

# Advanced Arcana

## Volume VI



Alex Riggs, Joshua Zaback

## Credits

Designers Alex Riggs, Joshua Zaback



Editor Rosa Gibbons

Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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

**Artwork:** All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

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

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

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

#### **References to Other Products**

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 Roleplaying Game 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: Pathfinder Roleplaying Game: Advanced Player's Guide	LV: Liber Vampyr	
AA2: Advanced Arcana Volume 2	ARG: Pathfinder Roleplaying Game: Advanced Race	NA12: Necromancer's Almanac 2012	
AA3: Advanced Arcana Volume III	Guide	NA13: Necromancer's Almanac 2013	
AA4: Advanced Arcana Volume IV	B2: Pathfinder Roleplaying Game: Bestiary 2	OA: Pathfinder Roleplaying Game: Occult Adventures	
AA5: Advanced Arcana Volume V	B3: Pathfinder Roleplaying Game: Bestiary 3	UC: Pathfinder Roleplaying Game: Ultimate Combat	
ACG: Pathfinder Roleplaying Game: Advanced Class Guide	B4: Pathfinder Roleplaying Game: Bestiary 4	UM: Pathfinder Roleplaying Game: Ultimate Magic	
Guide	B5: Pathfinder Roleplaying Game: Bestiary 5	Om. Fullymaer Koleplaying Game. Ontimate Magic	

## My Dearest Student,

St is the beginning of another year for you at Aubergrave, and, as has become our little tradition, that means that enclosed with this letter you will find a copy of the next volume of Advanced Arcana, taken from my own personal library. S will not bore you with my usual warnings about the complex and advanced nature of these spells: it has never been an issue for you before, and S have no doubt that you will be able to handle this book's exploration of spell components, and the various types of energy that are used in the casting of spells. This is one of my favorite volumes of this series, for in his zeal to explore this particular topic, the author relaxed his position regarding "dark magic." S fear that given your choice of school specialization, this book may not hold the same place in your heart as it does in mine, but S am nonetheless confident that you will find it quite useful.

We have just received the tragic news about Rita Sallowstone, who you had chosen last year as your mentor. While your mother and S may not have agreed with your choice, we know that this will nonetheless be hard news for you, as it would for any apprentice who lost a mentor. S remember the death of my own mentor, under rather similar circumstances, and though it happened long ago, thinking back on it still brings a chill to my heart, and a wrenching twist to my stomach. Allow me simply to say that time will lessen this wound, as it does all others, though S know that that provides you with precious little comfort now.

At your mother's behest, S have reached out to Sean Revis to ensure that this tragedy is not made any worse than necessary by allowing it to affect your studies. As you know, finding a mentor this late is a difficult proposition, and while S have no doubt that there would be many faculty members at Aubergrave who would have been happy to have taken you on last year, most have now taken on as many apprentices as they can handle. S'm sure S don't need to remind you that nearly a quarter of your class last year ended their career at the academy simply because they were unable to find a mentor able to take them. St is this way every year, and S would hate for such a promising career as yours to be cut short the same way. Quckily, with Dean Revis's help, we were able to secure for you a position with Vintaris Oulmar, easily the most accomplished member of Aubergrave to specialize in your chosen field, and also a well-published and well-connected member of arcane society. While he may not have quite the same charisma as your previous mentor, S am sure that he can offer you at least as much, or more, provided you accept his generous offer.

Condita

Of course, with this being the beginning of your sixth year, you will have far more to worry about than your choice of mentor. As you well know, this is the year that you will begin to assist with the teaching of classes, and bringing up the next wave of students. St is a great honor to have made it this far at the academy, and a great responsibility that they are entrusting to you. They no doubt that you will live up to the promise that we all see in you.

