickened conditions, and reduces exhaustion and nausea to fatigued and sickened, respectively. Finally, the target may make a new saving throw to resist any poisons or diseases he is currently suffering from, with a +4 bonus. A success on this saving throw cures the target of the poison or disease.

Helpful: If your patron is helpful towards the target, this spell restores a number of hit points equal to 8d8 + your caster level (maximum +25), and also restores 1d4 points of ability score damage to each of the target's ability scores. Additionally, it immediately cures the exhausted, fatigued, nauseated, and sickened conditions. Finally, the target may make a new saving throw to resist any poisons or diseases he is currently suffering from, with a +4 bonus. A success on this saving throw cures the target of the poison or disease.

HELLISH HUNT

School conjuration (summoning) [evil]; Level cleric/oracle 6, sorcerer/wizard 6, summoner 4, witch 6 Casting Time automatic Components none Range medium (100 ft. + 10 ft./level) Effect several summoned outsiders Duration 1 round/level Saving Throw none; Spell Resistance no

You call forth a party of feral hunters from the lower realms to mercilessly pursue and devour the living. This hunt party includes 1d6 hell hounds, 1d3 hellcats, and one nightmare, which appears beneath you, allowing you to mount it as a free action (if you choose not to, the nightmare appears in the nearest unoccupied square). While the nightmare follows your telepathic commands and obeys you perfectly, the hell hounds and hellcats cannot be controlled directly. They will not attack you, under any circumstances, and prioritize your enemies over other targets, but, if no other targets are available (or they find themselves unable to hit or damage such targets), they turn their attention to other nearby creatures, including your allies.

HERIDUS'S CAPRICIOUS SPELL DEFENSE

School abjuration; Level alchemist 4, cleric/oracle 4, inquisitor 4, sorcerer/wizard 5 Casting Time automatic Components none Range personal Target you Duration 1 round/level (D)

You gain spell resistance equal to 15 + your caster level.

HERIDUS'S COUNTERSCRY

School divination; Level bard 6, cleric/oracle 7, sorcerer/ wizard 7 Casting Time 1 standard action Components V, S, M/DF (a piece of reflective jade) Range personal Target you Duration 1 hour/level

You are surrounded by an intangible aura of peace and security which protects you from the intrusive magic of others. You are immediately made aware of any attempt to discover information about you using a divination spell. Whenever this occurs, you may make a Spellcraft check (DC 10 + the caster level of the divination spell's caster + the primary spellcasting ability score modifier of the divination spell's caster). If you succeed, you learn what the spell is.

Whether you succeed on this Spellcraft check or not, any time that you would be the target of a divination spell which allows a saving throw, you may choose to fail the saving throw. If you do, you automatically gain the benefits of the same divination spell, except the spell targets the caster of the spell that targeted you (or you view the area the caster is in, etc., as appropriate). When determining the effectiveness of this spell, you use either your caster level and primary spellcasting ability score bonus or the original caster's, whichever is better.

HERIDUS'S INSTANT ARMOR

School abjuration [force]; Level alchemist 4, inquisitor 4, magus 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a shell from a baby tortoise) Range personal Target you Duration 1 round/level

Your body is surrounded by magic barriers which protect you from incoming attacks. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, the protection comes in the form of an armor bonus to AC. If the result is even, it takes the form of damage reduction.

Armor Bonus: You gain an armor bonus to AC for the duration of the spell. This armor bonus does not stack with any other armor bonus, but does not provide an armor check penalty or arcane spell failure of any kind. Because the armor is made of force, it applies against incorporeal touch attacks, but not other kinds of touch attacks. The numerical value of the armor bonus depends on the result of the Spellcraft check made when the spell was cast. It is equal to 2, plus 1 for every 3 points by which the result of the Spellcraft check exceeds 13 (to a maximum armor bonus of 8, with a result of 31).

Damage Reduction: You gain damage reduction that cannot be overcome by normal means, which remains for the spell's duration. The amount of damage reduction you gain depends on the result of the Spellcraft check made when the spell was cast. It is equal to 1/—, plus 1 for every 5 points by which the Spellcraft check exceeds 12 (to a maximum of 6/—, with a result of 32).

HERIDUS'S PERSONAL ASYLUM

School abjuration; Level cleric/oracle 1, inquisitor 1, sorcerer/wizard 1, witch 1 Casting Time automatic Components none Range o ft. Area cylinder (30 ft. radius, 20 ft. high) Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

All creatures in the spell's area are protected from bodily harm. Creatures within the spell's area cannot attack or cast spells that have a saving throw entry denoted as other than harmless. Each creature within the spell's area can attempt a Will save as a standard action in order to end this effect. Additionally, the abjurative power of this spell keeps affected creatures safe, requiring other creatures to succeed on a Will save in order to attack them or target them with a spell that has a saving throw entry denoted as other than harmless. Creatures that fail this save waste their action and are gripped by indecision rather than casting the spell or making the attack, but do not expend the spell slot or ammunition, and can try again on the following round.

HERIDUS'S SPELL FORTRESS

School abjuration; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a piece of reflective glass) Range personal Personal you Duration 1 min./level

You protect yourself from all spells of a certain level. When you cast this spell, choose a single spell level (such as 1st-level spells, 5th-level spells, and so on). You are protected from all spells of that level, and such spells have no effect on you. However, this protection interferes with your own spellcasting, and any spell you cast of the chosen level automatically fails.

Interactive: As a move action, you can concentrate on this spell in order to expand its defenses. In order to use this ability, you must have successfully countered a spell since the beginning of your last turn. If you did, you may choose to add spells of the same spell level as the countered spell to those that are affected by *Heridus's Spell Fortress*.

ILLUSORY FAMILIAR

School illusion (figment); Level bard 2, shaman 2, sorcerer/ wizard 2, summoner 2, witch 2 Casting Time 1 standard action Components V, S, M (a piece of soap, carved in the image of the type of familiar to be created) Range long (400 ft. + 40 ft./level) Effect one illusory image Duration 1 round/level Saving Throw Will disbelief (if interacted with); Spell Resistance yes (if interacted with)

This spell allows you to conjure a perfect illusory replica of a wizard's familiar. When you cast this spell, you must select a single creature which could be selected as a familiar at 1st level. An illusory version of that creature appears, and remains until the spell's duration ends, or until any character other than you touches the image. As long as you remain within 10 feet of the image, you gain the benefit provided by the familiar.

The *illusory familiar* functions identically to a normal familiar of its kind, except that it cannot make attacks or combat maneuvers, and if it would ever suffer damage or fail a saving throw for any reason, it is immediately destroyed, ending the spell. The illusory familiar obeys your commands for as long as it remains.

INSTANT ARMORY

School evocation [force]; Level paladin 2, sorcerer/wizard 2 Casting Time automatic Components none Range personal Target you Duration 1 round/level

You create for yourself a set of fantastic, if temporary, magical weapons and armor. When the energy for this spell is released, you are suddenly encased in magical plate armor made of pure force, and equipped with a greatsword composed partially of force energy. The armor functions as a suit of +1 *full plate*, except that the arcane spell failure chance is only 20%, and the weapon created functions as a +2 *greatsword*, except that half the damage dealt is force damage. You are considered to be proficient with these items for the duration of the spell.

LIVING WEB

School conjuration (creation); Level magus 4, sorcerer/ wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a spider wrapped in its own silk) **Range** medium (100 ft. + 10 ft./level)

Effect living webs in a 20-ft.-radius spread, 20 feet high Duration 10 min./level (D)

Saving Throw Reflex negates, see text; Spell Resistance no

You create a writhing mass of webbing, similar to a *web* spell, but alive and self-supported. Unlike a *web* spell, a *living web* forms a dome-like structure that is capable of supporting itself, preventing the need for opposing surfaces to anchor it to.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. Failure on this check causes the creature to become even more entangled in the web, rendering him pinned. A creature that attempts to escape from being pinned and fails tangles himself hopelessly, and effectively becomes tied up. The DC to escape from being tied up in this way is equal to 20 + the spell's level + your primary spellcasting ability score modifier.

Creatures that choose not to attempt to escape the grapple do not entangle themselves further in this way, but the web itself writhes in a lifelike fashion, slowly cocooning creatures caught in it. A creature that remains grappled by the web for 5 consecutive rounds automatically becomes pinned, and a creature that remains pinned for 10 consecutive rounds automatically becomes tied up.

The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. Unlike a *web* spell, a *living web* is not particularly flammable.

Unsafe: When you cast this spell, you must succeed on a concentration check (DC 27) or the *living web* escapes your control. Instead of forming a 20-foot-radius spread of webs, the webs wrap themselves around you, automatically cocooning you in webbing. Treat this as being tied up in a grapple. The DC to escape is equal to 20 + the spell's level + your primary spellcasting ability score modifier. You cannot dismiss the spell while tied up in this way.

MAGE WINDOW

School divination; Level bard 1, cleric/oracle 1, druid 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, F (a magnifying glass) Range 30 ft. Effect one transparent window Duration 1 round/level Saving Throw none; Spell Resistance no

You create a small transparent surface in a solid barrier of any composition, allowing you to see what's on the other side. This creates a one way magical window which persists for a short time, and allows you to observe the other side of the structure. This spell allows you to see through barriers of 1 foot of thickness for every 4 caster levels you possess, regardless of its composition. Only one object is rendered transparent in this way: for example, if used to look through a wall which had a painting on the other side of it, your vision would still be obscured by the back of the painting.

MARTYR'S EXILE

School abjuration; Level cleric/oracle 5, inquisitor 4, shaman 5, sorcerer/wizard 6, summoner 4 Casting Time 1 standard action Components V, S, M/DF (a piece from a martyr's shroud)

Range close (25 ft. + 5 ft./2 levels) Targets one or more extraplanar creatures, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Will negates; Spell Resistance yes

This alternate version of a *banishment* spell offers more power for less expense, but demands that you risk potentially sacrificing yourself in order to achieve the end result. It allows you to banish up to 3 Hit Dice of creatures per caster level. As with *banishment*, presenting objects that the target hates, fears, or opposes can affect the spell's saving throw DC and chance of overcoming spell resistance.

Unsafe: If any creatures are affected by this spell (i.e., the spell overcomes their spell resistance and they fail their saving throw), you must succeed on a concentration check (DC 20 + 1/2 the number of Hit Dice of creatures affected) or be banished with them. This transports you to a random location on a random evil-aligned plane. You are unable to leave that plane by any means, including spells such as *gate* or *plane shift* for 1 week per Hit Dice of creatures affected by this spell.

MASS TELEKINETIC SPHERE

School abjuration; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a handful of marbles) Range long (400 ft. + 40 ft./level) Effect one 1-ft.-diameter/level sphere per 4 caster levels, each of which is centered around a willing creature, no two of which can be more than 30 ft. apart. Duration 1 round/level Saving Throw Reflex negates (harmless); Spell Resistance yes (harmless)

This spell functions similarly to the spell *telekinetic sphere*, except as noted here. As a full-round action, any of the spell's targets can propel the sphere at incredible speed, flying up to 500 feet in a straight line. If the path of the sphere would take it through the space of one or more creatures, the creature controlling the sphere can make a bull rush attempt against the target, and he gains a bonus on that combat maneuver check equal to your caster level. If the check is successful, the target suffers 4d6 points of damage, in addition to the normal effects of the bull rush. The creature controlling the sphere can bull rush creatures of up to 3 size categories larger than him, rather than only one size larger. A character affected by this spell can choose to end the effect on himself at any time as a move action, and doing so does not end the effect for other targets.

MIRROR ARMY

School illusion (figment); Level bard 6, magus 6, sorcerer/ wizard 6 Casting Time 1 standard action Components V, S, M (a paper soldier) Range personal Target you Duration 1 min./level

You surround yourself with shadowy illusory duplicates of yourself, which dance and cavort around you and intercept attacks. This spell creates one illusory image per two caster levels (maximum 10 illusory images at 20th level). Whenever you would be subjected to an attack, the attack is likely to be intercepted by an illusory image, leaving you unharmed and the image destroyed in your place. If the attack would normally hit you, there is a 10% chance per remaining image that the attack destroys an image instead of damaging you. This percent chance cannot exceed more than 70% (so even with the maximum 10 illusory images, there is still a 30% chance an attack will hit you).

Interactive: As a full-round action, you can concentrate on the spell in order to replenish lost illusory images. This causes 1d3+1 new illusory images to appear, up to a maximum number of illusory images at any one time equal to 1/2 your caster level.

MIRROR MAZE

School conjuration (teleportation); Level cleric/oracle 6, druid 5, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration see text Saving Throw Will partial, see text; Spell Resistance yes

You cause the target's reflection to come alive, reaching out to pull him into an extradimensional maze of mirrors. In order for this spell to function, at least half of the target's body must currently be reflected in a recognizable manner on a surface whose height or width is at least six feet, with the shorter dimension no less than one foot in length, and this surface and the target must both be within the spell's range. If you are a druid, the surface the target is reflected in must also be a natural (not man-made) surface.

Regardless of the distance from the target to the reflective surface, the target's reflection reaches out, grabs him, and pulls him into the reflective surface, where his reflection remains for the spell's duration. The target is deposited in an extradimensional mirror labyrinth. This functions as the spell *maze*, except that the walls of the labyrinth feature horrible, twisted reflections of the character, and each round that the target remains in the maze, he must succeed on a Will save or suffer 1d2 points of Wisdom damage.

MUD SHIELD

School conjuration (creation) [earth]; Level druid 8, shaman 8 Casting Time 1 standard action

Components V, S, M (a tiny shield made of soft clay) Range personal Target you Duration 1 round/level; see text

You conjure a floating barrier of mud, which protects you against the attacks of your opponents, and potentially covers them in clinging, debilitating muck. All attacks made against you suffer a -2 penalty, due to the mud shield slowing the attack as it passes through it. Normal missile attacks are stopped completely, although boulders, magical rays, and similar attacks suffer only the normal -2 penalty. Further, any creature that successfully hits you with a melee attack must



succeed on a Reflex save (DC equal to *mud shield*'s saving throw DC) or be covered in magical mud that hampers their movements and potentially blinds them.

A creature covered in mud in this way is blinded and affected as though by the spell *slow*. A creature can use a standard action to remove the mud from its eyes or the eyes of an adjacent creature, ending the blinded condition for that individual. Removing enough mud to end the slow effect is a full-round action. Completely submerging in water or being subject to an effect that creates a lot of water (such as *create water* or *hydraulic push*) removes all the mud in 1 round. If the mud is not removed from a creature prematurely, it vanishes at the end of the spell's duration.

A haste effect cast on a creature slowed by the mud allows it to act normally for the duration of the haste. Slow does not stack with the effects of slowing mud. This spell cannot counter or dispel haste.

NONVIOLENT RESOLUTION

School enchantment (compulsion) [emotion, mindaffecting; fear, see text]; Level bard 2, cleric/oracle 2, druid 2, inquisitor 2, paladin 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute Saving Throw Will negates; Spell Resistance yes You fill the target's mind with an aversion to fighting, although exactly how he responds is outside your control. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, the target is compelled to flee. If the result is even, the target is instead overwhelmed with pacifistic feelings.

Flee: This version of the spell is also a fear effect, and fills the target with fear and the desire to flee combat. The exact effect depends on the result of the Spellcraft check made when the spell was cast. If the result is 23 or less, the target is shaken. If it is between 23 and 31, then the target is frightened. If it is 31 or greater, then the target is panicked. Regardless of the condition the target suffers, his movement speed is doubled for the spell's duration, and he gains a +2 bonus to AC against attacks of opportunity, as the same fear that drives him to flee also increases his ability to do so safely.

Pacifism: This version of the spell calms the target's mind and makes him reconsider violence. The target is unable to take any hostile action for the spell's duration, although if any hostile action is taken against him, the effect ends immediately, and he gains a +2 morale bonus to attack and damage rolls for the remainder of the spell's duration, instead. Additionally, while under the pacifism effect, the target is more susceptible to diplomacy, and any character attempting to use Diplomacy to influence the target's attitude while he is so affected gains a bonus on the Diplomacy check. The exact amount of the bonus depends on the result of the Spellcraft check made when the spell was cast. The bonus is equal to 2 + 1 for every 3 points by which the result of the Spellcraft check exceeded 18 (to a maximum bonus of +6 with a result of 30).

OLLANDER'S CONTROLLED CONFUSION

School enchantment (compulsion) [mind-affecting]; Level bard 3, bloodrager 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M/DF (a deck of cards) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You create a sense of extreme confusion in the target, but retain some small influence over the target's actions. The target gains the confused condition for the duration of the spell.

Interactive: As a move action, you can gain a greater control over the target's mind, allowing you to choose which action the target takes on his next turn, chosen from among the normal options for the confused condition (act normally, do nothing, damage self, or attack nearest creature).

OLLANDER'S MENTAL DOORWAY

School enchantment (compulsion) [mind-affecting]; Level bard 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M (a pinch of monkey brains) Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

You establish a mental link with the target, allowing you to directly affect his mind. If the target fails his Will save, you can affect him with mind-affecting spells without having to use verbal or somatic components to cast them. The target is not aware of having made a Will save to resist any such effects, unlike normal. Additionally, whenever you cast a mind-affecting spell which can affect more than one creature, you can choose to have it only affect the target, instead.

OLLANDER'S UNSEEN BLADE

School illusion (glamer); Level antipaladin 3, bard 3, bloodrager 3, magus 3, ranger 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a miniature glass sword) Range touch Target Medium or smaller melee weapon touched Duration 1 min./level

Saving Throw none Spell Resistance no

You cause the weapon touched to become completely invisible, and to make no sound when moving through the air, which makes it extremely difficult to defend against. The first time each round that the weapon's wielder attacks with it, the target must succeed on a Perception check (DC equal to 10 + your caster level) or be denied his Dexterity bonus to AC for that attack.

OLLANDER'S UNWILLING PUPPET

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 6, summoner 5, witch 6 **Casting Time 1** standard action Components V, S, M (a wire string) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level Saving Throw Will negates and Will partial, see text; Spell Resistance yes

You cause the target's body to lock up, preventing him from moving of his own free will, and allowing you to control him like a puppet. The target is paralyzed and cannot move.

Interactive: As a standard action, you can concentrate on the spell in order to control the target's actions for 1 round, as though with the spell *dominate monster*. While controlled in this way, the target is no longer paralyzed. Each time you use this ability, the target may make a secondary Will save. Success on this save prevents you from controlling the creature that round (but does not prevent you from using this ability again, nor does it end the paralysis effect).

OTHERWORLDLY COUNSEL

School divination; Level cleric/oracle 9, shaman 9, sorcerer/ wizard 9, witch 9 Casting Time 1 standard action Components V, S, M/DF (incense and herbs worth 25 gp) Range personal Target you Duration 1 hour/level

You contact a divine entity or other otherworldly source, allowing you to gain useful advice about the near future. For the spell's duration, at any time, as a standard action, you can focus on this spell in order to gain the benefits of an *augury* spell. Additionally, for the spell's duration, you receive a passive insight into the future, granting you a +2 circumstance bonus on all attack rolls, damage rolls, ability checks, saving throws, and skill checks.

PENETRATING VISION

School divination; Level alchemist 6, cleric/oracle 6, druid 7, inquisitor 6, magus 6, shaman 6, sorcerer/wizard 6, summoner 6, witch 6 Casting Time 1 standard action Components V, S, M/DF (a curved piece of glass) Range personal Target you Duration 1 min./level

This spell grants you an unprecedented and entirely objective view of the world around you. This functions as *true seeing*, but it also allows you to discern the exact alignment of any creature you look at by concentrating on him as a move action. Further, for the spell's duration, you can listen to the surface thoughts of nearby creatures, in a manner similar to *detect thoughts*. To do so, you must spend a standard action to focus on a creature within 60 feet that you can see, and you must continue to spend a standard action to listen to their thoughts each round that you wish to continue doing so. Finally, if desired, you can see through solid objects while using this spell. You can see through up to one 5-foot cube of solid material as a move action. Objects you are seeing through appear hazy and translucent, and you can see through them as though they were not there until you choose to no longer see through them (another move action). Unsafe: This spell allows you to see the world as it really is, outside of human experience. This can take a heavy toll on an unprepared mind, and many who have used this spell have lost their perspective and been driven mad by witnessing what they later recalled as a cruel and uncaring cosmos. Each minute, you must succeed on a concentration check (DC 32) or suffer 1d3 points of Wisdom drain. Each time you succeed on this check, you can choose to dismiss the spell as a standard action on your next turn. If you do not dismiss the spell on your next turn, you cannot attempt to dismiss it again until the next time you succeed on a concentration check in this way.

PERFECT INSIGHT

School divination; Level cleric/oracle 4, sorcerer/wizard 5 Casting Time automatic Components none Range personal Target you Duration 3 rounds

You gain perfect insight into all things, allowing you to see the future, albeit briefly. You gain a +5 insight bonus to AC and attack rolls, as well as a +5 luck bonus to saving throws.

PHANTASMAL ASSASSIN

School illusion (phantasm or shadow; see text) [emotion, fear, and mind-affecting, or shadow; see text]; Level sorcerer/ wizard 9 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Effect see text Duration instantaneous or 1 round/level; see text Saving Throw Will disbelief, then Fortitude partial, or Will disbelief, see text; Spell Resistance yes

You conjure an illusion of pure terror, drawn from the darkest of man's nightmares. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, you create several phantasmal killers. If the result is even, you summon a terrible nightmare creature made of shadow-stuff, who fights on your behalf.

Phantasmal Killers: This version of the spell belongs to the phantasm subschool, and has the emotion, fear, and mind-affecting descriptors. It functions as *phantasmal killer*, except as noted here. It affects more than one target, all of which must be within range of the spell. The exact number of targets depends on the result of the Spellcraft check made when the spell was cast. The spell targets up to 2 creatures, plus an additional creature for every 10 points by which the result of the Spellcraft check exceeds 30 (to a maximum of 5 targets with a result of 60).

Shadow Monster: This version of the spell belongs to the shadow subschool, and has the shadow descriptor. It functions as summon monster VIII, except as noted here. The creature summoned is always a color out of space (see Pathfinder Bestiary IV), and that creature is only 70% real. As a result, a color out of space summoned in this way has 70% the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature deals only 70% of its normal damage, and all special abilities that do not deal lethal damage are only 70% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just 70% as high as its normal bonuses (rounded up). A creature that succeeds on a Will save to disbelieve the summoned color out of space sees it as a transparent image superimposed on a vague, shadowy form. Objects automatically succeed on their Will saves against this spell. The number of colors out of space summoned in this way depends on the result of the Spellcraft check made when the spell was cast. This spell summons 1 color out of space, plus 1 additional color out of space for every 12 points by which the result of the Spellcraft check exceeds 24 (to a maximum of 3 summoned creatures with a result of 48).

PLANAR NEXUS

School conjuration (creation); Level cleric/oracle 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

You create a shimmering portal which opens to another plane of existence. This functions as the planar travel version of the *gate* spell, except that there is only a 50% chance that the portal leads to the exact spot desired. The rest of the time, it opens 5d10 miles in a random direction from the desired location.

Interactive: As a standard action, you can touch the portal and concentrate on the spell in order to change the location on the other side of the portal (this can be done from both ends, allowing one to travel through the portal and change its destination from the other side). Each time a new destination is chosen, there is a 50% chance that the portal leads to the exact spot desired, as described above. However, each time the spell is cast, the first location that is chosen for any given plane is the only location that the portal can link to on that plane, and any subsequent attempts to have the portal connect to that plane always result in it returning to that location, until the next time you cast the spell. The only exception to this is the plane that the spell was originally cast on: the first time that you choose to have the portal connect back to that plane, you can choose a new location, after which that chosen location becomes the only location on that plane the portal will connect to.

PLEA FOR PROTECTION

School abjuration [patron]; Level cleric/oracle 4, shaman 4, witch 4 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 min./level or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You call upon your patron or deity to shelter the spell's target from harm, shielding him from damage of all sorts. The spell's exact effect depends on your patron's attitude towards the target, as outlined below. *Hostile:* If your patron is hostile toward the target, this spell has no effect of any kind, as your patron refuses to assist in aiding a creature it thinks of as an enemy.

Unfriendly: If your patron is unfriendly towards the target, the target ignores the first 5 points of damage he suffers from each attack. This applies to physical damage (such as bludgeoning, piercing, or slashing damage), as well as energy damage (acid, cold, electricity, fire, and sonic), and even positive and negative energy damage, but does not apply to force damage. Once the spell has prevented a total amount of damage equal to 5 per 2 caster levels you possess (maximum 50 damage), it ends.

Indifferent: If your patron is indifferent towards the target, the target ignores the first 10 points of damage he suffers from each attack. This applies to physical damage (such as bludgeoning, piercing, or slashing damage), as well as energy damage (acid, cold, electricity, fire, and sonic), and even positive and negative energy damage, but does not apply to force damage. Once the spell has prevented a total amount of damage equal to 10 per 2 caster levels you possess (maximum 100 damage), it ends.