St is in your duties as a teaching assistant that S believe this book may be of most value to you. As you are no doubt aware, Aubergrave is expanding its curriculum this year, and will begin providing lessons and classes aimed towards psychic spellcasters. This book was written shortly after psychic magic was first made public knowledge (or at least, after it was first made public knowledge in The Kine Kingdoms, where the author lived), and delves greatly into that oft-misunderstood discipline.

With an entire department opening up to accommodate this new expansion of the school's curriculum, there are sure to be many opportunities for advancement, and by mastering the content of this book, you will be an excellent choice to aid in teaching these psychic-oriented classes. Sf you have experience teaching psychic-oriented classes, then you are better qualified than your peers when it comes time to determine who will gain a coveted role as faculty, at the end of your own curriculum. St is merely something to consider.

Your mother and S send our love, as always.

Sincerely, Alastro

ACG: Pathfinder Roleplaying Guide

B5: Pathfinder Roleplaying Game: Bestiary 5

UM: Pathfinder Roleplaying Game: Ultimate Magic

# Table of Contents

A Note
Foreword
Introduction
New Spell Mechanics
Using This Book in Your Game17
Rules For Gaining Non-Standard Spells18
Rules For Handling Non-Standard Spells20
Spell Lists
Alchemist Formulae
Antipaladin Spells
Bard Spells
Bloodrager Spells
Cleric Spells
Druid Spells27
Inquisitor Spells
Magus Spells
Medium Spells
Mesmerist Spells
Occultist Spells
Paladin Spells
Psychic Spells
Ranger Spells
Shaman Spells
Sorcerer/Wizard Spells
Spiritualist Spells
Summoner Spells
Witch Spells
New Spells41
Appendices
Appendix 1: New Feats
Appendix 2: Archetypes
Appendix 3: New Familiars
Appendix 4: Contributors
OGL

## A Foreword by the Compiler of this Tome

This, dear readers, is an exciting time to be a student of the arcane arts, and, in fact, I believe that there might never have been a more exciting time in the entire history of magical studies. Contemporary readers will no doubt know what I am referring to, but for readers who may be reading this tome years or even decades after it was written<sup>1</sup>, you should know that I speak of the discovery of an entirely new branch of magic, a new source of magical power which rivals that of arcane and divine. I speak of course of psychic magic, a tradition that has long existed in the shadows, and which has come to widespread public knowledge in the wake of the recent upheaval involving Sorvithal the Defiler.<sup>2</sup>

I have long said that no matter how hard we try, we will likely never fully uncover all the secrets of magic, and that we certainly have a very long way to go. With each previous installment of *Advanced Arcana*, I have sought to question some accepted "truth" about what magic is and the way that it works, and, in my humble opinion, I believe that each volume has succeeded in raising valid questions and criticisms of the accepted methods of explaining the phenomenon that we call magic. Still, even though I have devoted much of my life to exploring unknown aspects of magic and pushing the boundaries of our knowledge by shining a metaphorical light on the dark corners of magical theory, even I never expected that something like this, something which could so profoundly change our understanding of the nature of magic, could possibly exist.

It is not simply the fact that psychic spellcasters draw their magic from mental energies entirely separate from those used in arcane magic (to say nothing of the divine) that makes the existence of psychic spellcasting such a revelation. Perhaps it comes directly from the way in which they manifest their magic, or perhaps it is a result of having existed in obscurity and hiding in the shadows for as long as they have, but psychic practitioners are able to effortlessly replicate feats which require years of practice and study for arcane casters, the most notable of which is the ability to completely bypass the need for not only somatic components, but verbal components as well!<sup>3</sup>

It goes without saying that once the existence of psychic magic became known to me, there could be no doubt but that the next *Advanced Arcana* would of course focus on the implications of this previously unknown tradition of magic. But the more that I learned about psychic magic,<sup>4</sup> the more I found myself realizing that the real question raised by psychic magic was not its mere existence, or the details of what exact mental forces it is that this magic harnesses and invokes (although that is a fascinating subject that could easily fill another tome, and I'm sure will be the subject of many books in the near future), but rather the questions that it raises about components.

In the first *Advanced Arcana*, I explored the question of what, exactly, it is that a spell "costs." I did so by examining the theory of spell "nodes" or "slots," and presented a number of spells that interacted with these slots, at least as far as we currently understand them, in ways that could not entirely be explained. But in a way, spells cost more than just the "spell slots" that they take up, and the time it takes to cast them. While it is odd to consider a spell's verbal or somatic components as a "cost," it is a model that is not entirely without merit. Many have observed that magic is, in many ways, transactional: we perform certain actions, and achieve certain results<sup>5</sup>. The gestures we make and the words that we speak may seem to be of little value to us, but consider for a moment that they may be.

If a spell's components are a cost to cast the spell, then it makes perfect sense that by spending additional mental energy and using up a higher "spell slot," a mage can bypass a spell's verbal or somatic requirements, provided that he's had the proper training, and of course, casting spells silently or without motion is a feat that many a wizard has mastered, though never without needing to expend this additional mental energy. Similarly, this model would explain why divine spellcasters seem to have so much more leeway when it comes to somatic components, as they must provide an additional component, in the form of their holy symbol, which perhaps serves to make up the difference. And, of course, it would explain how psychic spellcasters can bypass both of these requirements, but must provide different components, previously unknown to the magical community, in their stead.

<sup>1</sup> Truly, I have difficulty conceiving of the idea that these books will continue to be widely read decades from now, at least not for their theories on the mechanics of magic, but there was a time, only a few years ago, when I would never have imagined that *Advanced Arcana* would be followed by no less than five successor volumes, so I feel it would be remiss not to consider the possibility.

<sup>2</sup> As with the recent emergence of psychic magic, contemporary readers will no doubt know exactly who I refer to, and the terrible war that recently engulfed the region of the Nine Kingdoms, as Sorvithal the Defiler, a powerful necromancer known for hunting down and slaying other mages and stealing their power. As a short summary, he returned to unlife as a lich, and exhibited powers unknown to the arcane and divine communities. It was only through the discovery of psychic magic, and a combined force of arcane, divine, and psychic spellcasters that Sorvithal was finally defeated.

<sup>3</sup> The necessity of somatic components has long been a matter of debate, given the fact that far fewer spells require them than verbal components, which are needed by nearly every spell, as well as the fact that divine casters seem to have more leeway with the precise motions of somatic components than do arcane casters. As a result, it comes as a much greater surprise that psychic spellcasters are able to bypass verbal components than somatic ones.

<sup>4</sup> A frustratingly difficult task. It seems that even though psychic spellcasting is now widely known, at least amongst those who study and make use of magic, this does not mean that many psychic spellcasters are willing to come forward, and even fewer are willing to share the details of their craft. Still, with persistence and hard work I was able to track down a few, and their help was invaluable in piecing together this tome.

<sup>5</sup> While some components of these transactions remain difficult to quantify, such as why a farmer or craftsman who speaks the words and makes the gestures required to cast a *fireball* is unable to produce the result, the overall comparison remains useful. For a more detailed explanation, see *Magic and Ritual* by Parnissal Sellivus.

I set out with this book to test my theory, and see if, indeed, components formed a sort of magical currency, and could perhaps even be substituted for one another. Imagine, gentle readers, a world where spellcasters of any sort, arcane, divine, psychic, or perhaps even as-yet-undiscovered disciplines, could cast their spells using any combination of verbal, somatic, thought, and emotion components! Imagine if we could add extra components to a spell, effectively overpaying its cost in components, in order to increase the effectiveness of the spell, or perhaps even to cast it using a lower "spell slot" than it would otherwise take. These ideas may seem like impossible dreams, and indeed, we are still a long way from being able to make such things a reality for all spells and all spell casters, but many of the spells in this book do indeed allow the caster to do precisely this sort of thing, or at least so it appears.