Friendly: If your patron is friendly towards the target, the target ignores the first 10 points of damage he suffers from each attack. This applies to physical damage (such as bludgeoning, piercing, or slashing damage), as well as energy damage (acid, cold, electricity, fire, and sonic), and even positive and negative energy damage, but does not apply to force damage. Once the spell has prevented a total amount of damage equal to 10 per caster level you possess (maximum 200 damage), it ends.

Helpful: If your patron is helpful towards the target, this functions as the friendly entry, but the target also gains a +2 bonus on saving throws for the spell's duration.

POSSESS CORPSE

School necromancy; Level antipaladin 4, shaman 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, F (an onyx sphere worth at least 250 gp) Range medium (100 ft. + 10 ft./level) Target one corpse Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You fill a dead body with your spirit, allowing you to control it like a puppet. The corpse is treated as a zombie, except that it has hit points equal to 1d8 per caster level, and uses your Charisma modifier to determine the number of bonus hit points that it gains per Hit Dice. You see through the zombie's eyes and hear through its ears, and have direct control over its actions. As long as the spell is in effect, you are treated as being blind, deaf, and helpless.

You can cast spells while controlling the corpse in this way, and these spells originate from the zombie, rather than from your body. You must maintain line of effect to the zombie at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door, teleport, plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends. If the spell ends due to losing line of effect, or because the zombie is destroyed, you suffer 1010 points of damage per 2 caster levels, due to shock to your spirit as it struggles to return to your body.

PRECOGNOSIS

School divination; Level cleric/oracle 6, sorcerer/wizard 7, witch 6 Casting Time 1 round Components V, S Range personal Target you Duration 1 round/level

You gain precognitive insights into dangers to your person. You gain a +4 insight bonus to AC, CMD, and saving throws.

Interactive: As a move action, you can concentrate on a single creature within 60 feet of you, in order to learn exactly what actions that creature will take on its next turn. The creature is entitled to a Will save to resist this effect. You do not learn whether the creature's actions will be successful or not. Further, if circumstances change between the time that you use this ability, and the time that the creature's next turn occurs, it's possible that the creature may take a different course of action than the one you foretold.

PRISMATIC BLADE

School evocation; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S Range o ft. Effect one sword made of prismatic energy Duration 1 round/level Saving Throw special, see text; Spell Resistance yes

You create a blade of magical lights. The blade is treated as a *brilliant energy* weapon of any type that you choose, but deals no damage on a successful hit. Instead, any creature struck by the blade suffers as though he had been struck by a *prismatic spray* spell 1d3 times. If the weapon leaves your hand for any reason, it vanishes immediately, and the spell ends.

PUNISHING FLAMES

School evocation [evil or good, fire]; Level antipaladin 4, inquisitor 5, paladin 4 Casting Time 1 swift action Components V Range personal Target you Duration 1 round/level Saving Throw Reflex partial; see text; Spell Resistance no

You must have a melee weapon in hand to cast this spell.

Your weapon bursts into flames, which are either a brilliant gold (if you are good-aligned) or a brooding purple (if you are evil-aligned). If you are neither good nor evil, the spell has no effect. On a successful melee attack against a creature whose alignment is opposed to yours on the good/ evil axis (attacks made against evil creatures if you are good, or attacks made against good creatures if you are evil), the flames deal an additional 1d6 points of fire damage. This fire damage is divine in nature, and not subject to fire resistance or immunity (but any vulnerability or weakness to fire applies normally). These flames have no effect on objects, or on creatures that are not of the appropriate alignment.

If you are using your judgment ability or smite ability against the target, it bursts into flame, suffering 4d6 points of fire damage each round until the fire is put out (doing so is a full-round action that provokes attacks of opportunity, and requires a successful Reflex save). This fire damage is similarly not subject to resistance or immunity.

On a successful critical hit, the fire damage dealt by the weapon increases to 2d10 points of fire damage.

The spell immediately ends if your weapon leaves your hand.

Punishing flames stacks with the flaming and flaming burst weapon properties.

RECKLESS FULMINATION

School evocation [electricity]; School bloodrager 4, magus 4, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, F (a copper anklet) Range 120 ft. Area 120-ft. line Duration 1 round/level Saving Throw Reflex half; Spell Resistance yes

You fire a bolt of sentient, malicious lightning from your outstretched fingertips. This functions as *lightning bolt*, except that the lightning bolt persists at the end of the turn, forming a coiling spire of electrical energy in the square at the end of the 120-foot line. If that square is occupied, the lightning moves to the nearest unoccupied square, instead. Each round, for the spell's duration, you can spend a standard action to direct the lightning bolt to move 120 feet in a straight line. This has the effect of a *lightning bolt* spell, dealing 1d6 points of electricity damage per caster level (maximum 10d6) to each creature that occupies a square that the lightning bolt passes through as part of this movement. A Reflex save halves this damage, as normal for *lightning bolt*. You can choose which direction the lightning bolt travels from this point.

Unsafe: Each round, you must mentally control the lightning, whether you spend a standard action to direct it to move again or not. You must succeed on a concentration check (DC 30) or lose control of the lightning, which immediately moves 120 feet, attempting to pass through your square and damage you, if possible. You cannot control the lightning bolt on a round in which you fail this concentration check.

REDUCE MONSTER

School transmutation; Level alchemist 3, bloodrager 3, magus 3, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 round Components V, S, M (a 5-oz. chunk of iron) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes This functions as *reduce person*, except as noted here. Instead of gaining the listed bonuses and penalties associated with *reduce person*, the creature gains the normal bonuses and penalties for decreasing one size category from their normal size. These benefits and penalties are summarized on the table below.

Table: Size Changes					Natural
Old Size*	New Size	Str	Dex	Con	Armor
Fine	Diminutive	Same	-2	Same	Same
Diminutive	Tiny	2	-2	Same	Same
Tiny	Small	4	-2	Same	Same
Small	Medium	4	-2	2	Same
Medium	Large	8	-2	4	2
Large	Huge	8	-2	4	3
Huge	Gargantuan	8	Same	4	4
Gargantuan	Colossal	8	Same	4	5

* Repeat the adjustment if the creature moves up more than one size.

Table: Size Bonuses and Penalties

	AC/	CMB/		Stealth
Size	Attack	CMD	Fly Skill	Skill
Fine	8	-8	8	16
Diminutive	4	-4	6	12
Tiny	2	-2	4	8
Small	1	-1	2	4
Medium	0	0	0	0
Large	-1	1	-2	-4
Huge	-2	2	-4	-8
Gargantuan	-4	4	-6	-12
Colossal	-8	8	-8	-16

REWARD OF THE FAITHFUL

School divination [patron]; Level cleric/oracle 7, shaman 7, witch 7 Casting Time 1 standard action

Components V, S, DF Range personal Target you Duration 1 hour/level or until discharged

You call upon your patron to provide you with insight and aid in your times of need, whenever they may be. The spell's exact effect depends on your patron's attitude towards you, as outlined below.

Hostile: If your patron is hostile towards you, this spell has no effect, as your patron refuses your request.

Unfriendly: If your patron is unfriendly towards you, then three times during the spell's duration, you can choose to gain a +2 insight bonus on any single attack roll, combat maneuver check, ability check, skill check, or saving throw. Activating this ability isn't an action, but you must choose to use it before the roll is made.

Indifferent: If your patron is indifferent towards you, then three times during the spell's duration, you can choose to gain a +5 insight bonus on any single attack roll, combat maneuver check, ability check, skill check, or saving throw. Activating this ability isn't an action, but you must choose to use it before the roll is made.

Friendly: If your patron is friendly towards you, then five times during the spell's duration, you can choose to gain a +5 insight bonus on any single attack roll, combat maneuver check, ability check, skill check, or saving throw. Activating this ability isn't an action, but you must choose to use it before the roll is made.

Helpful: If your patron is helpful towards you, then five times during the spell's duration, you can choose to gain a +10 insight bonus on any single attack roll, combat maneuver check, ability check, skill check, or saving throw. Activating this ability isn't an action, but you must choose to use it before the roll is made.

RUINOUS BURST

School evocation; Level bloodrager 4, magus 4, sorcerer/ wizard 4 Casting Time automatic Components none Range 20 ft. Area 20-ft.-radius burst, centered on you Duration instantaneous Saving Throw Fortitude partial (object), Reflex half, see text; Spell Resistance yes

You unleash a destructive burst of violent energy, destroying creatures and objects in your wake. Any unattended objects in the spell's area must succeed on a Fortitude save or be destroyed completely. Even objects that succeed on their saving throw suffer damage equal to 1/2 their maximum hit points, and gain the broken condition. Creatures in the area suffer 3d6 points of damage per 2 caster levels (to a maximum of 15d6 at 10th level). A successful Reflex save halves this damage, and constructs suffer a -2 penalty on this saving throw. If a creature that is wearing, carrying, or otherwise in possession of any objects fails his saving throw, 1d4 of those objects are affected by the spell as well, even though they are not unattended. Use the Items Affected by Magical Attacks table, from *The Pathfinder Roleplaying Game Core Rulebook*, to determine which items are affected.

RUSH OF KNOWLEDGE

School divination; Level sorcerer/wizard 7 Casting Time automatic Components V, S Range personal Target you Duration instantaneous and 1 min./level; see text

You are filled with a rush of intense insight regarding the events around you. This functions as *commune*, except that you may ask only 1 question per 2 caster levels, and the question-and-answer process takes place mentally in the space of an instant, occurring instantaneously when the spell is cast. Further, you gain your choice of any two of the following: a +10 insight bonus on three skills of your choice, a +2 insight bonus to AC and saving throws, or a +2 bonus to the caster level and saving throw DC of the next spell you cast within this spell's duration. The two chosen effects last for 1 minute/level.

SENSE THE UNSEEN

School divination; Level alchemist 1, bard 1, cleric/oracle 1, inquisitor 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 1 round Components V, S, M/DF (a blindfold) Range personal Target you Duration 1 round/level

You gain the ability to sense the presence of unseen creatures nearby. For the spell's duration, if there is a creature within 30 feet of you that you cannot see (whether due to invisibility, mundane means of concealment, darkness, or you being blinded or similarly unable to perceive), you immediately become aware of that fact. This does not allow you to identify the exact location of the unseen creature, although if you spend a move action to concentrate on this sensation, you can determine the direction of the nearest unseen creature. If you are ever within 5 feet of an unseen creature, you pinpoint its location automatically (though, the normal benefits and penalties for being unable to see the creature still apply).

Interactive: As a full-round action, you can concentrate on the spell in order to be able to see invisible creatures and objects. This takes the form of a 30-foot cone, in which all invisible creatures or objects are visible to you, as though they were not invisible. Other creatures are still unable to see the invisible creatures or objects, and you are unable to perceive creatures or objects that are obscured from you by mundane means. This effect lasts until the beginning of your next turn.

SHADOW ASSASSIN

School illusion (shadow) [shadow]; Level bard 1, sorcerer/ wizard 1 Casting Time 1 standard action Components V, S, M (a flickering candle) Range close (25 ft. + 5 ft./2 levels) Effect one illusory creature Duration 1 round/level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance yes

You create an illusory version of a single creature of Small, Medium, or Large size. The creature can take on any appearance you desire, including the appearance of specific individuals. Further, it is partially real, as though it were a creature summoned by *shadow conjuration*. Regardless of the illusory creature's appearance, it has the combat statistics of any creature of your choice of the same size from the creatures that can be summoned by *summon monster I*, *summon monster II*, or *summon monster III*. By default, the illusory creature cannot take actions, but it can make attacks of opportunity.

Interactive: As a full-round action, you can concentrate on this spell in order to allow the illusory creature to take a full round's worth of actions.

SHIELD OF THE SAVIOR

School abjuration; Level cleric/oracle 3, paladin 3, sorcerer/ wizard 3 Casting Time 1 standard action Components V, S, M (a miniature steel shield) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw none; Spell Resistance no

You create a potent defensive barrier, which defends those in need from a variety of dangers. The target gains a +4 shield bonus to AC and gains acid, cold, electricity, and fire resistance 5.

Interactive: As a move action, you can concentrate on the spell in order to move the effect to another creature within close range of both yourself and the current target. Alternatively, as a full-round action, you can concentrate on the spell in order to strengthen the shield, increasing the shield bonus to AC to +6, and the acid, cold, electricity, and fire resistance to 10. These benefits last until the beginning of your next turn.

SINISTER SIMULACRUM

School illusion (shadow); Level sorcerer/wizard 5, summoner 4 Casting Time 12 hours Components V, S, F (a silver hand mirror worth at least 500 gp), M (powdered rubies worth at least 400 gp per Hit Dice of the simulacrum) Range o ft. Effect a duplicate of you Duration instantaneous Saving Throw none; Spell Resistance no

This functions as *simulacrum*, except that the simulacrum created is always a copy of you. Because the simulacrum is a copy of you, it looks exactly like you, and there is no need to make a Disguise check in order to determine how good the likeness is.

Unsafe: While it is easier to create a simulacrum with this spell, your control over the simulacrum is less absolute, and the simulacrum itself possesses a strong desire to become real. When you initially cast the spell, and once each week thereafter as long as the simulacrum exists, you must succeed on a concentration check (DC 30). This check should be made in secret. Success indicates that you retain control of the simulacrum. Failure indicates that the simulacrum breaks free of your control. Regardless of your alignment, simulacrums created by this spell have an intense desire to slay their creator, and will do so even if their personality would not otherwise cause them to act in such a way. The simulacrum may not act on this impulse immediately, and may pretend to remain under your control until it feels safe to attack you (such as when you are sleeping). If you are successfully slain by a simulacrum you created with this spell, the simulacrum absorbs your essence and becomes real. It does not gain any additional Hit Dice or levels immediately, but it can now gain these as it gains experience. The simulacrum ceases to be an illusion, and gains the ability to heal normally. This process causes some portion of your soul to inhabit the simulacrum's (now real) body, preventing you from being resurrected by any means without first destroying the simulacrum or using a wish or miracle spell to restore your soul.

SIZE MASTERY

School transmutation; Level magus 4, sorcerer/wizard 5, summoner 4, witch 5 Casting Time 1 standard action Components V, S, F (a set of matryoshka dolls) Range personal Target you Duration 1 min./level

You greatly alter your size, allowing you to become Tiny, Small, Medium, Large, or Huge. You gain the normal space and reach for your new size, as well as the normal size bonuses and penalties for AC, attack rolls, CMB, CMD, Fly checks, and Stealth checks. Further, any melee attacks you make deal damage appropriate for your new size. Finally, you gain bonuses and penalties to your Strength and Dexterity scores based on the chosen size, as outlined below:

Tiny: -2 Strength, +4 Dexterity

Small: +2 Dexterity

Medium: +2 Strength

Large: +4 Strength, -2 Dexterity

Huge: +6 Strength, -4 Dexterity

Interactive: As a standard action, you can concentrate on this spell in order to alter the size of another creature within 60 feet of you. That creature must be no smaller than Tiny and no larger than Huge, and is entitled to a Fortitude save to resist the spell's effects. You can set the creature's size to any of the sizes listed above, and the target gains all the benefits and penalties for that size, as listed above. This change lasts until the end of your next turn.

SKULL TRACKING

School necromancy; Level antipaladin 2, bard 3, cleric/ oracle 3, druid 4, inquisitor 3, ranger 3, shaman 3, sorcerer/ wizard 3, witch 3 Casting Time 1 minute Components V, S, F (a silver-plated chain, fastened to the target and held in your hand for the spell's duration) Range touch Target skull touched Duration up to 10 min./level; see text Saving Throw Will negates, see text; Spell Resistance no

You breathe fell life into the skull, causing an eerie blue light to glow from behind its eye sockets. The skull floats in the air about 4 feet off the ground, and attempts to guide you (at a rate of up to 20 feet per round, although it moves slower if you do, and does not proceed without you) to the location where the creature it once was part of died. Once that location is reached, the lights within the skull change to an emerald green, and it proceeds to lead you further, retracing the steps that it took leading up to its death.

The spirit of the deceased creature is aware of who casts this spell, and can attempt to stop it from functioning, if desired. In this case, it can make a Will save, using the saving



throw bonus it had when it was alive. If the saving throw is successful, the spell fails. If the spirit of the deceased creature is trapped in a gem, destroyed, or otherwise unavailable, no saving throw is allowed.

While the spell can potentially last as long as 10 minutes per caster level, it is also limited by the distance travelled. The skull cannot lead you more than 500 feet per caster level (to a maximum of 5,000 feet at 10th level). After the skull has led you this distance, the spell ends, even if the duration has not completely elapsed, or you have not yet reached the location where the death occurred.

SLEEP STORM

School enchantment (compulsion) [mind-affecting]; Level bard 5, shaman 5, sorcerer/wizard 5, witch 5 Casting Time automatic Components none Range 30 ft. Area 30-ft.-radius burst, centered on you Duration 1 hour Saving Throw Will negates; Spell Resistance yes

You impose a blissful, calming sleep on all creatures within the affected area, who fall into a deep and restful slumber for 1 hour. Nothing short of severe wounds (20 or more points of damage) will wake a creature from this sleep before the spell's duration ends.

SOLAR TORRENT

School evocation [fire, light]; Level cleric/oracle 7, druid 6, shaman 7, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, DF Range 100 ft. Area 100-ft. line, 15 ft. wide Duration instantaneous and 1 round/level; see text Saving Throw Reflex partial; Spell Resistance yes

You create a line of light 15 feet wide and 100 feet long. Each creature within the beam of light suffers 1d10 points of fire damage per 2 levels, is dazed for 1 round, and is blinded for 1 round/level. A successful Reflex save halves the damage and negates the dazed affect. Creatures particularly vulnerable to sunlight suffer double damage, and undead affected by the spell are paralyzed instead of dazed.

SORVITHAL'S AURA OF DECAY

School necromancy [evil]; Level cleric/oracle 6, sorcerer/ wizard 6, witch 6 Casting Time 1 standard action Components V, S, M/DF (a mummified rat) Range 30 ft. Target 30-ft. radius, centered on you Duration 1 day/level Saving Throw Fortitude negates; Spell Resistance yes

You fill the area around you with a suffocating red light, which draws upon the powers of death and decay, and causes nearby creatures, both living and dead, to begin to fall apart. For the duration of the spell, you are surrounded by a 30-foot aura of death which causes living creatures that enter the area or begin their turn within the aura to succeed on a Fortitude save or suffer 1 point of Constitution damage. Corpses and lifeless plants within the area decay, immediately disintegrating into powder if they fail their Fortitude save. Undead creatures that enter the area or begin their turn within the aura also wither away quickly, losing 1 point of Strength and Dexterity on a failed saving throw.

SORVITHAL'S PALACE OF DAMNATION

School necromancy; Level cleric/oracle 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, M (skull made from basalt) Range 30 ft. Effect 30-ft. emanation centered on you. Duration 1 round/level Saving Throw Will negates, Fortitude partial, see text; Spell Resistance yes

You surround yourself with an aura of doom which weakens all who approach you and allows you to fill the very air with death. Any creature that enters or begins its turn in the spell's area suffers a -6 morale penalty on attack rolls and weapon damage rolls for the spell's duration, even if he leaves the spell's area during that time. A successful Will save negates the effect, and renders the creature immune to this effect even if they leave the spell's area and re-enter it.

Interactive: As a standard action, you can concentrate on the spell in order to unleash a wave of life-draining energy. This inflicts 4 points of damage per caster level to each creature within the spell's area. A successful Fortitude save halves this damage. If a creature is killed as a result of this damage, you gain a number of temporary hit points equal to twice the creature's Hit Dice.

SORVITHAL'S ULTIMATE ANNIHILATION

School necromancy [evil]; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, F (a scythe made of obsidian, worth at least 3,000 gp) Range close (25 ft. + 5 ft./2 levels) Target one corpse; see text Duration instantaneous Saving Throw Will negates, see text; Spell Resistance no

With a slash of your ceremonial scythe, you split the soul that once belonged to the targeted corpse in twain, destroying it utterly, entirely, and for all time. The target is entitled to a Will save (using the bonus that it had when it was last alive) in order to resist this effect. If this Will save succeeds, the target's soul is damaged, but not destroyed: it can still be resurrected, but only by *resurrection* or more powerful magic, regardless of the condition of the corpse. If the target fails its Will save, its soul is utterly destroyed, and not even a *wish* or *miracle* spell can restore it (although, at the GM's discretion, such spells may be able to create a similar soul from scratch, it will be imperfect, and any creature resulting from such a soul would be a unique individual who would, at best, have a hazy recollection of the creature it was created to imitate).

This spell functions regardless of how long the target has been dead, but if the target has already been resurrected, reincarnated, risen as an undead creature, trapped in a soul gem, transformed into an outsider, or otherwise ceased to exist or become unavailable, the spell fails.

At the GM's discretion, this spell may also target incorporeal undead creatures that are disembodied souls, such as ghosts. Such creatures receive a +4 bonus on their saving throws. This spell has no effect on any other kind of creature, including corporeal undead.

Unsafe: Destroying souls in this way is an act of destruction on the highest levels, and comes with a high level of risk. When you cast this spell, you must succeed on a concentration check (DC₃₇) or else the spell turns upon you as well. In this case, you must succeed on a Will save, or you die and your soul is destroyed utterly, as though you had been affected by the spell. Even if you succeed on the saving throw, your brush with oblivion leaves you shaken permanently, and this condition cannot be healed by anything short of a *wish* or *miracle* spell. You suffer a -5 penalty on this Will save for each time you have had to make a Will save to resist this spell's unsafe effect before.

SORVITHAL'S WITHERING DEMISE

School necromancy; Level shaman 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, M (the desiccated husk of a beetle) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

The target is enveloped in horrible black energy which drains his very life essence from him. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, the target suffers a penalty to each of his ability scores. If the result is even, the target suffers energy drain, instead.

Ability Score Penalty: This version of the spell imposes a penalty on each of the target's ability scores. The amount of the penalty depends on the result of the Spellcraft check made when the spell was cast. The penalty is equal to -2, plus 2 for every 6 points by which the result of the Spellcraft check exceeds 30 (to a maximum penalty of -10 for a result of 54). A successful Fortitude save halves this penalty. Each day, the subject can attempt a Fortitude save (DC equals the spell's saving throw DC) to remove the penalty. The penalty can also be removed with a wish or miracle spell. These penalties cannot reduce a character's ability score below 1.

Energy Drain: This version of the spell imposes negative levels on the target. The number of negative levels the target gains depends on the result of the Spellcraft check made when the spell was cast. The target gains 2 negative levels, plus 1 additional negative for every 4 points by which the result of the Spellcraft check exceeds 28 (to a maximum of 10 negative levels for a result of 60). A successful Fortitude save halves the number of negative levels imposed. Twentyfour hours after the spell is cast, the target must make a Fortitude save (DC equal to the spell's saving throw DC) for each negative level gained in this way. Success removes the negative level, while failure causes it to become permanent.

SPELL LOCK

School abjuration; Level sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a simple lock) Range close (25 ft. + 5 ft./2 levels) Target one arcane spellcaster Duration 1 round/4 levels Saving Throw Will negates; Spell Resistance yes

You assert your arcane power over the target, locking down his ability to cast spells. For the spell's duration, the target cannot cast spells of 1st level or lower. If you have a caster level of 5 or higher, the target cannot cast 2nd-level spells, either. If you have a caster level of 10 or higher, the target cannot cast 3rd-level spells, either.

SPELL PARRY

School abjuration; Level sorcerer/wizard 9 Casting Time automatic Components V, S Range personal Target you Duration 1 round/level, or until expended

When you cast this spell you are surrounded by a prismatic light which absorbs and redirects spell energy. For the spell's duration, whenever you would be affected by a spell or spell-like ability, that spell does not affect you, and instead, you must cast a spell of the same level as an immediate action, if able. If you have a spell of the appropriate level with a casting time of "automatic," you must choose to cast that automatic spell. Otherwise, you can choose which spell of that level to cast. If you have no spells of the appropriate level to cast, the triggering spell still fails to affect you, but there is no other effect. This spell can protect against a total number of spell levels' worth of spells equal to your caster level before it is expended.

SPITEFUL CURSE

School necromancy [curse]; Level antipaladin 2, bloodrager 2, cleric/oracle 2, shaman 2, sorcerer/wizard 3, witch 2 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

This functions as *bestow curse*, except that you cannot choose curses other than those listed in *bestow curse*'s description, and the DC to remove the curse with *break enchantment* or similar effects is 2 lower than it would normally be.

Unsafe: This power draws upon hatred and spite to power it, and if you are not careful, the spell's negativity will be reflected back on you. When you cast the spell, you must succeed on a concentration check (DC 24). If you fail this check, and the subject is affected by the spell (he fails his saving throw and his spell resistance, if any, is overcome), then you are also affected by the curse. You do not get a saving throw to resist this effect. If this occurs, removing the curse from either you or the target removes it from both of you.