Researching the matter of components, and whether they could be added or subtracted from spells, and in what ways, led me even further, to begin searching for other, less common spell components than the verbal, somatic, and material ones with which we are all so familiar. Since the theory of the cosmic trinity of the voice, the hand, and the tool<sup>6</sup> seems to have been thoroughly shattered by the existence of these previously unknown psychic spellcasters, perhaps there were other types of components out there that could be harnessed for spellcasting in the same way that arcane and divine casters had been using verbal and somatic components, and psychic spellcasters had apparently been using thoughts and emotions.

What I found was staggering, to say the least. I am not the first to have experimented with alternative components, by any means,<sup>7</sup> and while much of what is found in this tome is built upon the backs of giants, I must say that I do not believe that there has ever been as thorough a catalogue of the different types of components a spell can possess as what has been assembled in this tome. In compiling this book, I discovered spells that can only be cast when in certain types of locations, which seem to draw their energy from the very place that they are cast, in a way that, I must admit, I'm not entirely certain we understand. I also discovered the existence of spells that draw upon the user's vital energies in a much more direct and potent way than the mental energies expended on so-called spell nodes. Finally, while the existence of spells that use souls or ritual sacrifice as a component have long been known, and are hardly revelatory, I have included several in this tome regardless, because I believe that by studying the way in which these spells function, we can help unlock the secrets of what components are, how they empower the spell that they are used to cast, and, perhaps, what we can do to remove the need for them altogether.<sup>8</sup>

Of course, gentle readers, the work here is far from over. I have barely begun to scratch the surface of all of the mysteries of spell components, nor, I'm certain, have I come anywhere close to discovering all of the components that could potentially be used in spellcasting. It is my hope that, as you look through this tome, and see all of the spells which do things that were, but a few years ago, believed to be impossible, that it will spark in you the desire to learn more, to experiment with magic yourself, and to continue this quest for knowledge where I have left off. As each one of us strives to unlock the secrets of the universe, by sharing and pooling our knowledge, we can each advance the rest one step at a time, until eventually, working as a whole, we may someday reach a more complete and total understanding of this great and unknowable force to which we have all devoted our lives, the enigmatic and mysterious thing we call "magic."

~ Kabaz M. Anvitz, Dean of Metamagic Ostudies, M. J.O

<sup>6</sup> This theory, first popularized by Oswin Utherest, postulated that the three common spell components represented a cosmic truth about the way in which magic functions, with the vocal component symbolizing the command of authority, the somatic component representing the guiding hand of the teacher, and the material component or focus taking the place of the tool used to perform the task. The theory has long been questioned. See *Echoing Commands: The Flaws Inherent in Utherest's Trinity*, by Galen Heldrivel.

<sup>7</sup> For just a few examples, see Crimson Magic: The Truth About Blood Magic, by Gerald Resbourne, Harnessing Lightning, And Other Weather Magic, by Thadeus F. Wolvren, and Animal Magic: Totem Creatures and Their Effect on Spellcasting, by S. X. Ingram.

<sup>8</sup> As always with *Advanced Arcana*, I release these spells to the public in the strong belief and hope that they will not be misused. They are for research and study purposes only, and should, of course, never be cast.

## 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. The first installment asked the question "what is the cost of a spell," and then challenged the way that we look at many of the answers, such as spell slots and casting times. Later installments would question the nature of schools of magic, the things that spells can and cannot do, and even the idea of spells with a mind of their own.

In this sixth installment to the series, we return to that very first question, and take a closer look at a cost to spells that we overlooked from the beginning: spell components. It is easy to overlook all but expensive material components as not really being a "cost" to a player, because such things are simply glossed over at the game table. Few players are made to keep track of what material components they possess, and unless a *silence* spell has been cast or a grapple is going on, verbal and somatic components are similarly meaningless.