SPONTANEOUS DISAPEARANCE

School illusion (glamer); Level bard 4, sorcerer/wizard 4, witch 4 Casting Time automatic Components none Range 30 foot Area 30-ft.-radius emanation centered on you Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This functions as the spell *invisibility*, except that it affects all creatures within 30 feet of you, unless they succeed on a Will save. Creatures affected in this way are also silenced for the spell's duration, emitting no sounds, whether internally through speech or some other means, or externally, such as by jumping up and down and running into a table. This area of silence extends 1 foot from each affected creature, so a creature might be able to make noise by throwing a glass bottle, for example, though the sound would not pierce the veil of anyone affected by this spell. This silence does not, however, prevent you from casting spells with verbal components, as it merely prevents the sounds from being heard by others, and does not prevent them entirely. Finally, the spell also blocks your scent, preventing you from being detected by that means.

STONY RESOLVE

School transmutation; Level magus 6, sorcerer/wizard 6, summoner 6 Casting Time automatic Components none Range 30 ft. Area 30-ft.-radius burst, centered on you Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You transform all creatures within the area into solid, nearly impervious stone. All creatures within the spell's area must succeed on a Fortitude save to resist its effects. Affected creatures are slowed, as though by the spell *slow*, but gain hardness 10. An affected creature that takes no actions on his turn has his hardness increased to 20 until the end of his next turn. Affected creatures are automatically aware of this ability, and how to activate it.

SUMMON CACODAEMON

School conjuration (summoning) [chaotic, evil]; Level antipaladin 1, cleric/oracle 2, sorcerer/wizard 2, summoner 1, witch 2 Casting Time 1 round Components V, S, M/DF (a chunk of rotting meat) Range close (25 ft. + 5 ft./2 levels) Effect one summoned cacodaemon Duration 1 min./level (D) Saving Throw none; Spell Resistance no

You summon a cacodaemon, which serves you faithfully, as though summoned by *summon monster I*. If the cacodaemon creates a soul gem while summoned in this way, the soul gem remains after the cacodaemon returns to its home plane.

Unsafe: This spell's control over the summoned cacodaemon is not as strong as that of a normal summon monster spell. When you cast this spell, you must succeed on a concentration check (DC 22) or the cacodaemon that is

summoned is not under your control. In this case, it does its best to kill you (and/or your allies) for the spell's duration. If you die, it uses its soul lock ability to trap your soul, and when the spell ends the soul gem returns with it to its home plane, unless it is first removed from the cacodaemon's possession. You cannot dismiss this spell if you fail this concentration check.

SUMMON GIANT AMOEBA

School conjuration (summoning); Level sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M (a piece of a shapeshifter) Range close (25 ft. + 5 ft./2 levels) Effect one summoned giant amoeba Duration 1 round/level Saving Throw none; Spell Resistance no

You summon a giant amoeba, which fights on your behalf, as though summoned by *summon monster II*.

Interactive: As a standard action, you can concentrate on the spell in order to strengthen the summoned amoeba. Doing so causes it to heal a number of hit points equal to your caster level, and grants it a +2 enhancement bonus to Strength until the end of your next turn.

SUMMON THE TWISTED GALLOWS

School conjuration (creation); Level druid 6, inquisitor 6, shaman 7, sorcerer/wizard 5, witch 6 Casting Time 1 standard action Components V, S, M/DF (an inch of rope from a noose) Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw Reflex negates; Spell Resistance yes

You summon forth a noose around the target's neck and a massive, 20-foot tall tree grows up suddenly in the square he was in (the tree is 5 feet wide at the base). Unless the target succeeds on a Reflex save, he is lifted off the ground by the noose, and hangs by his neck. He must hold his breath for as long as he continues to hang this way, and each round that he hangs counts as two rounds for the purposes of how long he can hold his breath, as well as for the DC for Constitution checks made to do so (if the target ever fails to hold his breath, however, it still takes three rounds before he dies). Additionally, at the start of his turn each round, the target suffers 5d6 points of nonlethal damage.

The rope has AC equal to 5 + your primary spellcasting ability score modifier, hardness equal to 5 + 1/2 your caster level, and 10 hit points per caster level. The target can escape from the noose with a successful Disable Device or Escape Artist check, made as a full-round action (DC 10 + your caster level + your primary spellcasting ability score modifier); however, any attempt to escape by the target only causes the noose to tighten, and each attack that the target makes against the rope, as well as each failed Disable Device or Escape Artist check, counts as an additional round of holding his breath. If the target is freed from the noose, he falls 10 feet to the ground, and suffers fall damage accordingly.

TELEPORT MINOR OBJECT

School conjuration (teleportation); Level bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one object; see text Duration instantaneous Saving Throw Will negates, see text (object); Spell Resistance yes, see text (object)

You teleport a single object, either from anywhere within range to your outstretched hand, or from your possession to anywhere within range. The object in question must be no more than 12 inches in any dimension, and must weigh no more than 5 lbs. plus 1 lb. per caster level. If the object is unattended and non-magical, it is not entitled to a saving throw. If the object is attended by another character, is unattended and magical, or is intelligent and unwilling (even if it is in your possession), it is allowed a saving throw to resist the spell, and spell resistance (if any) applies.

TEMPORARY GLORY

School illusion (shadow); Level alchemist 6, bard 6, magus 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, F (a warped hand mirror) Range personal Target you Duration 1 round/level; see text

Your body explodes in rippling muscles, your face shifts subtly to become immeasurably more beautiful, your weapon begins to glow with soft golden light, and your clothes metamorphose into gleaming armor. While illusory, these changes are partially real, and have the following effects: you gain a +6 enhancement bonus to each of your ability scores, gain an armor bonus to AC equal to 1/2 your caster level (this does not stack with any other armor bonus you may possess), and any time you make a full attack action, you can make an additional attack at your highest base attack bonus.

Any creature that interacts with you (including attacking you, being attacked by you, or spending a fullround action to scrutinize you from a distance of 30 feet or less) is entitled to a Will save to disbelieve the spell. If three or more creatures successfully disbelieve the spell, it ends immediately.

Unsafe: The sudden loss of power at the end of this spell can be hard to adjust to. When the spell ends (whether it is disbelieved, dispelled, or its duration runs out), you must succeed on a concentration check (DC 35) or suffer an intense withdrawal, suffering a -4 morale penalty to attack rolls, damage rolls, AC, saving throws, skill checks, and ability checks for 1 minute.

TRANSFORM COMPANION

School transmutation (polymorph); Level druid 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action

Components V, S Range touch Target your animal companion or familiar Duration 1 min./level Saving Throw none; Spell Resistance no

You transform your familiar or animal companion into a different kind of familiar or animal companion. Familiars can only be turned into familiars, and animal companions can only be turned into animal companions. If you have the Improved Familiar feat, an affected familiar can be turned into any creature that can be gained with Improved Familiar (provided you meet the minimum level requirement for that familiar), but otherwise only normal familiars can be gained.

The various benefits granted to the creature for being a familiar or animal companion remain, and only the creature's base animal form changes (along with appropriate game statistics). If the target is a familiar, then for the spell's duration, it grants you the bonus normally associated with its new form, instead of the bonus it normally grants you.

TRANSFORMATION OF THE SIXFOLD SAGE

School transmutation; Level cleric/oracle 6, druid 6, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (a potion of *fox's cunning*, which you drink and whose effects are subsumed by the spell's effects) Range personal Target you Duration 1 round/level (D)

You fill yourself with the arcane energies of a great and wise sage. You gain a +4 enhancement bonus to your Intelligence, Wisdom, and Charisma scores. Further, you are treated as having the Empower Spell, Enlarge Spell, Extend Spell, and Maximize Spell feats. Additionally, for the spell's duration, you can apply metamagic feats you know to spells you cast as you cast them, whether the spells are prepared or cast spontaneously. Further, metamagic feats that you apply to spells increase the level of the spell slot that the spell occupies by 1 less than they normally would (to a minimum adjustment of +0). If you apply metamagic to a prepared spell in this way, and the metamagic feat increases the spell's level, you must choose an unused spell of the appropriate spell level to sacrifice, and the spell slot used to prepare the modified spell is not expended.

The spell takes an extreme toll on your body, however, and you suffer a -4 penalty on Fortitude and Reflex saving throws, and you are unable to move from your square, including movement by flying, swimming, burrowing, or other movement methods, although you can be forcibly moved (such as with a bull rush attempt), can travel via *teleport, dimension door,* or similar methods, and can otherwise act normally.

At the end of the spell's duration, you are fatigued for 10 minutes. If you dismiss the spell before its duration ends, or it is dispelled, you are exhausted for 1 hour.

TRANSMUTE LAVA TO WATER

School transmutation [water]; Level druid 7, sorcerer/ wizard 7 Casting Time 1 standard action Components V, S, M (1 oz. of rainwater) Range long (400 ft. + 40 ft./level) Area 40-ft. radius burst Duration permanent, see text Saving Throw none; Spell Resistance no

You transform a body of lava into harmless water. If the entire body of lava to be affected is not contained within the spell's area, the spell fails completely.

The lava remains transformed indefinitely, although a *dispel magic* spell can return it to lava. Depending on the environment, the water may freeze, evaporate, or seep into the soil.

Transmute lava to water counters and dispels transmute water to lava.

TRANSMUTE WATER TO LAVA

School transmutation [fire]; Level druid 7, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M/DF (a piece of igneous rock) Range long (400 ft. + 40 ft./level) Area 40-ft. radius burst Duration 1 min/level and permanent, see text Saving Throw Reflex partial; Spell Resistance no

You transform a body of water into a pool of molten lava. If the entire body of water to be affected is not contained within the spell's area, the spell fails completely. The lava remains supernaturally heated, and prevented from cooling into rock, for 1 minute per caster level, after which it cools and transforms into rock (this typically takes roughly 10 minutes, although in areas of extreme temperature, this may be notably longer or shorter). Any creature adjacent to the edge of the body of water may make a Reflex save to move out of the water before the transformation is complete, allowing them to avoid the effects of the lava.

The water remains transformed indefinitely, although a *dispel magic* spell can return it to water, even once it has cooled into rock.

Transmute water to lava counters and dispels transmute lava to water.

UNBELIEVABLE AGILITY

School transmutation; Level alchemist 1, bard 1, magus 1, ranger 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S, M (a hummingbird's wing) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You grant the target the ability to move with incredible speed. The exact nature of the spell's effect depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only



determines how effective the spell is, but also what form it takes: if the result is odd, the target gains increased agility. If the result is even, his movement speed is increased.

Agility: The target becomes more agile, and his reflexes are improved. He gains a +2 competence bonus to AC versus attacks of opportunity, and a +2 competence bonus on Reflex saves. Additionally, he gains a competence bonus on Acrobatics checks. The amount of the bonus depends on the result of the Spellcraft check made when the spell was cast. The bonus is equal to 5 plus an additional 1 for every 1 point by which the result of the Spellcraft check exceeds 10 (to a maximum bonus of +30 for a result of 35).

Movement Speed: The target is able to move more quickly. Each of his movement speeds is increased for the spell's duration. The amount by which they are increased depends on the result of the Spellcraft check made when the spell was cast. The increase is equal to 10 feet, plus an additional 10 feet for every 8 points by which the result of the Spellcraft check exceeds 10 (to a maximum bonus of +30 feet with a result of 26).

UNDYING CONSCRIPTION

School necromancy [evil]; Level cleric/oracle 8, shaman 8, sorcerer/wizard 8, witch 8 Casting Time automatic Components V, S Range 100 ft. Area 100-ft.-radius spread Duration instantaneous and 1 min./level Saving Throw Fortitude negates, see text; Spell Resistance yes

You unleash coruscating waves of black energy, which transform living and dead tissue into wights that rise to serve you. This spell creates up to 1 wight per 2 caster levels you possess (to a maximum of 10 wights at 20th level). In order to create a wight, the spell must have a humanoid body to create it from. If there are any humanoid corpses in the spell's area, they are affected and turned into wights first. Once all of the corpses are used, if there are more wights to be created, the spell begins affecting living humanoid creatures within the spell's range. Creatures closest to you are affected first. Each affected creature must succeed on a Fortitude save or suffer 1d6 points of damage per caster level. If the creature dies, it immediately rises as one of the wights created by this spell. This process continues until the maximum number of wights are created, or until all creatures in the spell's area have either suffered damage or successfully saved against the spell.

Wights created by this spell serve you loyally for 1 minute/level, after which they become free-willed undead.

UNIVERSAL WARD

School abjuration; Level alchemist 2, bloodrager 2, druid 3, inquisitor 2, sorcerer/wizard 2, summoner 2 Casting Time automatic Components none Range personal Target you Duration 1 round/level This potent defensive spell protects against a wide variety of potential situations. You gain DR 5/adamantine and acid, cold, electricity, and fire resistance 5.

VAMPIRE'S CARESS

School necromancy; Level antipaladin 1, bloodrager 1, magus 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration instantaneous/10 minutes; see text Saving Throw none; Spell Resistance yes

You drain the target's life energy with a touch, inflicting 1d4+1 points of damage per 2 caster levels you possess (to a maximum of 5d4+5 at 10th level). For every two points of damage inflicted in this way, you gain a temporary hit point, which lasts for up to 10 minutes.

Unsafe: This spell causes intense pleasurable sensations, which can be overwhelming in those who are not prepared for them. When you cast this spell, you must succeed on a concentration check (DC 19) or be dazed until the end of your next turn.

VAPOROUS SUMMONS

School conjuration (creation [acid] or summoning; see text); Level sorcerer/wizard 7, summoner 5 Casting Time 1 standard action Components V, S, M (a handful of peat moss) Range medium (100 ft. + 10 ft./level) Effect see text Duration 1 round/level Saving Throw none or Reflex half, see text; Spell Resistance no

You conjure forth a cloud of deadly vapors to do your bidding and destroy your foes. Exactly what form this cloud takes and how it does its work depends on a Spellcraft check, which you make at the time that the spell is cast. This Spellcraft check not only determines how effective the spell is, but also what form it takes: if the result is odd, you create a cloud of deadly, acidic mists, which obscures vision, slows opponents, and inflicts acid damage. If the result is even, you instead summon one or more hungry mists, which fight on your behalf.

Cloud: This version of the spell is of the creation subschool and has the acid descriptor. It creates a cloud of misty green vapors in a 20-foot radius, 20 feet high. These vapors are thin enough that they do not obscure vision, but their acidic nature inflicts damage on any creature that enters or begins its turn within the cloud. The amount of damage depends on the result of the Spellcraft check made when the spell was cast. The cloud inflicts 2d6 points of damage, plus an additional 1d6 points of damage for every 6 points by which the result of the Spellcraft check exceeds 19 (to a maximum of 8d6, with a result of 55). A successful Reflex save halves this damage.

Summon: This version of the spell is of the summoning subschool, and functions as summon monster *I*, except that it always summons one or more hungry mists (see *Pathfinder Bestiary* 3). The number of hungry mists summoned depends on the result of the Spellcraft check made when the spell was cast. You summon 1d3 hungry mists, plus 1 additional hungry mist for every 5 points by which the result of the Spellcraft check exceeds 20 (to a maximum of 1d3+5 hungry mists, with a result of 50).

VILE CLOUD

School necromancy; Level bloodrager 3, magus 3, sorcerer/ wizard 3, witch 3 Casting Time automatic Components none Range 5 ft. Area 5-ft.-radius emanation, centered on you Duration 1 round/level

You unleash a deadly cloud of sickness and death in a ring around you. Any creature other than you that enters or begins its turn in the spell's area suffers 1d6 points of damage, is nauseated for 1 round, and is sickened for 1 minute thereafter. Once a creature has been made nauseated or sickened by this spell, it cannot be further nauseated or sickened by it, although it continues to suffer damage if it remains adjacent to you. The spell's area moves with you.

VOICE OF MADNESS

School enchantment (compulsion) [mind-affecting]; Level sorcerer/wizard 7, witch 7 Casting Time automatic Components none Range 60 ft. Target all creatures within range that can clearly see and hear you Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You speak dread words of power, which blast the minds of those within hearing to ruin. Each creature affected by this spell loses his mind, gaining the confused condition, and suffering 1 point of Intelligence, Wisdom, and Charisma damage each round. On any round that an affected creature can act normally, he may attempt a Will save as a full-round action to end the spell's effect.

WARLOCK'S GAMBIT

School evocation; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, F (a crystal statuette of you filled with quicksilver) Range personal Target you Duration 1 round/level

You instantly prepare a spell to be cast under certain circumstances. This spell functions like *contingency*, except as noted here. You can prepare spells of up to 8th level, but cannot prepare spells with a casting time longer than 1 minute.

The contingency effect is very fragile, however, and if you cast powerful spells in the meantime, the effect may be broken. If you cast a spell whose spell level is equal to or greater than the spell level of the companion spell minus 1, you must succeed on a concentration check (DC 15 + twice the level of the companion spell) or *warlock's gambit* ends immediately and the companion spell is lost.

WILD DISJUNCTION

School abjuration; Level sorcerer/wizard 7 Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels) **Area** all magical effects and magic items in a 20-ft.-radius burst

Duration 1 min./level

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

This spell is considered a lesser version of the more popular *mage's disjunction*, although *wild disjunction* is very popular in certain spellcasting circles. For each magical effect and magic item within the spell's area, there is a 75% chance that it is disjoined. In the case of magical effects, this affects them as though they had been successfully dispelled with *dispel magic*. In the case of permanent magic items, the item must make a Will save or lose its magical properties for the duration of the spell. An item in a creature's possession uses its own saving throw bonus or its possessor's, whichever is higher. Unlike *mage's disjunction*, there is no chance of permanently destroying a magic item in this way.

If a creature that is currently affected by a magical effect has spell resistance, you must overcome that spell resistance in order for that magical effect to be affected. This applies only to magical effects that target an individual creature (for example, it would apply to a bull's strength cast on a creature with spell resistance, but not a forcecage surrounding such a creature). This does not apply to held or worn magic items, but if a magic item possesses its own spell resistance, it applies as normal.

Unlike *mage's* disjunction, wild disjunction affects all magical effects and magic items in the spell's area, even those in contact with you.

Unsafe: This spell interferes with magic, and if you are not careful, it can impede your magic temporarily. When you cast wild disjunction, you must succeed on a concentration check (DC 35), or your magic is impeded. If this occurs, you suffer 25% spell failure on each spell you cast, until the next time that you rest and regain your spells. If this occurs multiple times in one day, the effects stack (50% after two failures, 75% after three failures, and so on).

WILD LEAP

School transmutation; Level alchemist 1, bloodrager 1, druid 1, magus 1, ranger 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S, M (a tightly coiled iron spring) Range personal Target you Duration 1 round/2 levels

You gain a +50 bonus on Acrobatics checks made to attempt high jumps or long jumps for the duration of the spell.

Unsafe: The magic that powers the spell is unstable, and you must maintain control over it each time you jump. Each time you make an Acrobatics check to attempt a high jump or a long jump while under the effects of this spell, you must succeed on a concentration check (DC 19). Failure indicates that the spell ends suddenly mid-air, with potentially disastrous consequences. If this occurs during a high jump, you suffer fall damage when you land, based on the maximum height you achieved. If this occurs during a long jump, the jump ends prematurely and you land prone halfway to your destination (you also suffer fall damage, as appropriate). Either way, the spell ends immediately.

WIND RESISTANCE

School transmutation; Level bard 1, cleric/oracle 1, druid 1, magus 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 move action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one magical or non-magical cloud Duration 1 min./level Saving Throw none; Spell Resistance no

You magically reinforce the cloud, preventing it from being dispersed by wind. Typically, this spell is used to affect spells such as obscuring mist, fog cloud, stinking cloud, solid fog, mind fog, cloudkill, acid fog, or incendiary cloud, but it can also be used to affect mundane clouds of a similar nature, if one can be found. The cloud cannot be dispersed by wind of any speed. Additionally, if the cloud normally moves on its own (such as cloudkill or incendiary cloud), then each round, when the cloud would move, you can choose to have it not move, instead. If the cloud was created by a spell cast by someone other than you, you must succeed on an opposed caster level check with the spell's caster in order to prevent the cloud from moving in this way.

WORD OF ENSLAVEMENT

School enchantment (compulsion) [mind-affecting]; Level sorcerer/wizard 9, witch 9 Casting Time 1 round Components V Range close (25 ft. + 5 ft./2 levels) Target one creature with 120 hp or less Duration 1 day/level Saving Throw none; Spell Resistance yes

There is no word in the mysterious and eldritch language of the words of power for enslavement, but a powerful wizard and expert linguist attempted to create one, using a *wish* spell. His attempt was partially successful, and is the source of this somewhat risky spell. The target is affected as though by *dominate monster*, and gains no saving throw to resist this effect. Creatures with 121 or more hit points are immune to the effects of this spell. The target does not need to hear you in order for the spell to be effective, however, unlike *dominate monster*, commands must be issued verbally (unless you are capable of communicating telepathically through other means).

Unsafe: The word used by this spell is unnatural and even speaking it can have hazardous effects. When you cast this spell, you must succeed on a concentration check (DC 40) or be unable to speak or cast spells with verbal components for 1d4 days.

ZOMBIFY

School necromancy; Level cleric/oracle 6, shaman 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a piece of rotting meat) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Fortitude negates, Will partial; Spell Resistance yes

You fill the target with hideous death energy, turning him into an unliving zombie for a short time, and



possibly stranding him in a permanent state of undeath. The target becomes undead, gaining all traits of the undead type, although his base attack bonus, Hit Dice, and saving throws are unaffected. Additionally, the target gains the staggered condition, and gains a slam attack that deals idio points of damage on a successful hit. Further, each round, at the beginning of your turn, the target suffers 3d6 points of damage. If the target dies while under the effects of the spell, he immediately becomes a zombie under your control. A zombie created this way counts against the total number of Hit Dice worth of undead you can control with *animate dead* and similar effects.

Interactive: As a standard action, you can concentrate on the spell in order to gain control over the target, even if he has not died and risen as a zombie. This allows you to control the target's actions for one round, as though with the spell control undead. The target is entitled to a Will save to resist this effect. Success on this saving throw negates the control this round, but does not prevent you from using this ability again, nor does it end the spell.



Appendix 1: New Feats

This section presents a variety of feats that provide players with more ways to interact with the new spell mechanics introduced in this book. They are presented in alphabetical order.

Automatic Spell (Metamagic)

You can cast any spell as an automatic spell. Benefit: An automatic spell has a casting time of automatic. It must be prepared, even if you normally cast spells spontaneously. Preparing a single automatic spell takes one minute of uninterrupted concentration. When you prepare an automatic spell, a specific set of conditions, known as a trigger, is randomly determined, using the rules for spells with a casting time of automatic (for more information on spells with a casting time of automatic, see "New Spell

Mechanics" on page 9). If these conditions are met, the spell casts itself automatically, requiring no action on your part. An automatic spell takes up a spell slot 1 level lower than it otherwise would.

Backlash Spell (Metamagic)

You can attempt to cast spells using a lower spell slot than normal, but if you lose concentration, it may blow up in your face.

Benefit: A backlash spell requires a concentration check in order to cast successfully. When you cast the spell, you must succeed on a concentration check (DC 20 + twice the spell's unmodified spell level). A natural 1 on this check is always a failure. If you fail, the spell has its normal effect, but you suffer 2d10 points of damage per spell level of the unmodified spell. A backlash spell occupies a spell slot 1 level lower than it otherwise would. If this reduces the spell's level to 0, it is not expended when it is cast, but the concentration check must be made again each time.

Careful Practitioner

You know how to work your magic with care and delicacy, allowing you to better handle dangerous spells.

Benefit: Whenever you cast a spell with an unsafe entry, you gain a +4 bonus on the concentration check called for by that unsafe entry. This bonus stacks with all other bonuses to your concentration checks.

Crafty Practitioner

You are able to manipulate the subtle energies underlying difficult to control spells, and better control their outcome. **Benefit:** Once per day, when you cast a spell that requires that you make a Spellcraft check in order to determine its effects, you may roll twice and take the result that you prefer. You must declare that you are using this ability before making the Spellcraft check.

Force Trigger

You are able to force your automatic spells to go off prematurely.

Prerequisite: Trigger Awareness, caster level 11th. **Benefit:** As a full-round action, you can make a concentration check to attempt to manually cast a spell that you currently have prepared that has a casting time of automatic. The DC for this concentration check is equal to 20 + twice the spell's level. If you succeed on this check, you can immediately cast the spell (this is part of the same fullround action). Otherwise, the action is wasted, but the spell remains unused, and you can try again next turn.

Improved Careful Practitioner

Your spells almost never backfire.

Prerequisite: Careful Practitioner

Benefit: Once per day, when you fail a concentration check that is part of an unsafe entry for a spell that you cast, you can choose to reroll that concentration check. You keep the new result, even if it is worse than the original.