But Paizo's recent Occult Adventures cast spell components in a new light by introducing psychic spellcasters, and the revolutionary new components that they utilized, thought and emotion components. While, like the traditional verbal and somatic components, thought and emotion components are often overlooked, the times when they make the caster vulnerable, and the means by which they do so, are radically different. It made us wonder what other components might potentially be waiting to be created, and what we could do to make the components that already exist more fun, exciting, and relevant at the table.

Because, after all, there is a certain drama and excitement to the actions needed to cast a spell. The idea of eldritch words whose very utterance holds magical power to shape the fabric of reality, the thought of arcane runes, and sigils drawn in the air, or strange occult gestures with hidden and symbolic meanings, are the sorts of details that can make transform spellcasting from a mundane exchange of spell slots for effects into a more rich and flavorful gameplay experience. All that is needed is to find a way to capture those feelings, to bring these strange and fascinating actions, the building blocks of magic, into the foreground and shine a light on them, giving them the focus that they have so long lacked.

Perhaps the most obvious way to explore different spell components is to add various components to spells that don't normally have them. It stands to reason that if a spell must be cast at a higher caster level to ignore verbal, somatic, thought, or emotion components, that if extra components were added, they would allow the spell to be more powerful than one would expect for that spell level, and that's exactly the idea behind **optional components**, spells that can be cast with psychic components (emotion and thought) when cast by traditional casters, or with traditional components (somatic and verbal) when cast by psychic casters, in order to gain additional benefits. Another way to explore components is not to tack on extras, but to expand existing components into something that requires a little more attention and involvement. In this book, we present **intricate components**, which can be further subdivided into intricate emotion, somatic, thought, and verbal components. These components are much more difficult to perform than the standard components of the same type, and require that the caster perform one or more skill checks in order to cast the spell properly, with the spell's effect being at least partially dependent on how well the caster does.

Spells with **energy components** drain the caster's life energy as they are cast, causing the caster to become fatigued, exhausted, or potentially even suffer damage similar to a kineticist's burn. This magical energy drain lasts for as long as the spell does, and for some time thereafter. An alternate, if somewhat dark, source of energy for spells is a soul component, which uses a captured soul to empower the spell's magic, allowing the spell to achieve much more powerful effects than would otherwise be possible, often with the spell's exact effect depending on some aspect of the sacrificed soul. An even darker source of magical energy comes in the form of **sacrifice components**, which require the sacrifice of a living creature in order to cast the spell, and, similar to spells with a soul component, often have effects that depend in some way on the nature of the sacrificed creature.

Meanwhile, spells with **alignment components** can be cast only by characters of a certain alignment, although characters within one step of that alignment can choose to convert in order to cast the spell, changing their alignment in order to match the spell's power, and spells with **terrain components** function only when cast in terrain of a specific type, such as mountains, swamps, forests, or underwater. Because of these extra restrictions, spells of both types are generally more powerful than other spells of the same spell level.

Beyond all of these, there are numerous other spells which stand alone, apart from the new mechanics, though many of them tie into the themes the book explores in their own unique ways. After adding in all of these additional spells, the book's total spell count surpasses 150, easily exceeding the next-largest installment in the series.

Finally, as has become a tradition in the Advanced Arcana series, the book contains several appendices with additional content, beyond the large number of spells that make up the bulk of the book. The first of these is a collection of feats designed to allow players to make more use of the unique spell mechanics in the book. Second is a large number of archetypes, one for each spellcasting class from Paizo, which explore the class from the viewpoint of a different magical discipline: psychic wizards, divine sorcerers, arcane psychics, and so forth, though there is far more to each archetype than that simple change. The third appendix presents a number of new familiars, each of which is thematically tied to one of the components explored in this book. Finally, the fourth appendix contains background information and statistics for each of the characters whose names appear on spells in this book.

## New Spell Mechanics

Advanced Arcana Volume VI 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 description of each of these mechanical elements of the book, as well as the appropriate rules which govern them.

## Alignment Components

From the beginning of the game, some spells have had alignment descriptors, which denote that those spells are associated with the forces of good, evil, law, or chaos. For the most part, these descriptors have little effect on how the spell is used, although clerics, and, later, some other classes, are prohibited from casting spells with certain alignment descriptions. This book introduces spells with an alignment component, which takes the alignment aspect of a spell to the next level.

Alignment components are abbreviated "AL" in the spell's entry, with the exact alignment component denoted in parentheses. In this book, all spells with an alignment component have only a single alignment component, so spells will only be associated with a single alignment aspect (such as good or chaos, as opposed to lawful evil or true neutral).

In order to cast a spell with an alignment component, your alignment must include the alignment listed as a component. For example, a spell with an alignment component of "good" could be cast by any character with a good alignment, whether that alignment was lawful good, neutral good, or chaotic good. Characters that do not possess the chosen alignment cannot generally cast the spell, although there are some exceptions.

Clerics, and other divine spellcasters who serve a particular deity, may cast spells with an alignment descriptor that does not match their alignment, provided that the alignment descriptor does match their deity's alignment (for example, a lawful neutral cleric of a lawful evil god could cast a spell with an evil alignment component). When cast in this way, the spell is treated as though its caster level were 2 lower than it actually is, and the saving throw DC, if any, is reduced by 1.

Additionally, if a character's alignment is within one step of the alignment specified by the spell's component, and the spell is of at least 5th level on his class's spell list, he can cast the spell if he willfully chooses to convert to the alignment specified in the spell's component (for example, a neutral evil character could cast a spell that was lawful or chaotic if he was willing to have his alignment change to lawful evil or chaotic evil). This conversion functions as the redemption or temptation function of an *atonement* spell, with the following exceptions.

First, the alignment change cannot be undone by any means until at least one week has passed from the time that the spell was cast. Even after this time, any attempt to magically alter the convert's alignment fails unless the caster succeeds on a caster level check (DC 16 + the convert's caster level).

Second, the alignment change is magically enforced, punishing those who draw upon the power of that alignment but fail to uphold its tenets. Whenever the convert performs an action that is directly opposed to his new alignment, he suffers a -1 penalty to each of his ability scores until the next time he rests and regains his spells. These penalties stack if multiple actions are taken that are directly opposed to his new alignment, up to a maximum penalty of -4. The GM is the final arbiter of what actions are directly opposed to given alignments, but generally speaking, they should be actions that would be associated with the opposite alignment (so, an evil action would be the opposite of what would be expected from a good-aligned character), and they should be important and consequential enough to warrant the penalty. This magical alignment enforcement lasts for one week, after which time the character is free to act as he pleases, and his alignment may change naturally as a result of his actions.

Magic items that replicate spells with alignment components require both the creator and the caster to provide the alignment component. Crafters creating such items cannot choose to convert in order to create a magic item that replicates a spell whose alignment component does not match their alignment, but crafters that are clerics can create magic items that replicates spells whose alignment does not match their own, provided that it matches their deity's alignment. The normal penalty to caster level and saving throw applies, even if the creature using the item has an alignment that matches the one specified in the component. Creatures using an item that replicates a spell with an alignment component can convert or cast spells whose alignment is matched by their deity, exactly as though they were casting the spell normally (if the item was both created and used by clerics whose alignments do not match the spell's alignment, but whose deity's alignment matches, the penalties do not stack).

## **Energy Components**

All spells require the expenditure of a certain amount of magical and mental energy, but some spells are more taxing than others, or draw their effect by tapping directly into the caster's store of vitality, requiring a constant stream of energy in order to maintain the spell's magic. These spells have an additional component known as an energy component. Energy components are abbreviated "EN," and have one or more numbers listed in parentheses, which indicate the cost in energy points that the spell requires the caster to expend when casting the spell.

Energy points are an abstract game concept that represents a character's physical, mental, and magical energy, and expending energy points to cast these spells causes the caster to become physically weakened over time.