Quick Interaction

You are able to manipulate interactive spells more quickly. **Prerequisite:** Caster level 6th.

Benefit: Three times per day, when you use the interactive option of an interactive spell that you cast, you may choose to do so more quickly. This reduces the type of action required to do so by one step: one round becomes a standard action, a standard action becomes a move action, and a move action becomes a swift action. You must declare that you are using this ability as you initiate the action. You cannot apply multiple uses simultaneously to reduce it by multiple steps at once.

Patron's Favor

Your deity, spirit, or witch patron has a soft spot for you, and is more willing to grant your desires.

Benefit: Once per day, when you cast a spell with the patron descriptor, you may choose to make an especially ardent plea to your patron. If you do, then you may treat the patron's attitude as one step higher or lower (your choice) for the purposes of that spell. If the spell's effect depends on the patron's attitude towards multiple creatures (such as the spell *burning decree*), you can adjust your patron's attitude by one step for each creature, and can do so in different directions.

Trigger Awareness

You know what triggers are currently in place for your automatic spells.

Benefit: Whenever you prepare a spell with a casting time of automatic, you are aware of what trigger was randomly determined for that spell.

Trigger Manipulation

You are able to alter the conditions that cause your automatic spells to cast themselves.

Prerequisites: Trigger Awareness, caster level 5th.

Benefit: Whenever you prepare a spell with a casting time of automatic, you can roll twice to determine what conditions will cause it to cast itself, and take whichever result you prefer.

Appendix 2: Familiar Traits

This book introduces familiar traits, a new option for characters who gain a familiar as part of their class features. The traits are divided into 3 categories: positive, mixed, and negative. Positive traits provide only beneficial effects, while mixed traits provide some beneficial and some detrimental effects, and negative traits provide only detrimental effects. Each trait is also assigned a point value based on how beneficial or detrimental the trait is.

When a character gains a familiar, he may select up to 5 traits from the list below. However, the sum total of the traits he selects must be equal to o. For instance, if a character selected the exceptional trait (3 points), he would have to also select either a negative trait worth -3 points, or a combination of 3 mixed or negative traits that are each worth -1 point.

Positive Traits

Brilliant (1 point): Your familiar is much smarter than other animals of its kind and uses its cleverness to accomplish tasks with the greatest of ease. Such familiars are always on the lookout for the safest and fastest ways to do things and are quick to share advice with their masters if able and to carry out tasks in unexpectedly intelligent ways. Additionally, due to their exceptional intellect, these familiars receive a +4 bonus to all Intelligence-based skills.

Exceptional (3 points): Your familiar is among the best of the best, a true paragon of animals of its type. These familiars are brave, honest, and capable. They always obey your commands without hesitation and are more likely to succeed than other familiars. They receive a +2 competence bonus to all d20 rolls and are very unlikely to be susceptible to threats or bribes.

Fierce (1 point): Your familiar is a born fighter and is unusually scrappy, eager to wage into combat on your behalf. These familiars are always battle-ready and will not shy from any challenge, no matter how the odds might seem. This warrior's spirit makes the familiar an exceptional combatant, granting him a +1 morale bonus to AC and attack rolls.

Happy (1 point): Your familiar is always in a good mood. Your familiar is always cheery, even in the face of hopelessness, and is happy to share his words of encouragement with you and keep you from giving into despair. The familiar gains immunity to fear effects and grants you a +2 morale bonus on saving throws made to resist fear effects, so long as you remain within 10 feet of your familiar.

Kind (1 point): Your familiar is a kind and gentle soul, nearly devoid of cruelty. While this means the familiar is hesitant to engage in combat and will often suggest alternate solutions, the even-tempered and pleasant disposition of your familiar makes both him and you more likeable to others. You gain a +1 bonus on all Charisma-based skill checks as long as your familiar remains within 20 feet, while your familiar gains a +2 bonus on all Charisma-based skill checks.

Loyal (1 point): Your familiar is a trusted friend and companion loyal to the last. It's hard to separate him from your side and he will be eager to help you out. Your familiar gains a +2 bonus on all Will saves made to resist mind effecting effects.

Mighty (3 points): Your familiar is bigger and stronger than other animals of its type. This occasionally occurs as a result of magic, but is more likely an expression of hard work on the familiar's part and indulgence in a proper healthy diet. Mighty familiars receive a +2 bonus to the physical ability score of their choice (usually Strength or Dexterity). If you treat the familiar well and ensure that it gets at least an hour's worth of daily exercise each day, then every 5 Hit Dice the familiar gains, it also gains an additional +2 bonus to the physical ability score of its choice.

Tough (1 point): For some it's a thicker than normal hide, for others a good healthy body, and for others a pure, overwhelming sense of vitality. Your familiar is tough and hardy, hardly ever complains about anything, and is ready to go the distance in nearly any situation. This translates into a +1 bonus on Fortitude saves and 1 bonus hit point per Hit Dice.

Mixed Traits

Brawler (1 point): Your familiar has bigger, more developed natural weapons which are ideal for causing damage, but poor for fine manipulation. Familiars with this trait tend to be reckless and prone to violence when not carefully controlled, and will often dash headfirst into situations that they aren't ready for. Fortunately, their bodies are well-equipped to get them through fights, even if they are a little clumsy. The natural weapons of the familiar deal damage as though they were one size category larger than normal and deal an additional +2 damage on a successful hit. However, the familiar's awkward natural weapons make it difficult to perform day-to-day tasks, causing it to suffer a -1 penalty to attack rolls and a -1 penalty on all Dexterity-based skills.

Cautious (o points): These familiars like to stay safe and out of trouble. They are experts at staying away from danger and apply this skill to every aspect of their life. They warn their master constantly of the danger they're about to get into and help them steer clear of that trouble to the best of their ability. In addition to survival tips, the cautious familiar is adept at avoiding the blades of their foes as well. A cautious familiar gains a +1 dodge bonus to their AC. However, because a cautious familiar detests danger and tries to stay away from combat, it also suffers a -1 penalty to all

attack rolls.

Coward (-1 point): Your familiar is scared of everything and everyone and will run away at the first sign of trouble. A cowardly familiar might not be a bad individual most of the time, or even be particularly selfish, but will run from even the slightest danger. To balance their cowardly attitudes, a cowardly familiar is alert and aware of their surroundings, gaining a +2 bonus on Perception checks. A cowardly familiar is a true coward however, and suffers a -4 penalty on saving throws made to resist fear effects.

Cruel (-1 point): Your familiar is mean to the point of cruelty and enjoys the suffering of others. Its personality is likely harsh and insulting, and it likes to watch people in pain, usually cracking jokes at the expense of others. It also delights in listening to the screams of those foolish enough to think a familiar can't cause serious damage. A cruel familiar gains a +1 bonus on attack and damage rolls, but recklessly leave themselves open to attack, suffering a -1 penalty to AC. Because of its harsh disposition, a cruel familiar is also poorly received, causing it to suffer a -3 penalty on all Charismabased skill checks.

Cunning (1 point): These familiars are smart; perhaps a little too smart for their own good, and definitely too smart for your good. These familiars are equipped with potent minds and devious tactics, but poor listening skills and a general aloofness that can make them dangerous. Familiars with this trait look out for themselves above all else and make sure everyone knows it; they are likely to go their own way whenever possible. They gain +1d6 sneak attack (as the rogue's sneak attack class feature) and a +2 competence bonus on all Intelligence-based skill checks. They also make for very unreliable allies, and will only obey commands they think makes sense, making them unreliable at best. Additionally, because of their intense self-interest, cunning familiars suffer a -2 morale penalty against fear effects.

Cute (o points): Your familiar is adorable: fluffy fur, perfect plumage, or shiny scales stand out as your little fellow's defining traits. People react well to your familiar's lovely and well-groomed body, and your familiar is good at both handling the attention and using its cute appearance to get what it wants from others; however, its cute and plushy body is vulnerable to weapon attacks. The cute familiar gains a +3 bonus on all Charisma-based skill checks due to its adorable appearance. However, its natural defenses are left lacking, and it suffers a -1 penalty to AC.

Forgetful (-1 point): Your familiar isn't dumb, so to speak; it just seems that way because he has difficulty remembering even the simplest of things. Forgetful familiars tend to be absent-minded, though good-natured, creatures with very little in the way of immense knowledge or useful advice, but plenty of zany antics and good humor. A forgetful familiar suffers a -2 penalty on all Knowledge skills due to its forgetful nature. However, because a forgetful familiar has an empty head, it gains a +1 bonus on all Will saves made to resist compulsion effects. **Frail (-1 point):** Your familiar is smaller than others of its kind, and its weaker body has left it fairly vulnerable. These familiars tend to be timid and meek, but are not always so. They do not let their physical weaknesses keep them down, however, and instead practice mental discipline. They suffer a -1 penalty to AC and all saving throws, but gain a +2 bonus on all Intelligence-based skills.

Hateful (o points): Your familiar is mean, angry, and unpleasant. It doesn't really like people and would prefer to be left alone. That said, it *really* hates some people and will go out of its way to hurt and cause harm to those people who really make it mad. A hateful familiar chooses a single subtype of humanoid and a single subtype of outsider. The familiar gains a +2 bonus to attack rolls and weapon damage rolls against creatures of the chosen types. Against all other characters, however the familiar's sheer ambivalence translates to lack of desire to even acknowledge them with marring cuts and bruises. It suffers a -2 penalty to attack and weapon damage rolls against other characters.

Hot-blooded (1 point): These familiars are always ready for action, and whether that means combat or something else, they like to be constantly on the move and in the thick of things. They leap into action, even when there is no action to be had, pursuing tasks with exuberance and dedication but little patience. Their quick reflexes and desire for action make them overconfident and reckless. They gain a +4 bonus on all initiative checks and a +2 bonus on Reflex saves. However, because of their impulsiveness, they often overlook small details, suffering a -6 penalty on Perception and Sense Motive checks.

Mellow (o points): Mellow familiars are easygoing and even-tempered, happy to do what needs doing, though in their own time. Mellow familiars tend to be the easiest to get along with, happy to let you take the lead and doing nothing to hamper their master's actions or make things harder for them than they have to be. Things just seem to work out better for mellow familiars, though they lack the stomach for combat. A mellow familiar gains a +1 luck bonus on all saving throws, but suffers a -1 penalty on all attack and weapon damage rolls.

Old (o points): Your familiar is getting up there in years, even for a familiar, and its starting to show. While your familiar's advanced age gives it a lot of interesting stories and useful experiences to draw on, it's also taken a serious toll on its body, and it just can't get up to its old hi-jinks. Old familiars also tend to have a lot of personality quirks and very particular ideas about the way things should be done. Old familiars gain a +2 bonus to their Intelligence, Wisdom, and Charisma scores due to their exceptional life experience. Because of their withered and broken bodies, old familiar suffers a -2 penalty to their Strength, Dexterity, and Constitution scores (minimum 1).

Runner (1 point): As the name implies, familiars with this trait like to run about at top speed; they live for the chase and have a great deal of trouble sitting still. These familiars like to go on long runs with their masters and insist on doing so at every opportunity. They have little to no patience and like to be on the move all the time. They gain a +10-foot enhancement bonus to all their movement speeds, and a +2 bonus on initiative checks. However, because they have trouble sitting still and have short attention spans, their will power is sorely lacking, causing them to suffer a -2 penalty to all Will saves.

Smart Alec (-1 point): These familiars are a barrel of laughs, as long as their "good-natured ribbing" isn't aimed at you. Smart alec familiars always think they have the right answers and don't mind letting everyone know they think they're the smartest guy in the room with cruelly directed humor. They get into trouble quite a lot, which is where their skills in talking their way out of problems and redirecting blame to someone else come into play, though this doesn't make them many friends. A smart alec familiar gains a +2 bonus on Bluff checks, but suffers a -4 penalty on Charismabased skill checks.

Watch Dog (1 point): These familiars are hyperalert, capable of responding to dangers of all kinds and eager to keep everyone—most of all themselves—safe from danger, real or imagined. Watch dog familiars are highly suspicious of everything and everyone, examining every little detail, which sometimes causes them to miss the bigger picture. Watch dog familiars gain a +2 bonus on Perception and Sense Motive skill checks, and may roll twice and take the better result when trying to gain a hunch about a character. However, their harsh disposition and hyper-awareness have some downsides, causing them to suffer a -1 penalty on all Charisma-based skill checks and on all saving throws made to resist sonic effects.

Negative Traits

Absentee (-3 points): For one reason or another, your familiar isn't around very often. Your familiar might be chronically ill, in love with a city cat, or it might just not like you very much. Whatever the case, 7 out of every 10 days, your familiar is nowhere to be found. Witches' familiars with this trait are always present when she needs to prepare spells (typically slipping away immediately afterward), while other familiars with this trait slip off at the earliest opportunity.

Disgusting (-1 point): Your familiar is uncouth and wretched in appearance and smell. This causes you to suffer a -2 penalty on all Charisma-based skill checks as long as your familiar remains within 20 feet of you. Additionally, if you do not take steps to ensure your familiar is regularly bathed, he begins to exude a revolting stench that causes all characters within 10 feet of the familiar (including the familiar) to become sickened for as long as they remain nearby. A successful Fortitude save (DC 10 + ½ the familiar's Hit Dice + the familiar's Constitution modifier) negates this effects and makes characters immune to it for 1 minute. **Disloyal (-1 point):** Your familiar isn't particularly attached to you and would rather be doing something other than working with you. You must succeed on an opposed Charisma check in order to convince you familiar to perform any action which it deems dangerous. Additionally, your familiar suffers a -4 penalty on all saving throws made to resist charm and compulsion effects and the Diplomacy DC to convince your familiar to perform a favor for any character other than yourself is reduced by 5.

Fussy (-1 point): Your familiar loves attention and demands that you focus on him constantly. He refuses to perform any task unless you spend at least 1 full round petting and pampering him before presenting the order. Additionally, familiars with this trait demand the best in food and comforts, requiring that you spend at least 5 gp a week to keep it in comfort, or it refuses to eat and eventually will starve to death.

Gluttonous (-1 point): Your familiar is fat and demands a wasteful amount of food in order to survive and thrive. Your familiar suffers a -2 penalty to its Dexterity score and must consume 3 times the normal amount of food for an creature of its size in order to sustain itself. Gluttonous familiars will often attempt to eat the corpses of your fallen foes, requiring an opposed Charisma check to pry your familiar away from its feasting or requiring 1 minute of solid eating in order for the familiar to rejoin you. Familiars who do not need to eat cannot gain this trait.

Lazy (-1 point): Your familiar is lazy and spends much of its time sleeping, grooming, and not getting involved. In order to convince your familiar to undertake any strenuous activity, you must succeed on a DC 10 Charisma check. You gain a +5 bonus on this check if inaction would threaten the familiar's life. Additionally, your familiar always chooses to fail any saving throw which would result in it falling unconscious, becoming stunned, or paralyzed, so long as the effect does not also deal damage.

Murderous (-3 points): Your familiar has more than a mean streak: it's downright violent, and its violence is aimed directly at you. Your familiar harbors a secret (or not so secret) desire to kill you, and will take indirect actions which may result in your death. The familiar never takes direct action to attack you, but will do its best to see the deed done. For example, a familiar with this trait won't try to attack you in the night or poison your meals, but might sneak off to warn your enemies of your location while you sleep, or it might make a lot of noise while you are trying to be stealthy.

Thieving (-3 points): Your familiar likes wealth, so much so that it happily steals as much of it as it can. What the familiar does with the wealth it acquires is its secret, and its treasure troves rarely, if ever, show up. The familiar will not only steal from its enemies or from innocent people, but it will also steal from its allies. Each week you travel with a familiar with this trait, there is a 50 % chance that up to 10 gp per Hit Dice worth of items and coins disappears from your possession and the possessions of your traveling companions.

Appendix 3: Sentient Spells

Magic is a curious thing that sometimes seems to have a mind of its own. In some cases, whether due to a magical experiment gone awry, the alignment of the stars, the acts of deities, or other, even stranger events, this can literally be the case, as a perfectly normal spell comes alive and gains an intelligence and will of its own. This section presents game mechanics for 17 such sentient spells, as well as guidelines for creating sentient versions of other pre-existing spells.

Making a Sentient Spell

Sentient spells are neutral outsiders whose abilities and personalities are each based on a specific spell. Sentient spells have the spell subtype, which grants them the following traits unless otherwise noted.

Spell resistance equal to 11 + the sentient spell's CR.
A deflection bonus to AC equal to the spell level of the

spell that the sentient spell is based on (for example, a sentient fireball would have a +3 deflection bonus to AC, as fireball is a 3rd-level spell).

• Aura (varies): All sentient spells have an aura of some kind, although the range and effect of the aura varies depending on the nature of the sentient spell.

• **Spell Form (Su):** A sentient spell's body is made of pure magical essence, making it more susceptible to certain forms of attack. A sentient spell that enters an *antimagic field* or a similar effect winks out, as though it were a summoned creature. It reappears in the same spot once the field goes away. Time continues to pass for the winked out creature normally, causing the durations of ongoing spell effects affecting it to elapse, and allowing it to heal via fast healing or regeneration (if applicable). The *antimagic field*'s caster must overcome the sentient spell's spell resistance in order to affect it in this way.

Additionally, any spell which could be used to counter the spell that a sentient spell is based off of (including *dispel magic* and similar spells that are capable of countering a wide variety of spells) can be used to damage a sentient spell. In order to do so, the caster must declare that he is using the spell in this way as he casts it. Such spells deal 1d10 points of damage per caster level to the sentient spell. A successful Fortitude save halves this damage, and spell resistance applies. If specific conditions are required to counter a spell in this way (such as succeeding on a caster level check with *dispel magic*), the caster must meet those conditions. A sentient spell's caster level for this purpose is equal to its CR.

All of the sentient spells presented in this appendix have a CR equal to 2 + twice the spell level of the spell that they are based on. While this is not part of the spell subtype, and is not necessarily an inherent feature of sentient spells, it is strongly recommended that any GMs who are considering creating their own sentient spells keep this guideline in mind when doing so.

Some sentient spells have additional subtypes, such as cold, fire, good, or evil, depending on the spell on which they are based. Each sentient spell should have a handful of special attacks, special qualities, and/or defensive abilities which relate thematically to the spell on which they are based.

Ecology

Sentient spells can come about in a variety of different ways, but the circumstances required to create them are so rare that they almost never occur naturally. Most of the time, a sentient spell is created through an unusual combination of magical elements, which, through methods not entirely understood by scholars, trigger a spark of sentience within one or both magical effects, and produce a sentient spell. This occurs most often due to arcane experimentation, as attempts to enhance or modify a spell go awry and produce this unforseen consequence.

While sentient spells vary wildly from one another, they all share one thing in common: they are sustained by magical and/or psuedo-magical energies. In order to retain their sentient state, a sentient spell must either "consume" a spell whose spell level is equal to or higher than the spell level of the spell they are based on each day (any caster capable of casting the spell can expend it in order to allow the sentient spell to consume it), or a magic item with a caster level equal to or greater than their CR each month (this destroys the item), or they must be exposed to certain conditions, which vary from sentient spell to sentient spell, and depend on the spell that the sentient spell is based on. In this way, a sentient *crushing despair* can sustain itself on feelings of grief, while a sentient *sleep* can sustain itself from sleeping creatures.

Table: Sentient Spells by CR

Name	CR	Page
Sentient shield	4	78
Sentient sleep	4	79
Sentient bull's strength	6	67
Sentient web	6	82
Sentient lightning bolt	8	74
Sentient vampiric touch	8	81
Sentient crushing despair	10	69
Sentient phantasmal killer	10	76
Sentient cloudkill	12	68
Sentient nightmare	12	75
Sentient freezing sphere	14	72
Sentient true seeing	14	<mark>8</mark> 0
Sentient finger of death	16	71
Sentient greater scrying	16	73
Sentient dimensional lock	18	70
Sentient polymorph any object	18	77
Sentient wish	20	83

Sentient Bull's Strength

This creature takes the form of an incredibly muscular and shirtless man with the head of a bull. Its body glows with radiant light, and it appears to be partially translucent, as though it is not really there. It has no legs, but instead its lower body forms a whirling vortex of energy. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT BULL'S STRENGTH

XP 2,400

N Medium outsider (spell) Init +3; Senses darkvision 60 ft.; Perception +11 Aura might (+4 Strength, 30 ft.)

DEFENSE

AC 19, touch 15, flat-footed 16 (+2 deflection, +3 Dex, +4 natural) hp 84 (8d10+40) Fort +10, Ref +9, Will +4 SR 17

OFFENSE

Speed 30 ft. Melee 2 slams +14 (1d8+9) Special Attacks boundless battle strength, crush the weakling, resounding blows

STATISTICS

Str 22, Dex 17, Con 18, Int 7, Wis 10, Cha 15 Base Atk +8; CMB +14; CMD 29 Feats Intimidating Prowess, Iron Will, Power Attack, Toughness Skills Intimidate +19, Knowledge (arcana) +9, Perception +11, Spellcraft +9 Languages Common SQ flawless form, spell form ECOLOGY Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Aura of Might (Su): Each of a sentient *bull's* strength's allies within 30 feet gain a +4 enhancement bonus to their Strength scores for as long as they remain within 30 feet of the sentient *bull's strength*.

Boundless Battle Strength (Su): Whenever a sentient *bull's strength* hits a single creature with both of its slam attacks in the same round, it gains a +2 enhancement bonus to its Strength score. This bonus stacks with itself, and lasts until the sentient *bull's strength* goes for a full minute without hitting a single creature with both of its slam attacks in the same round.

Crush the Weakling (Ex): As a standard action, a sentient *bull's strength* can attempt to crush an adjacent creature of Medium size or smaller. This inflicts an amount of damage equal to 4 times the difference between the sentient *bull's strength*'s Strength modifier and the target's Strength modifier. A successful Fortitude save (DC 20) halves this damage. If the target's Strength score is equal to or greater than the sentient *bull's strength*'s Strength score, this ability has no effect. The saving throw DC is Strength-based.

Flawless Form (Ex): A sentient *bull's strength* is immune to any effect that would reduce its Strength score, including Strength damage, Strength drain, and penalties to its Strength score (such as those imposed by *bestow curse*).

Resounding Blows (Ex): A sentient *bull's strength* adds 1.5 times its Strength modifier to the damage it deals with its slam attacks.

Ecology

CR6

Sentient *bull's strength* spells are among the least intelligent of their kind, and seem in many ways to embody the rarely-touted ideology of brawns-before-brains. They are not of animal intelligence, however, and though they are likely to be out-thought even by the average peasant dirtfarmer, that doesn't mean that they should be completely dismissed. What they lack in intelligence they more than make up for in power, and their ability to increase the strength of their allies makes them a formidable asset to any martial force, even if the sentient *bull's strength* itself is not doing the majority of the "heavy lifting."

Like most sentient spells, sentient *bull's strengths* are sustained in two main ways: by magic, and by ideal. While absorbing magical strength is the same for these as for any other sentient spell, the ideal that they represent (and from which they can derive power) is that of strength and physical perfection, especially for its own sake. As a result, sentient *bull's strengths* tend to seek out and congregate near places of physical fitness, where achieving the peak performance of the human body is considered to be a laudable goal. This is not an attitude generally found in arcane colleges, and so those sentient *bull's strengths* that do find their way out into the world are much less likely to be found in the employ of spellcasters, or in the company of other sentient spells, than are many other sentient spells.

All sentient spells are fairly one-dimensional in purpose and personality, and tend to behave in highly archetypal fashions, but sentient *bull's strength* spells are perhaps even more predictable and set in their ways than most, perhaps due to their stunted intelligence. They are not inherently violent, and do not especially enjoy fighting, but because they are so uniformly focused on one thing—building their body strength—when they do run into problems, their first instinct is almost always to solve it physically. This does not lead to subtle outcomes, and these sentient spells are quick to pound any source of frustration into a pulp, with little thought as to the difference between destroying a wall, a priceless artifact, or a human being.

While most sentient spells have a particular dislike for spellcasters, sentient *bull's strengths* seem to have an even stronger aversion to such characters, which seems to be a mix of fear and loathing for creatures that are so alien to the sentient *bull's strength's* outlook, and yet at the same time so intricately tied to the forces that the sentient *bull's strength* is made of and lives on.
Sentient Cloudkill

The creature before you appears to be a swirling mass of grey and green vapors. Part of the miasmic cloud forms a shape that resembles a head, with a massive gaping maw. Small bolts of eldritch green lightning arc about within the cloud, and its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT CLOUDKILL

CR 12

XP 19,200

NE Huge outsider (incorporeal, spell) Init +8; Senses darkvision 60 ft.; Perception +1 Aura withering (1d4 Con, 5 ft., Fortitude DC 24 negates)

DEFENSE

AC 23, touch 23, flat-footed 18 (+10 deflection, +4 Dex, +1 dodge, -2 size) hp 172 (15d10+90) Fort +16, Ref +13, Will +8 Defensive Abilities incorporeal; Immune poison; SR 23 Weaknesses wind weakness

OFFENSE

Speed fly 20 ft.

Special Attacks concentrate toxicity, noxious body

STATISTICS

Str —, Dex 18, Con 20, Int 10, Wis 12, Cha 20 Base Atk +15; CMB +21; CMD 46 Feats Ability Focus (aura of withering), Dodge, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Fly), Skill Focus (Stealth), Toughness Skills Bluff +23, Craft (alchemy) +18, Fly +24, Knowledge (arcana) +18, Spellcraft +18, Stealth +20 (+28 in foggy environments); Racial Modifiers +8 Stealth in foggy environments Languages Common SQ spell form ECOLOGY Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Aura of Withering (Su): Any creature that enters, or begins its turn, in a square adjacent to or within the sentient *cloudkill's* body must succeed on a Fortitude save (DC 24) or suffer 1d4 points of Constitution damage. This is a poison effect, but holding one's breath does not have any effect. The saving throw is Constitution-based, and includes a +2 bonus from Ability Focus.

Concentrate Toxicity (Ex): As a full-round action, a sentient *cloudkill* can focus all the poisonous fumes and vapors within its body on a single spot, producing particularly strong effects in that location. The sentient *cloudkill* chooses a single 5-foot-square within its space. The saving throw DCs of its aura of withering and noxious body abilities are increased by 2 for any creature in the chosen square, but those abilities cease to function in all other squares within

and around the sentient *cloudkill's* space for 1d4+1 rounds, and the sentient *cloudkill* cannot use this ability again until that time has elapsed.

Noxious Body (Su): A sentient *cloudkill*'s body is made up of noxious and poisonous vapors. It can share its space with other creatures, although it provokes attacks of opportunity when it enters another creature's square. Creatures that enter, or begin their turn in, a square occupied by a sentient *cloudkill* must succeed on a Fortitude save (DC 22) or be nauseated for 1 round. Additionally, the sentient *cloudkill* obscures vision: adjacent creatures and objects within its body have concealment (20% miss chance), and vision is obscured beyond 5 feet. The nausea is a poison effect. The saving throw DC is Constitution-based.

Wind Weakness (Ex): A sentient *cloudkill* is made of vapors, and subject to being destroyed by strong winds. In an area of moderate winds (11-20 mph), the sentient *cloudkill* suffers 2d6 points of damage per round. In an area of strong winds (21-30 mph) this increases to 4d6, and in areas of severe or stronger winds (31+ mph), it increases to 8d6 points of damage per round.

Ecology

Sentient *cloudkills* are among the deadliest of sentient spells, and one of the most dangerous to humanoids. These embodiments of poison and filth take an almost sadistic glee in snuffing out the lives of breathing creatures, and not only derive great pleasure from killing, but also sustain themselves in this way, as well. In fact, because deathdealing comes so effortlessly to a sentient *cloudkill*, they are far less dependent on sources of magic in order to sustain their continued free-will and sentient existence, and so rarely make the sorts of pacts and alliances that other sentient spells make with living creatures in order to ensure their continued existence. Whereas other sentient spells are likely to be found in the employ of a wizard or someone else that can feed it a steady supply of either magic or the archetypal ideals it represents, sentient *cloudkills* need only to pass through and kill those in their wake in order to get what they want.

Nonetheless, sentient cloudkills often gravitate towards areas that are rife with filth, disease, and toxins. There is some debate as to whether this is because they are magically drawn to such places in the same way that other sentient spells are drawn to phenomena that match the concepts that they embody, or if such places simply make quiet, out-of-the-way lairs where a sentient cloudkill is unlikely to be noticed by passersby—both safeguarding against any attempts at revenge for recent kills, and providing a suitable environment from which to launch ambush attacks on hapless passersby. The fact that sentient cloudkills are not generally inclined to lend their services to humanoids in exchange for the metaphysical equivalent of room and board is not to say that such creatures will never be encountered in such situations. The allure of having a sentient cloudkill is strong, and many powerful mages have been known to try to capture one and bring it under control, either to serve as a guardian or other "attack dog," or simply so that the mage can study and better understand it. Whatever the motive, such attempts often end in tragedy and disaster.

Sentient Crushing Despair

The creature before you resembles a small child. She wears a fine black dress, with a wide-brimmed black hat from which hangs a thin black veil, as though she were dressed for a funeral. She sobs constantly, and while your first instinct is to rush to comfort her, you notice that her hands end in long, jagged, claw-like fingernails, and that her entire form is suffused with twinkling lights, as though she were made of stardust.

SENTIENT CRUSHING DESPAIR

CR 10

N Small outsider (spell) Init +9; Senses darkvision 60 ft.; Perception +18 Aura hopelessness (30 ft., DC 22)

DEFENSE

XP 9,600

AC 21, touch 21, flat-footed 15 (+4 deflection, +5 Dex, +1 dodge, +1 size) hp 110 (13d10+49) Fort +11, Ref +9, Will +12 DR 10/magic; SR 21; Immune cold, emotion

OFFENSE

Speed 30 ft. **Melee** 2 claws +19 (1d6+5)

Special Attacks crippling depression, suicide

STATISTICS

Str 20, Dex 20, Con 16, Int 17, Wis 15, Cha 19 Base Atk +13; CMB +17; CMD 37 Feats Ability Focus (aura of hopelessness), Dodge, Improved Initiative, Iron Will, Power Attack, Skill Focus (Bluff), Skill Focus (Sense Motive) Skills Bluff +26, Diplomacy +17, Disguise +20, Intimidate +17, Knowledge (arcana) +19, Perception +18, Sense Motive +24, Spellcraft +19, Stealth +25 Languages Aklo, Aquan, Common, Terran SQ spell form

ECOLOGY

Environment any Organization solitary

Treasure standard
SPECIAL ABILITIES

Aura of Hopelessness (Su): Each opponent that enters, or begins its turn, within 30 feet of a sentient *crushing despair* must succeed on a Will save or suffer a -2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls. This penalty persists for as long as the creature remains within 30 feet of the sentient *crushing despair*, and for 1d4 rounds thereafter. This is a mindaffecting emotion effect. The saving throw DC is Charismabased and includes a +2 bonus from Ability Focus.

Crippling Depression (Su): As a move action, a sentient *crushing despair* can flood a nearby creature with negative thoughts and emotions, paralyzing him with doubt, anxiety, self-loathing, or general malaise. The target must be a living creature within 60 feet of the sentient *crushing*

despair, and must succeed on a Will save (DC 20) or be dazed for 1 round, and then suffer a -4 penalty on attack rolls, saving throws, skill checks, and ability checks for 1d4 rounds thereafter. This is a mind-affecting emotion effect. The saving throw DC is Charisma-based.

Suicide (Su): As a standard action, a sentient *crushing despair* can drive a single living creature within 30 feet to such black thoughts that they attempt to kill themselves. The target must succeed on a Will save (DC 20), or on his next turn he takes no action other than attacking himself. This attack results in an automatic critical hit.

Ecology

Sentient *crushing despair* spells are perhaps the most parasitic of the sentient spells, because they are almost never found on their own, and are typically completely dependent on humanoids or some other patron to take care of them and ensure that they survive. This is because sentient *crushing despairs* are almost universally overwhelmed by debilitating depression and nihilism, and, left to their own devices, will typically do little but weep and mope until they starve and eventually fade from their sentient state. Those who are able to properly motivate the sentient *crushing despair* find them to be useful allies, and their fragile emotional states allow unscrupulous mages to manipulate them with relative ease.

In addition to feeding on raw magical energy, a sentient *crushing despair* can also gain sustenance from the despair and misfortune of others. Despite this, sentient *crushing despairs* rarely make any attempt to deliberately cause such things—in fact, many are constantly tortured by guilt and self-loathing over the fact that they are embodiments of such negative emotions, and incorrectly view themselves as responsible for all the misfortune that they encounter in their lives.

Of course, some sentient *crushing despairs* are able to move past this point and survive on their own, either because of previous interaction with other creatures that helped them learn to cope with their existence, or simply because they have a particularly strong survival instinct (or, in some cases, appetite for cruelty). These sentient *crushing despairs* have a tendency to "eat their feelings" by spreading depression, anguish, and sorrow in their wake.

Sentient *crushing despairs* are prized by mages, monsters, and other individuals who are particularly interested in "softening up" opponents before they face them. It is not uncommon for sentient *crushing despairs* to be left shackled in some antechamber, where intruders will be exposed to its aura of despair, and, potentially, its other abilities for a few rounds, before the creature that imprisoned the *crushing despair* intervenes to deal with the invaders, leaving the sentient *crushing despair* to subsist on the fleeting scraps of her victims' sorrow.

Sentient Dimensional Lock

A man-sized orrery floats in the air before you, with strange, brightly-colored globes flitting about one another in strange and incomprehensible patterns. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT DIMENSIONAL LOCK

XP 153,600

CR 18

LN Medium outsider (spell)

Init +8; **Senses** darkvision 60 ft., *see invisibility*; Perception +39

Aura anchorage (30 ft.)

DEFENSE

AC 33, touch 23, flat-footed 28 (+8 deflection, +4 Dex, +1 dodge, +10 natural) hp 287 (25d10+150) Fort +15, Ref +19, Will +20 DR 10/adamantine; SR 29

OFFENSE

Speed fly 60 ft. (perfect)

Melee 6 slams +34 (1d8+8/19-20) **Special Attacks** corporating touch, dimensional chains **Spell-Like Abilities** (CL 20th, concentration +25)

Constant—see invisibility

STATISTICS

Str 27, Dex 18, Con 20, Int 19, Wis 21, Cha 21 Base Atk +25; CMB +33; CMD 56

Feats Ability Focus (dimensional chains), Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception), Weapon Focus (slam), Toughness

Skills Diplomacy +30, Escape Artist +32, Fly +40, Intimidate +36, Knowledge (arcana) +32, Knowledge (planes) +32,

Perception +39, Sense Motive +33, Spellcraft +32, Stealth +32 Languages Common

SQ spell form

ECOLOGY

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Aura of Anchorage (Su): A sentient *dimensional lock* is constantly surrounded by a *dimensional lock* effect (caster level 25th), with a radius of 30 feet.

Corporating Touch (Su): A sentient *dimensional lock's* natural attacks function just as well against ethereal and incorporeal creatures as they do against physical creatures. Additionally, any ethereal or incorporeal creature hit by a sentient *dimensional lock's* natural attack must succeed on a Will save or be dragged onto the Material Plane and made physical. Affected creatures are no longer incorporeal or ethereal, and do not gain any of the normal benefits of being so. If the creature was incorporeal, and does not normally have a Strength score, its Strength score is 10 while affected by this ability. An affected creature remains physical for 1 hour, after which it becomes incorporeal again or returns to the Ethereal Plane, as appropriate.

Dimensional Chains (Su): As a standard action, a sentient dimensional lock can bind a single creature within 60 feet in magical chains which not only prevent dimensional travel, but other forms of movement as well. The target is entitled to a Reflex save (DC 28) to negate the effect. Failure on this check indicates that spectral chains bind the target in place, preventing him from leaving his square and affecting him as though by dimensional anchor for as long as they remain. While the subject is bound in this way he is entangled and cannot leave his square, but can otherwise act normally. The sentient dimensional lock spell can cause the chains to drag the target up to 30 feet as a standard action. This movement provokes attacks of opportunity. The chains automatically dissipate after 3 days unless the sentient dimensional lock uses a standard action to renew them, but they can also be dispelled with dispel magic or similar effects (the sentient dimensional lock's caster level for this purpose is 25), or they can be broken (AC 13, hardness 18, hp 35, break DC 34), or escaped from (using the sentient dimensional lock's CMD). A sentient dimensional lock must wait 1d4 rounds between each use of this ability.

Ecology

These strange sentient spells are one of the most inscrutable and strange spells to ever gain sentience, and are often as enigmatic and unfathomable as the various outer planes whose order they seem devoted to keeping. Their forms are confusing to many, at first, for they seem to have little to do with the nature of a *dimensional lock* spell, for which a padlock or some sort of gate or other barrier might seem more appropriate. What only those who are knowledgeable about the planes realizes, however, is that the form a sentient *dimensional lock* takes is a perfect orrery of all the planes in the multiverse, showing how they interact with and move about one another in a perfect and precise dance of the heavens. In this way, they act as a sort of symbol of the "clockwork" of the cosmos, which sheds a certain amount of light on their general attitude.

Sentient *dimensional lock* spells have a strong impulse to guard and protect, although it can manifest in a variety of different ways. Nearly all sentient *dimensional lock* spells are violently opposed to extraplanar travel of any kind, for any reason, and will generally respond to any creature found on a plane other than its home plane by attacking them. Sentient *dimensional locks* vary rarely travel to planes other than the one on which they formed, as well, making extraplanar escape the best means to evade one, provided that you are able to do so.

Beyond this, though, sentient *dimensional lock* spells seem to derive a great deal of satisfaction from imprisoning sentient creatures. The exact reason for this drive is unclear, but many sentient *dimensional lock* spells, if left to their own devices, begin capturing humanoid creatures and imprisoning them, creating a "collection" of captives in some quiet, out-of-the-way place.

Sentient Finger of Death

A giant skeletal hand floats in the air before you. It is balled into a fist, except for its index finger, which points straight toward you. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT FINGER OF DEATH

XP 76,800

CR 16

N Medium outsider (spell) Init +9; **Senses** darkvision 60 ft.; Perception +30 Aura finality (30 ft., DC 26)

DEFENSE

AC 30, touch 22, flat-footed 25 (+7 deflection, +5 Dex, +8 natural) hp 220 (21d10+105) Fort +18, Ref +12, Will +20 DR 15/bludgeoning; SR 27

OFFENSE

Speed fly 30 ft. (average) Melee slam +31 (1d8+12 plus 12d6 negative energy) Special Attacks death nears, negate healing

STATISTICS

Str 26, Dex 20, Con 18, Int 15, Wis 22, Cha 23 Base Atk +22; CMB +30; CMD 52 Feats Ability Focus (death nears), Combat Reflexes, Great Fortitude, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam) Skills Fly +26, Intimidate +38, Knowledge (arcana) +26, Knowledge (religion) +26, Perception +30, Sense Motive +30, Spellcraft +26, Stealth +29 Languages Abyssal, Celestial, Common, Infernal (can't speak); telepathy 100 ft. SQ negative energy sensitive, spell form ECOLOGY Environment any Organization solitary

 Treasure standard

 SPECIAL ABILITIES

Aura of Finality (Su): Whenever a creature dies within 30 feet of a sentient *finger of death*, that creature must succeed on a Will save (DC 26) or their soul is destroyed as well, preventing them from being resurrected by any means unless a *wish* or *miracle* spell is used to restore the soul first. The saving throw DC is Charisma-based.

Death Nears (Su): As a standard action, a sentient *finger of death* can dramatically decrease the life force of a single living creature within 60 feet. That creature must succeed on a Fortitude save (DC 28) or suffer an amount of damage equal to 1/2 their remaining hit points (rounded down, minimum 0). The saving throw DC is Charisma-based, and includes a +2 bonus from Ability Focus.

Negate Healing (Su): Whenever a creature within 30 feet of a sentient *finger of death* would be healed, the

sentient *finger of death* can reduce the amount of hit points that the target regains by 42 (twice its Hit Dice). Each time that the sentient *finger of death* uses this ability counts against the number of times it can make attacks of opportunity that round, and the sentient *finger of death* cannot use this ability if it has already used all of its attacks of opportunity. The sentient *finger of death* cannot affect more than one creature in this way at any one time, preventing it from using this ability multiple times to affect multiple creatures healed simultaneously.

Negative Energy Sensitive (Su): A sentient *finger* of *death* is healed by negative energy and harmed by positive energy, as though it were an undead creature.

Ecology

Though they are much maligned, sentient *finger of death* spells are not the mindless killers that many would make them out to be. Though these spells do feed on death to sustain themselves (when suitable magic is not available), they are actually fairly reluctant to kill, except when threatened. It has been theorized that this is because they actually receive tiny but constant streams of energy merely by being near living creatures, as each second of life brings one slowly and inevitably closer to death. Whether or not this is actually true, the fact of the matter is that only a very rare few sentient *finger of death* spells go about killing others except when they, themselves, have been attacked.

Generally much more independent than other sentient spells, sentient *finger of deaths* almost never enter into arrangements with others in order to secure a source of sustenance. Highly prized by wizards who want a sentient *finger of death* as a guardian or enforcer, it is not uncommon for sentient *finger of deaths* to be hunted and captured, like an exotic animal, for this purpose. This is a highly dangerous prospect, of course, and these so-called "death hunts" have become slang in some mercenary organizations for a job that is too foolishly suicidal to pursue.

Sentient *finger of deaths* tend to be strongly opposed to undead creatures (and the concept of cheating death in general), and often destroy such creatures, whenever possible. Of course, many of a sentient *finger of death's* abilities don't function on the undead, so they must be careful not to start conflicts that they are unable to finish. Still, it is considered by some to be good luck if a sentient *finger of death* takes up residence in a cemetery or crypt, if only because it will act as a strong deterrent against any who would seek to raise the dead interred therein.

Of course, those sentient *finger of deaths* that are forced into the service of wizards or other "patrons" can be quite different from those found on their own. Years of service as an enforcer or assassin often brings out a strong sense of sadistic glee in a sentient *finger of death*, even more so than many other sentient spells that are predisposed towards wanton killing.

Sentient Freezing Sphere

Floating in the air before you is a giant sphere of ice and snow. Its surface is rough and uneven, but has no particular features to speak of. It bobs faintly in the air, as though excited by something. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT FREEZING SPHERE

XP 38,400

CR 14

N Large outsider (cold, spell)

Init +7; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +24

Aura frigidity (30 ft., DC 25)

DEFENSE

AC 30, touch 19, flat-footed 26 (+6 deflection, +3 Dex, +1 dodge, +11 natural, -1 size) hp 218 (19d10+114) Fort +17, Ref +14, Will +10 DR 5/bludgeoning; Immune cold; SR 25 Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., fly 60 ft. (good) Melee slam +25 (2d8+10 plus 8d6 cold) Ranged 4 rays +22 touch (4d6 cold) Special Attacks focused freeze

STATISTICS

Str 24, Dex 16, Con 22, Int 10, Wis 14, Cha 20 Base Atk +19; CMB +27; CMD 47 Feats Ability Focus (focused freeze), Combat Reflexes, Dodge, Improved Initiative, Iron Will, Point-Blank Shot,

Power Attack, Precise Shot, Skill Focus (Fly), Weapon Focus (ray)

Skills Fly +33, Knowledge (arcana) +22, Perception +24, Spellcraft +22, Stealth +21, Survival +24 Languages Common (can't speak); telepathy 100 ft. SQ frozen form, spell form

ECOLOGY
Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Aura of Frigidity (Su): A sentient *freezing sphere* radiates an aura of intense cold. Any creature that enters, or begins its turn, within 30 feet of the sentient *freezing sphere* suffers 2d6 points of cold damage. A successful Reflex save (DC 25) halves this damage. If the creature has the water subtype, it instead suffers 4d6 points of cold damage, and is staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition). Additionally, water within 30 feet of a sentient *freezing sphere* freezes to ice at a rate of 20 gallons per round. This is a cold effect. The saving throw DC is Constitution-based.

Focused Freeze (Su): If a sentient *freezing sphere* hits a single creature with all four of its ray attacks in a single round, that creature must succeed on a Fortitude save (DC 26) or be frozen solid. A creature that is frozen in this way is effectively petrified, except that he is made of ice instead of rock (affecting his hardness and hit points for the purposes of breaking pieces of his body). The affected creature can be returned to normal with a *stone to flesh* spell, but returns automatically when the ice melts (this generally requires 1 hour in normal temperatures, but will never occur as long as he remains within the sentient *freezing sphere*'s aura of frigidity.

Frozen Form (Ex): A sentient *freezing sphere*'s body is made of ice, and if subjected to severe heat, it begins to melt. On the first time each round that the sentient *freezing sphere* suffers 10 or more points of fire damage from a single attack, its natural armor and damage reduction are each reduced by 1 (to a minimum of o). If the sentient *freezing sphere* goes 10 minutes without suffering any fire damage, these penalties are removed.

Similarly, any time the sentient *freezing sphere* would suffer cold damage, its natural armor and DR increase by 1. These bonuses last for 1 minute.

Ecology

Among the most unusual sentient spells, sentient freezing spheres have somewhat less in common with most living creatures than do most other sentient spells, and they are often difficult to understand, and their actions hard to predict. Essentially giant balls of living ice, there is little to differentiate the ice that makes up the body of a sentient freezing sphere from any other frozen water, once it is removed. Their anatomy has been a matter of some study from the magical community, and at least one wizard, Kelvar the Frostbitten, has devoted his life to this work. He has attempted to vivisect a sentient freezing sphere on multiple occasions, and while he has confirmed that any ice removed from the sphere quickly loses all unnatural properties and melts in short order, this has only served to raise more questions. Kelvar's most recent treatise on the subject theorizes that the core of a sentient *freezing* sphere is something other than mere ice, which simply causes the moisture in the air around it to freeze into a spherical shape, but he has so far proven incapable of penetrating deep enough into a sentient freezing sphere to test his theory.

Though they are actually more intelligent, if pressed, than some other sentient spells, sentient *freezing spheres* are fairly animalistic in nature, and tend to live very basic, simple lives. They are almost always found in particularly cold climates, where the ice and snow of the region serves to sustain them quite readily, removing the need to find sustenance from magic items or special arrangements, as many other sentient spells do. In such climates, however, sentient *freezing spheres* are very relaxed creatures, and it typically requires little effort to corral one into a cave or antechamber to serve as a guardian or pet, something many wintry mages are inclined to do.

In warmer climes, sentient *freezing spheres* have a much more difficult time, and must maintain a fairly steady diet of magic in order to keep from melting away into nothingness. In these regions, sentient *freezing spheres* tend to behave more intelligently, by necessity, and are almost always found allied with or employed by powerful mages.

Sentient Greater Scrying

This creature resembles a full-size mirror, perfectly round in shape. Its glass is misty and clouded, and something seems to swirl and churn within it. The frame appears to be made of platinum, or some similar precious metal, and has been carved in intricate and ornate shapes. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT GREATER SCRYING

CR 16

XP 76,800 N Medium outsider (spell) Init +8; Senses darkvision 60 ft.; Perception +40 Aura precision (30 ft.)

DEFENSE

AC 32, touch 22, flat-footed 27 (+7 deflection, +4 Dex, +1 dodge, +10 natural) hp 241 (21d10+126) Fort +14, Ref +16, Will +20 DR 10/bludgeoning; SR 27 Weaknesses shatter, vulnerable to sonic

OFFENSE

Speed fly 30 ft. (perfect) Melee slam +27 (1d8+7 plus steal reflection) Ranged ray +26 touch (6d6) Special Attacks scrycast

STATISTICS

Str 20, Dex 18, Con 20, Int 24, Wis 22, Cha 20 Base Atk +22; CMB +27; CMD 49

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (ray), Improved Initiative, Iron Will, Power Attack, Skill Focus (Knowledge [geography]), Skill Focus (Perception), Skill Focus (Sense Motive) Skills Appraise +28, Diplomacy +26, Fly +36, Intimidate +26, Knowledge (arcana) +31, Knowledge (geography) +37, Knowledge (history) +28, Knowledge (nobility) +28, Knowledge (planes) +31, Perception +40, Sense Motive +40, Spellcraft +31, Stealth +28 Languages Aklo, Aquan, Auran, Common, Draconic, Ignan, Sylvan, Terran (can't speak); telepathy 100 ft.

SQ spell form ECOLOGY Environment any Organization solitary Treasure standard SPECIAL ABILITIES

Aura of Precision (Su): Each of a sentient greater scrying's allies within 30 feet gain a +4 bonus on attack rolls made to confirm critical hits. Further, any time they must roll miss chance, they may roll twice and take the better result. Additionally, each of the sentient greater scrying's allies within 30 feet gain a +4 competence bonus on attack and damage rolls made against the creature currently reflected on the sentient greater scrying with its steal reflection ability. This bonus stacks with the +4 bonus to confirm critical hits. **Scrycast (Su):** As a full-round action, a sentient *greater scrying* can create a one-way magical connection between itself and the creature currently reflected with its steal reflection ability. If it does, then until the beginning of the sentient *greater scrying*'s next turn, any spell that targets it instead targets the reflected creature, regardless of the distance to that creature. This ability only affects spells that target creatures, and cannot be used in conjunction with spells that have areas or effects instead of targets.

Shatter (Ex): If a confirmed critical hit is made against a sentient *greater scrying* with a weapon that deals bludgeoning damage, its mirror cracks and shatters. This immediately ends its steal reflection ability, and it cannot use that ability (or other abilities that depend on it) until its form is restored, a process which takes 1 hour of uninterrupted rest.

Steal Reflection (Su): Whenever a sentient *greater scrying* hits a creature with its slam attack, the surface of the sentient *greater scrying* changes to show the hit creature and that creature's surroundings, as a *greater scrying* spell. This effect lasts indefinitely, until the sentient *greater scrying* hits another creature with its slam attack. As long as a creature is affected by this ability, he does not have a reflection in mirrors and similar surfaces.

Ecology

One of the most highly-prized sentient spells by mages and others who would gain the services of such creatures, a sentient *greater scrying* can serve as a very useful spy, though they are not without certain limitations. While they need to actually touch their target in order to gain the ability to scry upon him, once they "get the scent" of a creature in this way, they can be used to provide constant and unpreventable scrying indefinitely, and can also be used to send spells to the scryed creature, allowing harassment from across continents or even worlds, or, in more benign cases, letting mages provide magical aid to their allies from similar distances.

For their own part, sentient *greater scryings* seem to be relatively content to be used in this way, and very few turn down requests for alliances or patronage from anyone who is capable of providing them with a steady stream of magic to sustain them. Some sages believe that this is because sentient *greater scryings*, as embodiments of particularly obscure concepts and ideals, are incapable of receiving sustenance in other ways, like how a sentient *freezing sphere* gains sustenance from cold, or a sentient *nightmare* gains sustenance from fear. Others argue that the very act of scrying—the thing that they are called upon to do—provides them with this energy, and that, as a result, it would be very difficult for these sentient spells to survive without someone to make use of them.

Occasionally, a sentient *greater scrying* will set out on its own as a free agent, acting as a spy for the highest bidder (the payment being used to purchase magic to consume, typically), or even serving as the mastermind behind an entire spy ring or thieves' guild. One rumor even tells of an assassin's "guild" comprised only of a rogue sentient *greater scrying* and a rogue sentient *finger* of death.

Sentient Lightning Bolt

Floating in the air is a transparent figure in the shape of a featureless humanoid. Its body, if it has one, is invisible, but dozens of arcs of electricity dance across it, forming a criss-crossing skein that clearly takes that shape. Hanging between these arcs are tiny twinkling motes of light, which you can only describe as stardust.

SENTIENT LIGHTNING BOLT

CR 8

XP 4,800

N Medium outsider (incorporeal, spell) Init +10; Senses darkvision 60 ft.; Perception +2 Aura conduction (30 ft.)

DEFENSE

AC 22, touch 22, flat-footed 15 (+5 deflection, +6 Dex, +1 dodge) hp 75 (10d10+20) Fort +9, Ref +13, Will +7 Defensive Abilities incorporeal; Immune electricity; SR 19

Defensive Abilities incorporeal; Immune electricity; SR 19

OFFENSE

Speed 30 ft., fly 60 ft. (perfect) Melee slam +16 (3d6 electricity) Special Attacks electrical charge, lightning strike

STATISTICS

Str —, Dex 22, Con 14, Int 11, Wis 14, Cha 15 Base Atk +10; CMB +16; CMD 38 Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Skill Focus (Fly) Skills Acrobatics +19, Fly +33, Intimidate +15, Knowledge (arcana) +13, Spellcraft +13, Stealth +19 Languages Common SQ spell form ECOLOGY Environment any

Organization solitary Treasure standard

SPECIAL ABILITIES

Aura of Conduction (Su): A sentient *lightning bolt* produces an aura of crackling static that makes it more difficult for nearby creatures to avoid electricity. Each creature within 30 feet of a sentient *lightning bolt* suffers a -2 penalty on saving throws made to avoid or negate any effect with the electricity descriptor, or which deals electricity damage.

Electrical Charge (Su): Whenever a sentient *lightning bolt* uses the charge action, the bonus on the attack roll increases to +4, and the amount of damage inflicted by its slam attack is increased to 5d6 for any attacks made as part of the charge.

Lightning Strike (Ex): As a full-round action, a sentient *lightning bolt* can move up to its speed, or up to twice its speed if it moves in a straight line. Either way, the sentient *lightning bolt* cannot pass through the same square twice while using this ability. While moving in this way,

whenever it passes through a square occupied by a creature, it can make a touch attack at its highest base attack bonus to hit that creature as it passes through that square, inflicting 3d6 points of electricity damage. It suffers a cumulative -2 penalty on this touch attack for each previous touch attack made as part of this ability this turn. Entering another creature's square provokes attacks of opportunity as normal, but the sentient *lightning bolt* can use Acrobatics to avoid doing so (the normal rules for using Acrobatics in this way apply).

Ecology

Sentient *lightning bolts* are dangerous and unpredictable, even when compared to other sentient spells. While their personalities vary somewhat, they have a tendency to be highly excitable but also very capricious, and while their attention is easily gained, it is also quickly lost as they become distracted by other things or simply lose interest and wander off. They are also prone to have very short tempers, and can often be set off by seemingly insignificant things. All of these factors combine to produce a rather childish attitude that, coupled with a sentient *lightning bolt*'s potent magical abilities, make them very unsafe to be around.

Sentient lightning bolts are capable of deriving energy and sustenance from lightning and electricity, but most places on the Material Plane lack a steady supply of such things, and so most sentient *lightning bolts* are forced to seek out magic to survive. Many simply rely on their speed and power to steal sources of magic and consume them before anything can be done about it. Such sentient *lightning bolts* are generally regarded as pests or nuisances until such time as they (typically accidentally) kill an intelligent creature, at which point they are generally chased away or, if possible, exterminated, though such endeavors can be costly in lives.

Because of their flighty and unpredictable nature, sentient *lightning bolts* are not especially desirable sentient spells for those mages or other individuals interested in pressing such creatures into service, although they are still utilized by some (generally by locking them in a room with walls thick enough to prevent their escape, and leaving them as guardians, although such endeavors rarely work well, as the sentient *lightning bolt* often takes the first opportunity to flee, not bothering to fight whoever opened the door before doing so). One wizard, by the name of Galvan Thunderbolt, claims to have found a way to harness their magic to power golems and other strange constructs, although others have so far been unable to duplicate his results.

Very rarely, some sentient *lightning bolts* have been known to take up storm chasing, following massive weather disturbances in the hopes of harnessing the energy of natural lightning. A few mages even claim that these creatures are capable of creating such weather, although the truth of the matter is unknown.

Sentient Nightmare

This creature is a horrifying, shifting monstrosity. Its body is a strange and indecipherable amalgam of reptile, arachnid, and worse. The only two features that appear to stay constant are its three glowing red eyes and its six flailing black featureless tentacles. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT NIGHTMARE

XP 19,200

CR 12

NE Large outsider (incorporeal, spell) Init +9; Senses darkvision 60 ft.; Perception +19 Aura unhealing (30 ft., DC 26)

DEFENSE

AC 26, touch 26, flat-footed 20 (+11 deflection, +5 Dex, +1 dodge, -1 size) hp 142 (15d10+60) Fort +12, Ref +10, Will +12 Defensive Abilities incorporeal; Immune fear, sleep; SR 23

OFFENSE

Speed 40 ft.

Melee 6 tentacles +20 (1d6 plus lulling touch) Special Attacks consume dreams

STATISTICS

Str —, Dex 20, Con 16, Int 10, Wis 12, Cha 22 Base Atk +15; CMB +20; CMD 45 Feats Ability Focus (consume dreams), Combat Reflexes, Dodge, Improved Initiative, Iron Will, Skill Focus (Intimidate), Skill Focus (Sense Motive), Weapon Focus (tentacle) Skills Bluff +24, Intimidate +30, Knowledge (arcana) +18, Perception +19, Sense Motive +25, Spellcraft +18 Languages Common SQ spell form ECOLOGY Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Aura of Unhealing (Su): Creatures within 30 feet of a sentient *nightmare* cannot heal through normal means (including fast healing, but not regeneration), and it is difficult to heal them magically. Whenever a creature within 30 feet of a sentient *nightmare* would magically regain hit points (such as from a cleric's channel energy ability or a *cure serious wounds* spell), the source of that healing must succeed on a caster level check (DC 26), or the healing has no effect. The DC is based on the sentient *nightmare*'s Hit Dice.

Consume Dreams (Su): As a standard action, a sentient *nightmare* can attempt to devour the dreams of a sleeping creature within 30 feet. This inflicts 15d6+15 points of damage to the target, which is not subject to damage reduction. A successful Will save (DC 25) halves this damage. Damaging the sleeping creature in this way does not cause them to awaken. The saving throw DC is Charisma-based,

and includes a +2 bonus from Ability Focus.

Lulling Touch (Su): Whenever a sentient *nightmare* hits a creature with one of its tentacle attacks, that creature must succeed on a Fortitude save (DC 23) or become fatigued. If the creature was already fatigued, it becomes exhausted, instead. If the creature was already exhausted, it falls asleep. Creatures that fall asleep in this way are not awakened by normal noise (including the sound of battle), but can otherwise be awakened normally (harming such a creature in any way, or even touching them as a standard action, wakes them up), and remain asleep for one hour unless they are awakened. The saving throw DC is Charisma-based.

Ecology

These horrific monstrosities are among the most malignant and hostile sentient spells, and one of the few that sustains itself by actively feeding on humanoid creatures, or, to be more precise, by feeding on their minds. Like all sentient spells, a sentient nightmare requires sustenance to retain its sentient state, and can gain that sustenance from either magic, or from certain phenomena related to their essence: in this case, that would be fear in general, and nightmares in specific. While a sentient nightmare can feed in this way on normal nightmares and bad dreams, these creatures rarely have the patience to do so, and instead prefer to use their consume dreams ability to prey upon the minds of sleeping victims, as this not only provides the sentient nightmare with a much greater "feast," but also satisfies the sadistic and predatory instincts that these sentient spells almost universally possess.

The mere presence of a sentient *nightmare* actually affects the dreams of nearby sleeping creatures, although it does so subtly, and a sentient *nightmare* that takes up residence in a small town or village will quickly cause a rash of bad dreams to spread through the settlement. Typically the sentient *nightmare* is content with this for a short while, but it is rarely long before residents begin turning up dead in the night, sporadically at first, but eventually one or more each night. In some cases, where no heroes were available to interfere, entire settlements have been eradicated by a sentient *nightmare*, as the dwindling population eventually flees its malign influence.

While the nature and rarity of sentient spells makes it difficult for any of them to form communities or organizations, sentient *nightmares* are actively opposed to such things, and are incredibly territorial creatures. When they encounter one another, they almost always devolve into violence, fighting until one either successfully flees or is killed. Sentient *nightmares* are also much less likely to be taken in by wizards or other powerful individuals, as many sentient spells are, due to the intense danger that they pose while their supposed master sleeps. Still, there are always those for whom this danger makes the sentient *nightmare* even more of a status symbol, and thus increases their desire for them. With proper precautions, including measures to prevent the sentient *nightmare* from accessing the master's bedchambers, most of the danger can be mitigated.

Sentient Phantasmal Killer

This floating creature is a perfect image of the grim reaper, dressed in long, tattered black robes. His eye sockets glow with an intense blue light, and in his skeletal hands he holds a long, curved, wicked-looking scythe. His entire form is suffused with twinkling lights, as though he were made of stardust.

SENTIENT PHANTASMAL KILLER

CR 10

XP 9,600

N Medium outsider (spell) Init +4; Senses darkvision 60 ft.; Perception +18 Aura frightful presence (30 ft., DC 22)

DEFENSE

AC 24, touch 18, flat-footed 20 (+4 deflection, +4 Dex, +6 natural) hp 123 (13d10+52) Fort +12, Ref +8, Will +10 SR 21; Immune death, emotion, fear

OFFENSE

Speed 30 ft., fly 30 ft. (average) Melee scythe +19/+14/+9 (2d4+7/19-20 x4) Special Attacks horrific visage, terror hound

STATISTICS

Str 20, Dex 18, Con 18, Int 15, Wis 15, Cha 19 Base Atk +13; CMB +18; CMD 36 Feats Ability Focus (frightful presence), Blind-Fight, Combat Reflexes, Improved Critical (scythe), Power Attack, Skill Focus (Intimidate), Weapon Focus (scythe) Skills Fly +20, Intimidate +26, Knowledge (arcana) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +20 Languages Aklo, Common, Draconic SQ fear itself, spell form

ECOLOGY

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Fear Itself (Su): A sentient *phantasmal killer* represents pure, unadulterated terror, and the worst nightmares imaginable. As a result, its frightful presence and horrific visage abilities can affect even those who are normally immune to fear, although such creatures gain a +4 bonus on their saving throws to resist such effects.

Horrific Visage (Su): As a standard action, a sentient *phantasmal killer* can cause itself to take on the appearance of the worst fears of a single creature within 30 feet. This change is visible to everyone, but only affects the chosen creature, who must succeed on a Will save (DC 20) to disbelieve the effect. If he succeeds on this saving throw he is shaken, but otherwise unaffected. If he fails, he must make a Fortitude save (DC 20). If he succeeds, he suffers 3d6 points of nonlethal damage from shock. If he fails, he suffers nonlethal damage equal to his current hit point total plus 1, and immediately falls unconscious. If he fails by more than 5, then this damage is lethal, instead, and he begins dying rather than falling unconscious. The sentient *phantasmal killer* must wait at least 1d4 rounds between uses of this ability. This is a mind-affecting emotion, fear, and death effect. The saving throw DC is Charisma-based.

Terror Hound (Ex): A sentient *phantasmal killer* is exceptionally practiced at bringing death to those who are afraid. It gains a +1 bonus on attack and damage rolls made against shaken characters. This bonus increases to +2 if the target is frightened, and to +4 if the target is panicked or cowering.

Ecology

Another of the sentient spells that regularly prey upon humanoid creatures in order to sustain themselves, there is no doubt that sentient phantasmal killers are deadly and dangerous, but they hunt in a way more appropriate to wild animals than many other such sentient spells, such as sentient cloudkills or sentient nightmares, which seem to actively enjoy the deed. As anyone familiar with sentient spells could guess, a sentient phantasmal killer feeds on terror, but also feeds on death. In the right environment, where terror and death were commonplace, a sentient phantasmal killer could likely survive indefinitely off of that ambient energy, but in most places, they typically resort to killing creatures themselves, something which provides them with substantially more energy. The average sentient phantasmal killer kills one humanoid creature every week or so. They seem to greatly prefer subsisting on energy from death and terror over subsisting on general magical energy, as all sentient spells can, but if magical energy can be had in abundant supply, it is not uncommon for a sentient phantasmal killer to give up killing, and subsist on that instead.

Perhaps due to the fact that they embody the worst fears of humanoid creatures, sentient *phantasmal killers* often develop an intense fascination in human psychology, and spend a great deal of time secretly observing humanoids going about their daily lives, trying to gain an understanding of what makes them act in the way that they do. For this reason (and because they rely on a steady diet of humanoids to survive), sentient *phantasmal killers* are usually found in and around cities and other settlements, rather than out in the wilderness. In the rare cases when they are found far from ready sources of intelligent creatures, sentient *phantasmal killers* go out of their way to converse with any passerby they encounter, and, even if starving, may decide to delay killing their victims for several days in order to converse with them and learn more about them.

Sentient Polymorph Any Object

This creature is a writhing mass of body parts, which seems to constantly twist and seethe as horns, hooves, claws, tentacles, and more all endlessly reach forth from its shifting fleshy center and then are absorbed back into it. It seems to be made of parts of several different animals at once, as though unsure of what it should be. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT POLYMORPH ANY OBJECT CR 18

XP 153,600

N Large outsider (spell) Init +9; Senses darkvision 60 ft.; Perception +37 Aura rigid form (30 ft., Fort DC 28)

DEFENSE

AC 30, touch 22, flat-footed 25 (+8 deflection, +5 Dex, +8 natural, -1 size) hp 337 (25d10+200); regeneration 25 (acid) Fort +21, Ref +21, Will +13

Defensive Ability shifting anatomy; SR 29

OFFENSE

Speed 30 ft., burrow 30 ft., fly 30 ft. (average), swim 30 ft. **Melee** bite +30 (1d8+5), 2 claws +29 (1d6+5), gore +29 (1d6+5), sting +29 (1d6+5 plus poison), hoof +27 (1d6+2), pincers +27 (1d8+2 plus grab/19-20), tail slap +28 (1d8+7/x3) **Special Attacks** massive tail, powerful charge (gore, 4d6+20), rend (2 claws, 1d6+7), unpredictable transformation

STATISTICS

Str 20, **Dex** 20, **Con** 25, **Int** 11, **Wis** 17, **Cha** 19 **Base Atk** +25; **CMB** +31 (+33 disarm); **CMD** 54 (56 vs. disarm)

Feats Ability Focus (aura of rigid form), Combat Reflexes, Improved Critical (pincers), Improved Disarm, Improved Initiative, Iron Will, Multiattack, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite), Weapon Focus (tail slap)

Skills Fly +31, Heal +31, Knowledge (arcana) +28, Perception +37, Spellcraft +28, Stealth +29

Languages Common

SQ morphic form, spell form

ECOLOGY

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Aura of Rigid Form (Su): Whenever a creature enters, or begins its turn within, 30 feet of a sentient *polymorph any object*, if that creature is under the effects of a non-permanent polymorph effect, it must succeed on a Fortitude save (DC 28) or immediately return to its normal form. Additionally, any creature in this area that would be subject to a polymorph effect (including spells of the polymorph subschool, a druid's wild shape class feature, and so on) must succeed on a Fortitude save (DC 28) or be unable to do so. This does not apply to the sentient *polymorph any object*'s unpredicatable transformation ability. **Massive Tail** (Ex): A sentient *polymorph any object* adds 1.5 times its Strength modifier to its tail slap attack, even though it is a secondary natural attack. The critical multiplier for that attack is also increased to x3.

Morphic Form (Su): As a full-round action, a sentient *polymorph any object* can shift it's body, adjusting its physical attributes. For each of its physical ability scores (Strength, Dexterity, and Constitution), roll 1d6. If the result is an even number, the sentient *polymorph any object*'s ability score increases by that amount. If the result is an odd number, the ability score decreases by that amount instead. Bonuses or penalties incurred in this way last for 1d4 rounds (roll once and apply the result to all bonuses and penalties). A sentient *polymorph any object* cannot use this ability while it is currently under the effects of a previous use.

Shifting Anatomy (Ex): A sentient *polymorph any object* is constantly shifting its internal organs, making it difficult to use precision attacks against it. Whenever it would be subject to a critical hit or precision-based damage, there is a 75% chance that it suffers only normal damage, instead.

Unpredictable Transformation (Sp): As a standard action, a sentient polymorph any object can transform a single creature or object within 60 feet. If used on an object, the object is transformed into any creature of CR 8 or less, and serves the sentient polymorph any object faithfully, as though summoned by summon monster I. This version of the ability lasts for 1 minute, after which the object returns to normal (if the creature it transformed into was killed, it returns to its normal form immediately, but is broken). If used on a living creature, roll 1d6 to determine the result. On a result of 1, 2, or 3, the target is transformed into an inanimate object whose size is within 3 size categories of the target's normal size (the transformation lasts for 2d4 rounds). On a result of 4, the target is transformed into a harmless animal as though by baleful polymorph. On a result of 5, the target is transformed into a creature of the sentient polymorph any object's choice as though by the spell polymorph (caster level 20th). On a result of 6, the target is affected as though by the *shapechange* spell (caster level 20th), and can choose what form he takes. Regardless of what is rolled, the target is entitled to a Fortitude save (DC 26) to resist the effect (in the case of baleful polymorph, the Will save DC is also 26). The sentient polymorph any object must wait 1d4 rounds between each use of this ability. The saving throw DC is Charisma-based.

Ecology

These sentient spells are highly bestial in nature, and are much less intelligent than many sentient spells of their spell level. Though they are more mentally capable than most humans, they still think in primarily animalistic and savage ways, and their intelligence is more that of a predator's cunning than any kind of civilized, rational mindset. In addition to being able to sustain themselves on magic, sentient *polymorph any objects* can also draw energy from the act of any object changing shape or form. This means that most *polymorph any objects* depend on magic to survive, but a few can eke out a meager subsistence in blacksmith or pottery workshops, and the like.

Sentient Shield

Floating before you in the air is an oversized shield. Most of its front is a strange, gleaming metallic purple color, with a golden lion emblazoned in the center. The edge of the shield is a bright silver color. The shield seems to have no back, with both sides being identical. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT SHIELD

XP 2,400

NG Medium outsider (spell) Init +3; Senses darkvision 60 ft.; Perception +10 Aura defense (30 ft., +2 AC)

DEFENSE

AC 19, touch 14, flat-footed 16 (+1 deflection, +3 Dex, +5 natural) hp 62 (5d10+35) Fort +10, Ref +4, Will +8 DR 5/magic; SR 15

OFFENSE

Speed 30 ft., fly 30 ft. (perfect) **Melee** slam +7 (1d6+3)

STATISTICS

Str 14, Dex 16, Con 22, Int 10, Wis 14, Cha 11 Base Atk +5; CMB +7; CMD 21 Feats Combat Reflexes, Iron Will, Toughness Skills Diplomacy +5, Intimidate +8, Fly +19, Knowledge (arcana) +8, Perception +10, Sense Motive +10, Spellcraft +8 Languages Common (can't speak); telepathy 50 ft. SQ block attack, greater cover, shield form, spell form

ECOLOGY

Environment any Organization solitary Treasure standard

ileasure standard

SPECIAL ABILITIES

Aura of Defense (Su): All of the sentient *shield's* allies within 30 feet gain a +2 deflection bonus to AC. This does not stack with other deflection bonuses. A sentient *shield* can change which creatures are considered allies for the purposes of this ability as a free action.

Block Attack (Ex): Whenever a creature adjacent to a sentient *shield* is attacked with a melee or ranged weapon (including natural attacks), the sentient *shield* can choose to intercept the attack. If it does, then it becomes the target of the attack, instead of the adjacent creature. Each time the sentient *shield* uses this ability counts against the number of attacks of opportunity it can make each round, and it cannot use this ability if it is unable to make an attack of opportunity.

Greater Cover (Ex): A sentient *shield* provides exceptional soft cover. Whenever a sentient *shield* provides soft cover to a creature, that creature gains a +6 bonus to AC, instead of +4. **Shield Form (Ex):** A sentient *shield* cannot be flanked, and is not subject to critical hits or precision-based damage.

Ecology

CR₄

Perhaps the most friendly and helpful sentient spell, sentient *shields* live to protect and serve in a very real, tangible way. They have a deeply-ingrained dislike of violence of all kinds, and are generally disposed to provide support and protection to anyone they see who is under attack. In fact, protecting others is generally the main way in which sentient *shields* sustain themselves, as they derive energy from being near (or participating in) acts of protection.

Because they are so useful, and are so eager to serve in this fashion, sentient *shields* are often sought out as familiars, guardians, or other companions, and it is most common to find a sentient *shield* in the employ of a specific partner, whom it devotes itself to protecting day in and day out. In some rarer cases, a sentient *shield* might serve as the "mascot" of a group of adventurers, or similar, and protect several at once. Some particularly large and well-connected organizations are able to keep several sentient *shields* on retainer at any given time for the organization as a whole, with dozens of sentient *shields* keeping watch over everyone in the organization's headquarters, or being loaned out on a case-by-case basis to members performing dangerous field work.

For their part, the sentient *shields* are generally more than happy to be used in this way, as they derive great pleasure and satisfaction from protecting others. There can be some tension between a sentient *shield* and its companion, however, if the companion is particularly violent himself: a sentient *shield*'s natural instinct is to prevent violence of every sort, and particularly young or naïve sentient *shields* may find themselves not only protecting their partner or master, but also protecting his enemies, as well. Curbing this tendency requires a certain amount of training, and if the companion is particularly cruel or malicious in combat, or regularly picks fights with those weaker than himself, it's possible that his sentient *shield* may ultimately revolt or abandon him.

For the most part, sentient *shields* are friendly, even to those who are attacking their wards, although they don't let anything compromise their duty to protect their companion. When first formed, sentient *shields* tend to be energetic and bubbly, but over time this slowly fades to a more reserved and peaceful wisdom.

A very small number of sentient *shields* choose not to take dedicated companions or join the employ of a greater organization. While there can be a variety of reasons for this, it is almost always due to a bad previous experience with a dedicated companion. Most such sentient *shields* become mercenaries, selling their protection to anyone willing to pay for it on a day-by-day basis. Others wander freely, of their own accord, offering protection to those who they feel need it.

Sentient Sleep

This creature resembles an old man wearing whiteand-blue striped pajamas, complete with a floppy nightcap. He floats a few feet above the ground, laying practically horizontally and looking down at you as he glides lazily through the sky. Small rivulets of sand fall from his sleeves, but never quite reach the ground. His entire form is suffused with twinkling lights, as though he were made of stardust.

SENTIENT SLEEP

XP 2,400

N Medium outsider (spell) Init +3; Senses darkvision 60 ft.; Perception +10 Aura fatigue (30 ft., DC 17)

DEFENSE

AC 15, touch 14, flat-footed 11 (+1 deflection, +3 Dex, +1 dodge) hp 42 (5d10+15) Fort +7, Ref +4, Will +8 SR 15; Immune sleep

SK 15, IIIIIIuie siee

OFFENSE

Speed 30 ft., fly 30 ft. (perfect) Melee 2 slams +6 (1d6+1 nonlethal) Special Attacks nonlethal touch, sleep dust

STATISTICS

Str 13, Dex 16, Con 16, Int 11, Wis 14, Cha 17 Base Atk +5; CMB +6; CMD 20 Feats Ability Focus (aura of fatigue), Dodge, Iron Will Skills Diplomacy +8, Fly +19, Knowledge (arcana) +8, Knowledge (history) +8, Perception +10, Spellcraft +8 Languages Common SQ spell form

ECOLOGY

Environment any **Organization** solitary

Treasure standard

SPECIAL ABILITIES

Aura of Fatigue (Su): Each creature that enters, or begins its turn within, 30 feet of a sentient *sleep* must succeed on a Will save (DC 17) or become fatigued. Creatures that become fatigued in this way also suffer a -2 penalty on saving throws made to resist sleep effects and any effect that would impose the fatigued or exhausted conditions. Affected creatures remain fatigued for as long as they remain within 30 feet of the sentient *sleep*, and for 1d4 rounds thereafter. The save DC is Charisma-based, and includes a +2 bonus from Ability Focus.

Nonlethal Touch (Su): A sentient *sleep* is incapable of dealing lethal damage. Its slam attacks deal nonlethal damage, instead. The sentient *sleep* does not suffer a penalty to attack rolls as a result of this ability, but he does not have the normal option of suffering a -4 penalty to cause these attacks to deal lethal damage, instead.

Sleep Dust (Su): As a standard action, a sentient *sleep* can produce a pinch of sleeping powder, which it blows in a cloud of sleep-inducing dust. This takes the form of a

15-ft. cone. Each creature in the affected area must succeed on a Will save (DC 15) or fall asleep for 1 hour. Creatures that fall asleep in this way are not awakened by normal noise (including the sound of battle), but can otherwise be awakened normally (harming such a creature in any way, or even touching them as a standard action, wakes them up), and remain asleep for one hour unless they are awakened.

Ecology

CR₄

One of the weakest sentient spells, a sentient *sleep* has proven the undoing of more than one party of adventurers, especially when they work in conjunction with other creatures. Like all sentient spells, a sentient *sleep* needs energy to remain in its sentient state, and this energy can either be raw magical energy, harvested from a spellcaster or magic item, or it can be energy from a phenomenon associated with the sentient spell's essence, which, in this case, is sleep. As a result, a sentient *sleep* is effectively nourished as long as it is close to sleeping, sentient creatures.

In order to secure their supply of sleep energy, most sentient *sleep* spells tend to be drawn to places where there are large numbers of intelligent creatures, and so tend to congregate in cities and similar areas, although they are generally just as at home in the lairs of demihumans or other intelligent monsters, as long as they are numerous enough for their sleeping to support the sentient *sleep*. They can frequently be found in or near goblin or kobold warrens for exactly this reason, and it is not uncommon for them to form a sort of arrangement with those creatures, where they are allowed to stay and feed on the tribe's dreams, as long as they use their ability to put creatures to sleep for the aid of the tribe's hunting efforts. If they spend an extended period of time in such conditions, a sentient *sleep*'s appearance has been known to shift after several months to resemble the creatures with which it has been residing, although the striped pajamas and floppy cap that are part of its appearance never seem to change, no matter what species it is impersonating, or what their typical sleeping attire might be.

Sentient *sleep* spells are also popular with some humans, and are sought after as sleeping aids by the particularly rich and magically-inclined. Some arcane universities employ one or more sentient *sleeps* to enforce curfews for the students. It isn't uncommon for a sentient *sleep* spell to take up residence in a home (typically one inhabited by at least 4 people) without the other residents ever knowing it, remaining hidden, putting the residents of the house to sleep, and feeding on their dreams. Although this is relatively harmless most of the time, if a sentient *sleep* spell takes up residence in a home with fewer people, its influence may cause those living there to suffer from excessive amounts of unwanted sleep, being unable to stay awake throughout the day and constantly tired.

Sentient True Seeing

This creature resembles a giant floating eyeball, from the base of which dangle numerous ropey, red, slime-coated cords about as thick as a man's arm, which spread out around the central eye like the arms of a chandelier. At the end of each of these arms is a smaller eye, and these swivel about furtively, looking in all directions. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT TRUE SEEING

XP 38,400

N Medium outsider (spell)

Init +10; Senses darkvision 60 ft., *true seeing*; Perception +36 Aura clarity (30 ft.)

DEFENSE

AC 29, touch 23, flat-footed 22 (+6 deflection, +6 Dex, +1 dodge, +6 natural) hp 180 (19d10+76) Fort +16, Ref +14, Will +17

DR 10/piercing or slashing; Immune blindness; SR 25

OFFENSE

Speed 5 ft., fly 60 ft. (good)
Melee 6 tentacles +24 (1d8+5 plus)
Ranged ray +26 touch (4d6 electricity plus staggering insight)
Special Attacks dispel illusion, perfect clarity
Spell-Like Abilities (CL 19th, concentration +24)
Constant—true seeing

STATISTICS

Str 20, Dex 22, Con 20, Int 20, Wis 18, Cha 20 Base Atk +19; CMB +24; CMD 47

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Skill Focus (Sense Motive), Weapon Focus (ray)

Skills Fly +32, Knowledge (arcana) +27, Knowledge (history) +24, Knowledge (local) +24, Knowledge (nature) +24, Knowledge (nobility) +24, Knowledge (planes) +27, Knowledge (religion) +27, Perception +36, Sense Motive +36, Spellcraft +27

Languages Aquan, Auran, Common, Ignan, Sylvan, Terran (can't speak); telepathy 100 ft.

SQ spell form

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Aura of Clarity (Su): A sentient *true seeing* exudes an aura that interferes with illusion and other forms of obfuscation. Creatures within 30 feet of a sentient *true sight* spell gain a +10 bonus on Perception and Sense Motive checks, as well as a +5 bonus on saving throws made to disbelieve illusions. **Dispel Illusion (Sp):** As a standard action, a sentient *true seeing* can end a single illusion spell or effect within 60 feet of it. This functions as *dispel magic*, except it only affects illusions, and the sentient *true seeing* spell does not need to make a caster level check: it succeeds automatically.

Perfect Clarity (Su): As a standard action, a sentient *true seeing* can grant a single creature within 60 feet incredible insight. The affected creature gains a +4 insight bonus to attack rolls, AC, saving throws, skill checks, and ability checks for 1 round.

Staggering Insight (Su): A creature that is hit by a sentient *true seeing*'s ray attack experiences an intense vision about his inner nature. The creature must succeed on a Will save (DC 24) or be staggered for 1 round. A creature that fails four such saving throws in the same round (by being hit by all four of the sentient *true seeing*'s rays) is stunned for 1 round, instead.

Ecology

CR 14

Sentient *true seeings* have the potential to be amongst the most harmless of sentient spells, and many are able to achieve a harmonious coexistance with more mundane sentient creatures, albeit a rather one-sided one. The main reason for this is that a sentient *true seeing* can sustain itself with a steady supply of secrets and sensations, allowing them to get what they need simply by observing the actions of other sentient creatures. If left to their own devices, they are often unobtrusive, and simply float about, observing the goings-on of other sentient creatures.

Unfortunately, sentient *true seeings* do not have exceptional ability to hide or disguise themselves, and they have a somewhat disturbing appearance to most intelligent races, which leads most sentient true seeings to be met with fear, and, often, hostility. Curious sentient *true seeings* who allow themselves to be observed often find themselves under attack, and at the very least can expect their subjects to flee from them.

Different sentient true seeings respond to this in different ways. It is not uncommong for a sentient true seeing to become bitter and hateful, at which point they typically begin accosting passersby and demanding to be told something that they did not already know. Should such information be provided, the sentient true seeing departs on its way, leaving the target in relative peace. Otherwise, the sentient *true seeing* attacks. A few lucky sentient *true seeings* are able to find employment, typically as guardians for eccentric mages (who typically provide nourishment in the form of magical sustenance, rather than allowing the sentient true seeing to learn their various secrets), as spies for various nobles, either to keep tabs on their enemies or on their populace, and generally with magical aid from their employer that allows them to pass unnoticed, or as "professional snoops" in mage academies and similar locations, where they are simply given free reign to ignore the students' privacy, provided that they report any major rule infractions to the headmaster.

Sentient Vampiric Touch

This strange creature resembles a man-sized, floating hand with a large, fanged mouth in the center of its palm. The hand's skin is a waxy yellow-white, and the lips are a sickly bluish-purple. Two huge, sharp fangs extend from the top of the mouth. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT VAMPIRIC TOUCH

CR 8

XP 4,800

N Medium outsider (spell) Init +8; Senses darkvision 60 ft.; Perception +14 Aura entropy (30 ft., Fort DC 20, 2d6 negative energy)

DEFENSE

AC 21, touch 17, flat-footed 16 (+3 deflection, +4 Dex, +4 natural) hp 105 (10d10+50) Fort +12, Ref +7, Will +10 Defensive Abilities energy absorption; SR 19

OFFENSE

Speed 30 ft., fly 30 ft. (average)
Melee bite +14 (2d6+4 plus 3d6 negative energy/x4)
Special Attacks oversized bite

STATISTICS

Str 16, Dex 18, Con 20, Int 13, Wis 12, Cha 17 Base Atk +10; CMB +13; CMD 30 Feats Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite) Skills Bluff +16, Intimidate +16, Fly +17, Knowledge (arcana) +14, Perception +14, Spellcraft +14, Stealth +17 Languages Aklo, Common SQ life drain, spell form ECOLOGY

ECOLOGI

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Aura of Entropy (Su): Any creature that enters, or begins its turn within, 30 feet of a sentient *vampiric touch* suffers 2d6 points of negative energy damage. A successful Fortitude save (DC 20) halves this damage. The saving throw DC is Constitution-based.

Energy Absorption (Su): A sentient *vampiric touch* is healed by both positive and negative energy, and is not harmed by either.

Life Drain (Su): Whenever a sentient *vampiric touch* deals negative energy damage to a living creature, it heals 1 hit point for every 2 points of negative energy damage inflicted. If this would cause it to heal beyond its maximum hit points, it gains the remainder as temporary hit points, which last for 1 hour. A sentient *vampiric touch* cannot heal undead with its negative energy: any undead that would suffer negative energy from a sentient *vampiric touch* is unaffected. **Oversized Bite** (Ex): A sentient *vampiric touch*'s mouth is unusually large for its size, and its bite attack deals damage as though it were two size categories larger than it actually is. Additionally, the critical multiplier for its bite attack is x4.

Ecology

While it would be easy to characterize a sentient *vampiric touch* as being evil or malicious, it is far more accurate to describe them as being hungry. Much like the undead for which they are named, sentient *vampiric touches* require the life force of living creatures in order to survive and maintain their sentient states. Though they can subsist on magical energy, instead, doing so is about as satisfying as a humanoid creature subsisting on nuts and berries, and does not truly satisfy the sentient *vampiric touch's* hunger, which is a constant presence in its unnatural existence. As a result, they tend to prefer preying on living creatures, but this does not make them any more evil than any other predatory creature.

In fact, sentient *vampiric touches* are one of the few sentient spells that are able to sustain themselves without interaction with other intelligent creatures, for they can feed on the life essence of animals (and, according to claims by certain magical researches, even plants, although these claims have yet to be substantiated). For this reason, sentient vampiric touches are among the easiest of sentient spells to maintain, and as long as one is careful to take precautions to prevent the sentient spell from biting the hand that feeds it, it is no great task to keep one fed on stray animals and livestock. For this reason, a sentient *vampiric touch* is likely among the most common sentient spells to be found in the hands of a non-spellcaster. Though they are quite intelligent, sentient vampiric touches do not seem to mind overly much being treated as pets by such individuals, provided that they are kept well-fed, and are not otherwise mistreated. The greatest difficulty in keeping a sentient vampiric touch is that it must be kept a safe distance from other living creatures, as it can drain away life force from up to 30 feet away with its aura of entropy ability.

A few sentient *vampiric touches* have been known to move beyond their kind's predatory tendencies and question the morality of the feeding on the life force of other creatures. Some such sentient *vampiric touches* swear off feeding on sentient creatures, while others swear off feeding on life force altogether, subsisting on magic, instead. Still others choose to feed only upon evil creatures, or other specific targets that they feel are more deserving victims. These vigilante sentient *vampiric touches* can often become the subjects of both widespread adoration and of underworld rumors, although typically their identity remains unknown (particularly in the case of widespread adoration).

Sentient Web

This creature resembles a giant spider, but its entire body is made of tightly woven webs, which seem to twist and writhe independently as the creature moves, with small tendrils of webbing flailing about in the air all over its body. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT WEB

CR6

XP 2,400

N Large outsider (spell) Init +5; Senses darkvision 60 ft.; Perception +11 Aura writhing webs (30 ft.)

DEFENSE

AC 19, touch 16, flat-footed 14 (+2 deflection, +5 Dex, +3 natural, -1 size) hp 92 (8d10+48) Fort +11, Ref +11, Will +2 DR 5/slashing; SR 17 Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +10 (1d8+3), 4 tentacles (1d3+1 plus grab)
Space 10 ft.; Reach 5 ft.
Special Attacks spit web, web spray

STATISTICS

SPECIAL ABILITIES

Str 16, Dex 20, Con 21, Int 13, Wis 10, Cha 15 Base Atk +8; CMB +12 (+20 grapple); CMD 29 Feats Ability Focus (web spray), Combat Reflexes, Power Attack, Toughness Skills Acrobatics +13, Climb +22, Knowledge (arcana) +12, Knowledge (engineering) +12, Perception +11, Spellcraft +12, Stealth +12 Languages Aklo, Common SQ spell form, sticky body ECOLOGY Environment any Organization solitary Treasure standard

Spit Web (Su): As a standard action, a sentient *web* can spit a glob of sticky webbing which explodes on impact, filling a 5-foot-square area with sticky webs. Treat this as a ranged touch attack with a range increment of 20 feet. If the sentient *web* successfully touches a creature with this attack, that creature becomes entangled by the webbing, which anchors to the ground in that square, preventing the creature from moving. The entangled creature can escape the webbing with an Escape Artist check or a Strength check (DC 19 in either case). Either way, attempting to escape is a standard action that provokes attacks of opportunity. If the sentient *web* fails to touch a creature, but successfully touches a square, that square becomes filled with sticky webbing, and is treated as difficult terrain.

Sticky Body (Ex): A sentient *web*'s body is comprised entirely of sticky webbing. This grants the sentient *web* a +8 racial bonus on combat maneuver checks made to initiate or maintain a grapple. Additionally, whenever a creature successfully hits a sentient *web* with a melee attack with a manufactured weapon, the sentient *web* may make a disarm combat maneuver as a free action that does not provoke attacks of opportunity. The sentient *web* suffers a -8 penalty on combat maneuver checks made in this way. If the disarm attempt is successful, the weapon remains stuck to the sentient *web*'s body. Adjacent creatures can attempt to remove it with a disarm combat maneuver, or with a Strength check. In the case of a Strength check, this is a standard action that provokes attacks of opportunity, and the DC is 18.

Web Spray (Su): Once per day, as a standard action, a sentient *web* can spray a massive amount of webbing in a cone in front of it. This functions as the *web* spell, except that its area is a 30-foot cone. The caster level for this effect is 8, and the saving throw DC is based on the sentient *web*'s Charisma modifier, and includes a +2 bonus from Ability Focus.

Writhing Webs (Su): All webbing within 30 feet of a sentient web writhes and twists as though animated. This increases any DCs associated with the webbing (including Escape Artists and Strength DCs to escape the webbing, Reflex DCs to avoid becoming entangled, and so on) by +2, and also causes any creature entangled, grappled, or otherwise affected by such webbing to suffer 1d4 points of damage at the beginning of their turn each round. This effect applies to all webbing, including webbing not created by the sentient web (such as that created by a giant spider or by a normal web spell).

Ecology

Sentient *webs* live to entrap and imprison living creatures, especially intelligent ones. They literally draw their sustenance from such things, and maintain their sentient existence from the peculiar cocktail of fear, despair, and general helplessness that seems to come from being held captive against one's will. While a sentient *web* that came to inhabit a prison could likely sustain itself without any further effort on its part (and, in fact, many seek out prisons and dungeons for just this reason), those that are not so fortunate must entrap their victims themselves.

As a result, most sentient *webs* behave very similar to the spiders that fashion their mundane, non-living counterparts. They lie in wait, preparing to ambush any passersby, and, when the opportunity arises, capture their prey in sticky webbing. Whereas a spider would then proceed to devour their victim, a sentient *web* will simply hold their victim indefinitely, doing everything they can to ensure their prey's survival for as long as possible (for the longer the prey lives, the longer the sentient *web* can continue to feed upon them). To this end, the sentient *web* may drag the victim to a nearby source of food, or may even allow one captured victim to eat a smaller captured victim.

Sentient Wish

At first glance, this creature appears to be some kind of genie or efreet, with a muscular humanoid body and a swirling vortex of magical energy in place of legs. Its chest is bare, but a pair of golden bracers adorn its wrists. Its body seems to be made of a shimmering rainbow of colors, which somehow manage to blend into a single, eldritch hue. Its entire form is suffused with twinkling lights, as though it were made of stardust.

SENTIENT WISH

CR 20

XP 307,200 N Large outsider (spell) Init +10; Senses darkvision 60 ft.; Perception +40 Aura reflected magic (120 ft.)

DEFENSE

AC 36, touch 26, flat-footed 29 (+9 deflection, +6 Dex, +1 dodge, +10 natural)

hp 387 (31d10+217); fast healing 15

Fort +25, Ref +18, Will +25

DR 15/epic; SR 31; Immune ability damage, ability drain, energy drain; Resist acid 20, cold 20, electricity 20, fire 20, sonic 20

OFFENSE

Speed 40 ft., fly 120 ft. (perfect)

Melee 2 slams +37 (1d8+7 plus 2d6 acid plus 2d6 cold plus 2d6 electricity plus 2d6 fire plus 2d6 sonic plus magic drain) Special Attacks

Spell-Like Abilities (caster level 25th; concentration +32)

At Will—any spell of 8th-level or lower from the sorcerer/ wizard spell list

3/day—any empowered spell of 8th-level or lower from the sorcerer/wizard spell list, any quickened spell of 6th-level or lower from the sorcerer/wizard spell list, *wish*

STATISTICS

Str 25, Dex 22, Con 22, Int 23, Wis 23, Cha 25 Base Atk +31; CMB +39; CMD 64

Feats Ability Focus (magic drain), Awesome Blow, Blind-Fight, Combat Reflexes, Dodge, Empower Spell-Like Ability, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Toughness

Skills Bluff +38, Diplomacy +38, Fly +46, Knowledge (arcana) +46, Knowledge (planes) +40, Perception +40, Perform (oratory) +38, Sense Motive +40, Sleight of Hand +37, Spellcraft +46, Stealth +36, Use Magic Device +41 Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Terran

SQ spell absorption, spell form

ECOLOGY

Environment any Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Reflected Magic (Sp): Whenever any creature casts a spell within 120 feet of a sentient *wish*, the sentient *wish* can immediately cast the same spell as a spell-like ability. The spell in question must be of 8th level or lower, or else appear on the sorcerer/wizard spell list (at any level), or the sentient *wish* is unable to copy it in this way. The sentient *wish*'s copied version of the spell is resolved immediately after the triggering spell, but the sentient *wish* makes all necessary choices (such as targets, modes, etc.). Each use of this ability counts against the number of attacks of opportunity that the sentient *wish* can make each round, and it cannot use this ability if it does not have any attacks of opportunity remaining.

Magic Drain (Su): Whenever a sentient *wish* hits a creature with its slam attack, it siphons off some of that creature's magical energy. If the creature is a spellcaster, he must succeed on a Fortitude save (DC 34) or lose one of his highest-level prepared spells (or unused spell slots, if he is a spontaneous caster), chosen at random. If the creature is not a spellcaster, or has already cast all of his spells for the day, this instead affects the magic item in his possession of the highest caster level, which must succeed on a Fortitude save or lose all magical properties for 24 hours. The saving throw DC is Charisma-based, and includes a +2 bonus from Ability Focus.

Spell Absorption (Su): Whenever a spell fails to overcome a sentient *wish*'s spell resistance, it absorbs the spell, healing 5 hit points per spell level of the absorbed spell. Any excess hit points are gained as temporary hit points, instead. These temporary hit points last for 1 hour.

Ecology

Just as *wish* is widely regarded as the penultimate and most powerful spell available to mortals (rivaled only by its divine counterpart, *miracle*), a sentient *wish* is believed to be one of the most powerful sentient spells, if not the most powerful, and in many ways the most dangerous. As with all other spells, a sentient *wish* is able to draw magical sustenance from proximity to a certain ideal or abstract concept, but unlike most other sentient spells, the exact ideal or concept that sustains a sentient wish is different for each sentient *wish*, with no apparent rhyme or reason behind them.

Unlike most sentient spells, sentient *wishes* are almost universally regarded as far too dangerous and unpredictable to associate with, and are rarely found in the employ of wizards or others who might be able to provide the kind of magical power needed to sustain them in the absence of their more normal sustenance. Those few who do try to tame these incredible manifestations of raw magical power almost always live to regret the fact, although many of them do not live to regret it for very long.

Appendix 4: Contributors

Many readers have written to me and asked me how exactly Advanced Arcana books come about. Many make the mistake of assuming that all of the spells in these books that do not bear someone else's name must have been invented by me, and marvel at my seeming ability to research dozens of new spells each year. In fact, little could be further from the truth.

Each year, when it comes time to begin the compiling of a new Advanced Arcana, I first find a topic of magical research that I want the book to focus upon. With the first Advanced Arcana, I set out to disprove the Astocthan model of spell nodes, which had, until that time, been universally accepted as truth in the arcane community. Since then, we have explored spells that can be cast in multiple ways for different effects, spells that had previously not been classified as spells at all, and the nature of the schools of magic and how they interact with one another. This year, I attempted to examine the radical claims that magic is, itself, an intelligent and independent force.

Whatever the topic of research is determined to be, the next step is to begin researching it. I have a modest personal library to draw upon for such things, and, through my connections at Siribellion Academy of Magical Arts, I have access to the Grand Library located on those hallowed grounds, as well. Sometimes, I even call upon my colleagues, or visit other arcane academies, in order to further research particularly obscure or hard to find tomes. I will spend weeks, and occasionally months, in this stage, researching the topic of inquiry for the book day and night and poring over countless tomes until I am able to develop some strong theories, sources, and an overall starting point for the project. Often during this phase I make note of spells that seem to relate to the issue at hand, and *I keep track of these, so that I can include them in* the finished volume.

That said, it is important to me that Advanced Arcana do more than simply reprint existing spells that could be found in the libraries of the world. In addition to simply exploring magical theory and pushing the boundaries of our knowledge of how magic works, these tomes are also meant to be a place for recording spells that would otherwise be lost and forgotten, and not only preserving those spells for future generations, but also making them more widely available for mages of today to learn from and use in their everyday lives.

For this reason, the next step in the compilation of a volume of Advanced Arcana is

to begin collaborating with other mages who are willing to share their insights and wisdom into the topic of inquiry, and perhaps add a few spells to the tome, as well.

In my time as a Magus of the Ivory Order, I have made more than a few contacts in the arcane world, and this number has only grown through my work on Advanced Arcana volumes. These days, when I begin a new volume of Advanced Arcana, I simply reach out to these major contributors and see who is willing to be involved in the project. For those who are, I meet with them in order to discuss the magical theories and practical applications involved, and, in some cases, even perform some experimentation. These major contributors are indispensible to the creation of an Advanced Arcana volume, and I seriously doubt that I could have produced a single one of these books without the help of these upstanding individuals.

This section describes each of the major contributors who aided in the creation of this particular installment of Advanced Arcana, and along with their credentials is a brief explanation of their personality and character, as well as my own experience with them, which the reader is encouraged to consider when reading over their contributions to this book (after all, it is always important to consider the source of every piece of information, so that it can be better understood in context).

Before jumping into that, however, I want to point out the one other source of spells for Advanced Arcana volumes. With each of these books that I produce, I always ensure that I take the time to travel the countryside and meet with local hedge-wizards, witches, magicians, and other mages who make their living in small, isolated, rural communities, and swap spells and theories with them, as well. These individuals may not possess the same level of academic refinement as those who have graduated from an arcane college, but they are nonetheless resourceful and ingenious individuals, each of whom has something to contribute to the arcane community, but many of whom are either too isolated to do so directly, or have been ridiculed and scorned by the established orders. These individuals are far too numerous to be called out directly in this section, but it is critical to remember that, like magic as a whole, each volume of Advanced Arcana depends as much on the small contributions of a great many contributors just as much as it does on the larger contributions of a few.

~Kabaz M. Anvitz, M. 9.0

Ardesalf, the Ancient Sage

A surprisingly spry old man of mild voice and demeanor, with snow-white hair and beard, dressed in plain grey robes. He does not walk upon the ground, but rather floats a few inches above it.

ARDESALF, THE ANCIENT SAGE

XP 307,200 Male human wizard 20 LN Medium humanoid (human) Init +2; Senses Perception +25

DEFENSE

AC 12, touch 11, flat-footed 10 (+2 Dexterity) hp 92 (20d6+20)

Fort +6, Ref +10, Will +19

OFFENSE

Speed 30 ft.

Melee masterwork dagger +11/+6 (1d4-1/19-20)

Special Attacks hand of the apprentice (10/day), metamagic mastery (6/day)

Wizard Spells Prepared (CL 20th; concentration +27) 9th—foresight, gate, invoker's window^{AA4}, mage's

disjunction

8th—Ardesalf's mental library*, Ardesalf's unraveling^{AA4}, discern location, polar ray

7th—Ardesalf's sure sensor* (DC 25), create plasmic servant^{AA4}, planeshift (DC 24), spell turning, vision

6th—analyze dweomer, chain lightning (DC 23), legend lore, planar binding, true seeing

5th—contact other plane, dismissal (DC 22), major creation, telepathic bond, teleport

4th—arcane eye, Ardesalf's arcane examiner* (DC 23), dimension door, lucent field^{AA4}, scrying (DC 23)

3rd—arcane sight, Ardesalf's assessment^{AA4}, clairaudience/ clairvoyance, displacement, explosive runes, tongues

2nd—alter self, detect thoughts (DC 21), fog cloud, extended mage armor, obscure object, see invisibility

1st—alarm, comprehend languages, endure elements, identify, 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 +10; CMB +9; CMD 21

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.

Background

CR 20

Ardesalf is, simultaneously, a very complex and mysterious man, and a very simplistic one. I first became acquainted with him while doing research for the first volume of *Advanced Arcana*, and he proved instrumental in that book's creation. Ever since, he has proven to be an endless font of insight and spell lore, and has had the good will to continue to collaborate with me and provide spells from his own personal (and rather extensive) collection for each volume since.

Ardesalf, though human, claims to be over seven hundred years old (I have attempted to get him to divulge the secret of his apparent longevity, to no avail; he claims that the world is not yet ready for such secrets). He currently resides in a demiplane of his own creation, which can be accessed, among other ways, from a small temple at the top of Mount Garagus, in the Ontipputa mountain range. Although relatively humble in appearance, the man's personal realm is quite large for one created by a mortal. There are a few small living areas and workshops (all of which are quite terribly cluttered; it is a wonder that the man can find anything, sometimes), but the vast majority of the realm is a seemingly endless library which goes on, as near as I can tell with the best divination magic available to me, for miles in every direction.

Ardesalf himself is a kindly man, with a great love for knowledge and discovery, but I fear that though his years may not show heavily on his body, they may be beginning to take a toll on his mind. It is a common expression, in some lands, to say that one has "forgotten more than you will ever know." If this is saying can be true of anyone, I have no doubt that, unfortunately, it is true of Ardesalf. Though he is still quite knowledgeable, and easily a peer for any other scholar I have met, he is nonetheless quite forgetful, and prone to wander off on long, unrelated tangents while he is speaking, as though the knowledge within him was straining to escape.

While all of this has been true of Ardesalf since the day I met him, several years ago, I fear that recently he has begun to take a turn for the worse. Though he remained as insightful and helpful as ever during my time with him for this volume of Advanced Arcana, I found that he would often become lost and confused during our conversations, and on a few occasions, it seemed that he did not ever remember who I was any more. I have attempted to persuade him to see a healer, but he refuses to leave his demiplane in order to do so. Thankfully, he is at least somewhat aware of his condition, and, on his better days, has begun researching the issue himself. Still, I worry what will happen if he (and I, for I have also dedicated myself to helping cure him of his affliction) fails, not only to the great stores of knowledge which he curates, but also to a great man, that I consider a personal friend.

To my readers, I urge you, if you can, to take the time to visit Ardesalf now, and benefit from his knowledge, before too much time passes, and his gifts are lost forever.

Bertram Ollander (Ollander the Blue)

A remarkably plain and unassuming man, with brown hair and brown eyes. He is clean-shaven, and wears his hair short, sporting large, thick spectacles. He wears robes of a deep, but not overly ostentatious, blue, and speaks with a soft, soothing voice.

BERTRAM	OLLANDER	CR 13
TTD (

XP 25,600 Male human wizard (enchanter) 13 LG Medium humanoid (human) Init +1; Senses Perception +19

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dexterity) hp 74 (13d6+26)

Fort +5, Ref +5, Will +8

OFFENSE

Speed 30 ft.

Melee +1 *dagger* +8/+3 (1d4+1)

Special Attacks aura of despair (13 rounds/day)

Arcane School Spell-Like Abilities (CL 13th; concentration +19)

9/day—dazing touch

Enchanter Spells Prepared (CL 13th; concentration +19) 7th—silent still *telekinesis*

6th—greater heroism, Ollander's unwilling puppet* (DC 24), permanent image (DC 22)

5th—dream, persistent image (DC 21), symbol of sleep (DC 23), telekinesis

4th—crushing despair (DC 22), extended heroism, Ollander's controlled confusion* (DC 22), Ollander's strip mind^{AA3} (DC 22), rainbow pattern (DC 20)

3rd—deep slumber (DC 21), heroism, Ollander's mental doorway* (DC21), rage (DC 21), tongues

2nd—daze monster (DC 20), hideous laughter (DC 20), invisibility, Ollander's mental fortitude^{AA3}, nonviolent resolution* (DC 20), scorching ray

1st—charm person (DC 19), comprehend languages, hypnotism (DC 19), mage armor, sleep (DC 19), spell lock* (DC 17)

o—acid splash, detect magic, flare (DC 20), ray of frost Opposition Schools conjuration, divination

STATISTICS

Str 10, Dex 12, Con 12, Int 22, Wis 10, Cha 12 Base Atk +6; CMB +6; CMD 17

Feats Alertness, Extend Spell, Iron Will, Greater Spell Focus (enchantment), Improved Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Sense Motive), Spell Focus (enchantment), Still Spell, Widen Spell

Skills Bluff +5, Diplomacy +18, Fly +17, Intimidate +5, Knowledge (arcana) +22, Knowledge (local) +22, Perception

+19, Sense Motive +23, Spellcraft +22, Swim +13 Languages Common, Dwarven, Elven, Giant, Gnome,

Halfling, Orc

SQ arcane bond (bonded item [medallion of thoughts]), enchanting smile

Gear +1 dagger, headband of vast intelligence +2, medallion of thoughts, ring of mind shielding

Background

Known in some circles as "Ollander the Blue," Bertram is a shining example of an enchantment expert who does not abuse his power. While most mages who focus in that particular school use it only to warp and abuse the minds of others, violating their mental sanctity and turning them into little more than puppets, Ollander uses his expertise to craft enchantment spells which are effective, but are as undamaging to the target's mind as possible, and far less morally ambiguous than spells such as *dominate person* (or even *charm person*, for that matter).

While Bertram initially came to my attention, during the compilation of Advanced Arcana Volume III, due to the fact that he seemed to specialize in enchantment spells that actually enhance the target's mind, rather than circumvent or subdue it, these were not the kinds of spells that he felt were needed during this particularly dark and harrowing time for mages¹. Still, while spells such as Ollander's controlled confusion and Ollander's unwilling puppet are much less refreshing and wholesome than previous favorites like Ollander's mental boon and Ollander's mental fortitude, they not only serve a very necessary purpose, in providing spells that can be used to protect their caster against attackers, but they also do so in a way that is less likely to end in bloodshed and unnecessary loss of life than spells like fireball or disintegrate, and are much less invasive and damaging to the mind than spells like feeblemind or modify memory, and it is the mark of a true gentleman to respect the sanctity and value of the mind as much as possible.

While many enchanters squander their talents serving their selfish desires and setting themselves up as would-be tyrants, Bertram devotes his time and energy to the betterment of others. Until recently, he had served as a teacher in the academy of Rassilon, where he taught applied and advanced enchanting classes, developed new spells, and sculpted the minds of up and coming young wizards (through teaching, of course, not through magic). Two years ago, however, an unfortunate incident occurred between one of Bertram's young students, who turned out to be quite emotionally unstable, and the Dean of Enchantments, which unfortunately resulted in death. Bertram has since taken on that prestigious position, and while his schedule did not allow him to contribute to the previous volume of Advanced Arcana, I am quite glad that he was able to find the time to donate a few spells to this volume.

A stolid supporter of learning and higher education, Bertram has published numerous books on enchantment, for both spellcasters and non-spellcasters alike. I was personally involved in the creation of his most recent book: *Applied Enchantment: Mastery of the Mind*, but his numerous other works on the subject are phenomenal resources. I particularly recommend *Mindshield: The Art of Mental Defense*, which focuses on ways to combat common enchantment techniques, and *Enlightened Enchantment*, a collection of essays about the moral implications of mental magic, to which he contributed.

1. If you are fortunate enough not to understand what I am referring to with this statement, see the entry on another contributor, Sorvithal the Defiler.

Bjorndach, the Green Friar

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.

BJORNDACH, THE GREEN FRIAR

CR 12

XP 19,200 Male human druid 13 N Medium 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 resist nature's lure; Immune poison

OFFENSE

Speed 30 ft.

Melee +1 club +12/+7 (1d6+4) Special Attacks wild shape 5/day

Spells Prepared (CL 13th; concentration +19)

7th—*Bjorndach's dire storm*^{AA4} (DC 23)

6th—fire seeds, greater dispel magic, mass bull's strength

5th—baleful polymorph (DC 21), call lighting storm (2) (DC 21), control wind

4th—air walk, control water, command plants (DC 20), ice storm, spike stones

3rd—call lightning (2) (DC 19), plant growth, sleet storm, wind wall

2nd—Bjorndach's avian assistant^{AA4}, bull's strength, gust of wind (DC 18), lesser restoration, owl's wisdom, tree shape

1st—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 bond (bear animal companion), nature sense, trackless step, wild empathy +13, woodland stride

Gear +1 club, +1 hide armor, amulet of natural armor +1, headband of inspired wisdom +4

Background

While Advanced Arcana, as a series, focuses primarily on the arcane arts (for this is my own area of knowledge and expertise, and the arcane practices and formulae lend themselves so much better to the kind of studious and measured approach that Advanced Arcana endeavors to approach magic with), I feel it is nonetheless important to represent magic from a wide variety of viewpoints, because even if one does not intend to cast spells as a druid or cleric would, it can be valuable to understand magical practices and phenomena through the lenses of these approaches.

Bjorndach and I came to be acquainted, therefore, as I searched for a member of the druidic community to contribute to the previous volume of the series, and thankfully the man was willing to lend his assistance once again for this volume. Beyond having my personal and professional respect, Bjorndach is also one of the only druids 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 for Advanced Arcana Volume IV 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 these encounters largely unscathed). This is particularly troubling, considering the fact that many druid spells and practices are simply passed on through oral tradition from one druid to another (an unsafe method of ensuring their continued survival, to say the least), and I am glad that, through Bjorndach, Advanced Arcana can preserve these spells in a fashion that allows them to remain for future generations to study and perhaps even use.

Bjorndach is an eccentric man, even for a druid. 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. Unlike many druids, he does not have a hatred of farms, cities, or similar aspects of culture and civilization. While he does preach the importance of understanding and living in harmony with the world around us, and he certainly lives a very rough life himself, with few possessions, threadbare clothes, and spending each night under the stars, he does not want or expect humanity to regress to the days of our savage ancestors. I like to think that, in much the same way that I hope that Advanced Arcana will help awaken a love of magic and academia in readers, that Bjorndach so hopes to inspire a love of the natural world, with all its amazing flora and fauna, in those to whom he preaches.

While Bjorndach was able to assist in this book's creation, as well as the last, he was somewhat preoccupied with an unfortunate incident involving a rogue druid who was transforming local children into animals. I was glad to assist, and we were able to recover all but one of the children, but the culprit regrettably eluded capture.

Gnome-Eater

There are many who would say that it is difficult to tell one troll from another, but even for these Gnome-Eater stands out. She wears the fur of an exotic black-and-white striped creature, fashioned into a crude but nonetheless recognizable dress. Her tusks are always tipped with some strange and unusual object, such as sparrows' heads, apples, or crumpled balls of parchment, which have been shoved onto the pointy bits.

GNOME-EATER

CR 14

XP 38,400 Female troll sorcerer 12

CN Large humanoid (giant)

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 armor, +3 Dexterity, +5 natural, -1 size) hp 179 (6d8+12d6+108); regeneration 5 (acid or fire) Fort +15, Ref +8, Will +13

OFFENSE

Speed 30 ft.

Melee bite +13 (1d8+4), 2 claws +13 (1d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+6)

Bloodline Spell-Like Abilities (CL 12th; concentration +18) 9/day—laughing touch

Spells Prepared (CL 12th; concentration +18) 6th (4/day)—mass suggestion (DC 24), mislead (DC 22) 5th (6/day)—Gnome-Eater's arcane destabilizer*, reckless

fulmination*, tree stride

4th (7/day)—Gnome-Eater's merry jig* (DC 22), living web* (DC 20), poison (DC 20), ruinous burst* (DC 20)

3rd (7/day)—deep slumber (DC 21), explosive runes (DC 19), fireball (DC 19), major image (DC 19), rage (DC 21)

2nd (8/day)—create pit^{APG} (DC 18), darkness, glitterdust (DC 18), Gnome-Eater's undead uprising*, hideous laughter (DC 20), touch of idiocy (DC 20)

1st (8/day)—alarm, charm person (DC 17), entangle (DC 17), memory lapse^{APG} (DC 17), unseen servant, wild leap*

o (at will)—arcane mark, dancing lights, detect magic, ghost sound (DC 16), light, mage hand, message, prestidigitation, ray of frost

Bloodline fey

STATISTICS

Str 19, **Dex** 16, **Con** 23, **Int** 8, **Wis** 13, **Cha** 23 **Base Atk** +10; **CMB** +15; **CMD** 28

Feats Combat Casting, Improved Initiative, Intimidating Prowess, Eschew Materials, Greater Spell Penetration, Iron Will, Quicken Spell, Skill Focus (Perception), Spell Penetration

Skills Intimidate +8, Perception +10, Spellcraft +14 Languages Giant

SQ bloodline arcana (+2 to saving throw DC of compulsion spells), deviant build, fleeting glance (12 rounds/day), woodland stride

Gear bracers of armor +2, dust of dryness, feather token

(swan boat), feather token (tree) (2), headband of alluring charisma +2, potion of disguise self, potion of invisibility, potion of protection from law, potion of true strike

SPECIAL ABILITIES

Deviant Build: Gnome-Eater has a much higher Charisma score than a normal troll. On the other hand, she is not very interested in material wealth, and has only half as much treasure as a heroic NPC of her level should. These two unusual traits cancel each other out, resulting in no net change to her CR.

Background

I have dealt with my fair share of deviants and pranksters, but it is my firm belief that never shall I meet one quite so inscrutable as Gnome-Eater, a troll sorceress who, if the stories are to be believed (and I personally believe them) is so unbearable that her own tribe would not abide her presence. If she has another name, rather than the grim title that she insists on being called by, it is unknown. When I inquired about the nickname that she uses, she claimed that she did, in fact, gain the moniker by devouring a gnome, alive no less, on a bet. She is, first and foremost an agent of chaos, and that seems to be about the only thing that she and I can agree on (in fact, she is so contrary in nature that I suspect that it is the only thing that she agrees with anyone about).

I first became aware of Gnome-Eater from rumors of an unusual troll mage with access to strange and unusual magic. This capricious individual had been terrorizing villages up and down the Verdant Coast, leaving a trail of chaos in her wake. In one town, she apparently transmuted the houses and furniture into eggshells, while in another she animated a statue of the town's founder, who she set to destroying the place, amongst numerous other acts of chaos. Beyond this, however, in numerous places she had been confronted by local mages, who were awed at her ability to seemingly cast a spell without any effort, claiming that this was something far more unusual than any mere quickened spell, but they also reported that she would apparently cast spells for no clear reason, or seemingly cast the wrong spell at various times.

Unable to resist learning the source of these strange occurrences, I began investigating the matter myself, and take no small pride in the fact that I was able to aid local officials in eventually capturing the renegade sorceress, who is now securely sequestered away from society, where she can do no harm.

Because she has no spellbook, I was forced to interview her in order to determine the secrets behind her spells. While she proved quite hostile at first, I was eventually able to convince her to part with some of her knowledge, in exchange for ensuring that she received a few small comforts in her cell. Though the troll herself used her magic to sow chaos and discord, I believe that the spells that I learned from her, including the first automatic spells, will prove key to unlocking future means of enabling us to shed the cumbersome restrictions of verbal and somatic components in spellcasting, without sacrificing efficiency.

Heridus the Unassailable

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.

HERIDUS THE UNASSAILABLE

CR 17

XP 102,400 Male human wizard (abjurer) 18 LN Medium humanoid (human) Init +1; Senses Perception +20

DEFENSE

AC 20, touch 14, flat-footed 18 (+4 armor +1 Dexterity, +2 deflection, +1 dodge, +2 natural) hp 83 (18d6+18) Fort +10, Ref +11, Will +17

Defensive Abilities energy absorption (54/day); **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee +*1* dagger +10/+5 (1d4+1)

Special Attacks protective ward

Abjurer Spells Prepared (CL 18th; concentration +27) 9th—Heridus's final contingency AA4, Heridus's perfect

protection^{AA2}, imprisonment (DC 30), shades (DC 30) 8th—Heridus's shocking decoy ^{AA4} (2) (DC 29), maze (DC

27), mindblank, protection from spells

7th—Heridus's counterscry, Heridus's panic room^{AA2}, plane shift, sequester, spell turning

6th—globe of invulnerability, guards and wards (DC 27), Heridus's damning decoy ^{AA4} (DC 27), Heridus's

invunerabilty^{AA2}, Heridus's twin wards^{AA4}, true seeing

5th—break enchantment, dismissal (DC 26), Heridus's instant retrieval^{ANAB}, mage's private sanctum, prying eyes, secret chest, teleport

4th—detect scrying, dimension door, fire trap (DC 25), lesser globe of invulnerability, scrying (DC 23), secure shelter, stone skin

3rd—dispel magic, explosive runes (DC 24), Heridus's planned protection ^{AA4} (3), nondetection (DC 24), secret page

2nd—arcane lock, detect thoughts (DC 21), fog cloud, Heridus's emergency ward^{AA2} (2), obscure object, protection from arrows, resist energy

1st—alarm, Heridus's personal asylum* (DC 22), hold portal, mage armor, protection from chaos, protection from evil, magic missile, shield

o—daze, detect magic, light, prestidigitation Opposition Schools enchantment, transmutation

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 28, **Wis** 14, **Cha** 10 **Base Atk** +9; **CMB** +9; **CMD** 23

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, 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, Sylvan
SQ arcane bond (bat familiar), protective ward (9 rounds, +4 deflection, 12/day)
Gear +1 dagger, amulet of natural armor +2, bracers of armor +4, cloak of resistance +2, headband of vast intelligence +6, ring of protection +2.

Background

Also known as Heridus the Insecure, this enigmatic mage was one of the most difficult for me to reach, and he has since found ways to make even that difficult method an impossibility. Though we have continued to collaborate since that initial meeting, our communication is strictly one-way: I meet with him when he is willing to reach out to me, and he remains unreachable by every method I have employed to reach him.

I first became aware of Heridus during research for a previous volume of *Advanced Arcana*, 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 original rise to power (not to be confused with his current activities), 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. 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 how I did so I will keep to myself, out of respect to my colleague, and, I can say from experience, have since been addressed by Heridus, in any case).

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.

Sorvithal the Defiler

Corpse-like even when he was alive, in death, Sorvithal bears an even more terrifying countenance. His waxen and pallid flesh is magically preserved, and even his messy dark brown hair remains intact, but his eyes are gone, replaced by glowing motes of blue-green flames.

SORVITHAL THE DEFILER

XP 204,800

Male lich human wizard (necromancer) 17 NE Medium undead Init +1; Senses darkvision 60 ft.; Perception +29

Aura fear (60-ft. radius, DC 21)

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dexterity, +5 natural) hp 113 (17d6+51)

Fort +10, Ref +6, Will +13

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee +2 *vicious dagger* +10/+5 (1d4+2 plus 2d6 vicious), touch +3 (1d8+8 plus paralyzing touch)

Special Attacks channel negative energy (DC 21, 14/day), paralyzing touch (DC 21)

Arcane School Spell-Like Abilities (CL 17th; concentration +23)

14/day—grave touch

Necromancer Spells Prepared (CL 17th; concentration +23) 9th—enslave soul^{AA3} (DC 32), Sorvithal's blackest curse^{AA3} (DC 32), wail of the banshee (DC 32)

8th—*clone, create greater undead,* quickened *enervation, horrid wilting* (DC 31)

7th—control undead (DC 30), maximized enervation, finger of death (DC 30), quickened vampiric touch, spell turning

6th—circle of death (DC 29), create undead, eyebite (DC 29), repulsion (DC 27), Sorvithal's aura of decay* (DC 29), soul sieve^{AA3} (DC 29), maximized vampiric touch

5th—blight (DC 28), hold monster (DC 26), magic jar (DC 28), mind fog (DC 26), Sorvithal's withering hex^{AA2}, summon the twisted gallows (DC 26), teleport

4th—animate dead, bestow curse (DC 27), contagion (DC 27), fear (DC 27), enervation (2), maximized ray of enfeeblement (DC 24)

3rd—displacement, gaseous form, hold person (DC 24) (2), protection from energy, ray of exhaustion (DC 26), vampiric touch

2nd—blindness/deafness (DC 25), corpsedance^{AA2}, ghoul touch (DC 25), false life, momentary weakness^{AA3} (DC 25), spectral hand (2), Sorvithal's blackest curse^{AA3} (DC 25)

1st—cause fear (DC 24), chill touch (DC 24), disguise self, midnight bolt^{AA2}, obscuring mist, ray of enfeeblement (DC 24), unseen servant, vampire's caress (DC 24)

o—detect magic, ghost sound (DC 21), mage hand, prestidigitation

Opposition Schools evocation, illusion

STATISTICS

CR 19

Str 10, Dex 12, Con —, Int 32, Wis 12, Cha 16 Base Atk +8; CMB +8; CMD 19

Feats Brew Potion, Command Undead, Eschew Materials, Extend Spell, Great Fortitude, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Iron Will, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Penetration **Skills** Appraise +31, Bluff +16, Craft (alchemy) +31, Fly +21, Intimidate +23, Knowledge (arcana) +31, Knowledge (dungeoneering) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +29, Sense Motive +29, Spellcraft +31, Stealth +29, Swim +17; **Racial Bonuses** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Elven, Giant, Infernal, Terran SQ arcane bond (bonded item [mask of the skull]), life sight (30 ft., 17 rounds/day)

Gear +2 vicious dagger, headband of vast intelligence +6, mask of the skull, lesser metamagic rod (maximize)

Background

Sorvithal is a name that every mage of any measurable skill should know, for their own protection. This renegade necromancer rose to power some years ago, after becoming obsessed with the idea of stealing other mages' power, draining their life force, consuming their essence, and somehow gaining some fraction of their magical talent. He began a sort of dark crusade, murdering any spellcasters of reasonable talent he could find in order to hoard their abilities for himself. A necromancer of the blackest sort, he would often cruelly animate his victims afterwards, forcing them to serve their killer after death.

His plans were thwarted by the Ivory Order, whose investigations into the sudden rash of deaths amongst powerful mages was eventually able to link those deaths to Sorvithal, and who also uncovered the base of his growing undead force, wiping it out in Sorvithal's absence. It took the combined effort of over a dozen mages to be able to subdue the rogue necromancer, and even then four of their number were slain in the battle. Sorvithal himself was tried and executed for his numerous crimes.

I have received much criticism for including his spells in previous volumes of *Advanced Arcana*, despite the fact that they were included for academic and defenisve purposes. Sadly, time has now shown that these precautionary measures were indeed necessary: the rumors that Sorvithal has returned from the dead have, in fact, been confirmed. In the last year alone, Sorvithal, and various minions serving under him, have slain over three dozen prominent mages, and many further deaths are suspected to be their work as well.

Several of the spells in this book come from the captured spellbook of one of these flunkies, and have been included so that you can know what you are up against, and be able to defend yourself against the Defiler, or his growing ranks of followers, should the need ever arise. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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