If the caster is not already fatigued, then the first energy point expended causes him to become fatigued. The second energy point expended (or the first, if he was fatigued from another source) causes him to become exhausted. The third energy point expended (or the second, if he



was fatigued from another source), and each energy point expended thereafter, causes him to suffer an amount of nonlethal damage equal to his caster level, which cannot be healed or removed by any means until the next time that he rests and regains spells. A character cannot cast a spell with an energy component while he is exhausted.

Any exhaustion or fatigue inflicted in this way cannot be healed by any means for as long as the spell's duration continues, or for 1 hour thereafter. After this time, these conditions can be healed and removed naturally. Once he is no longer fatigued, the effects of expending energy are reset, allowing the character to cast additional spells with energy components.

If the caster is immune to fatigue, exhaustion, or nonlethal damage, or otherwise prevents himself from suffering the effects spending energy points, the spell fails.

Some spells allow you to choose how many energy points you expend when you cast the spell, and have different effects depending on how many energy points are expended. These spells list both options in parentheses (for example, "EN [1 or 2]"). The caster chooses the number of points to expend when the spell is cast, and cannot later choose to expend additional points to change the spell's effect. Any magic item that replicates an energy component requires that the item's user provide the energy in question, rather than the item's creator. For example, a *scroll of enduring cold* would not require the expenditure of energy points to create, but anyone casting the spell from the scroll would need to expend the necessary energy points. The same applies to potions, staves, wands, and so on. Because of this, if the spell allows the caster to choose how many energy points are expended, the one using the item makes this decision, not the item's creator. Spell-like abilities that replicate a spell with an energy component require that the caster expend energy points, just as though he had cast the spell normally.

## **Intricate Components**

For most spells, the assumption is that if your character is able to prepare and cast those spells, that he or she will be able to perform the hand gestures, magic words, mental imagery, or emotional focus necessary to cast the spell without any difficulty—unless things like heavy armor, imminent danger, deafness, or something else makes it more difficult than normal to do so. However, there are many spells in fantasy books, television, and other media, where saying exactly the right words, making exactly the right movements, or forming a disciplined mental state are the true challenge of magic, and that kind of experience is something that this book explores in great depth.

A spell with intricate components has a verbal, somatic, thought, or emotion component that is exceptionally difficult to perform, much more so than those in a standard spell. An intricate verbal component might involve a particularly lengthy tongue-twister of a ritual chant that must be repeated 77 times, as quickly as possible, with no mistakes, or it might require that the verbal component be sung in a particularly difficult pitch and key. By contrast, an intricate somatic component might take the form of a detailed and ritualized dance, in which the caster's footwork must trace certain patterns with pinpoint accuracy, or it might involve a long string of complex hand signs in rapid succession. Meanwhile, an intricate thought component might require the visualization of a particularly abstract concept that defies easy definition, or it might require incredible detail, or simply that the caster banishes every other thought from their mind. Similarly, an intricate emotional component might be an emotion that is particularly difficult to access, or it might require a peculiar mix of emotions in just the right proportions. Each spell with an intricate component in this book has a nearby sidebar that provides more detailed flavorful information about what that component might look like.

Note that, unlike with standard verbal, somatic, thought, and emotion components, if a spell has an intricate component, that component must be completed by the caster regardless of whether the caster belongs to an arcane, divine, or psychic spellcasting class. If a sorcerer or cleric attempts to cast a spell with an intricate thought or emotion component, they must provide that component, and if a psychic or spiritualist attempts to cast a spell with an intricate verbal or somatic component, they do not automatically translate it to a thought or emotion component, as they would with standard components.

#### **Reading an Intricate Component**

Intricate components are listed in the components line of a spell's entry as either IE (for intricate emotion components), IS (for intricate somatic components), IT (for intricate thought components), or IV (for intricate verbal components). After this, in parentheses, a specific skill and a DC for that skill are specified, and after that, a threshold number is listed. The skill and DC indicate the type of skill check that must be made in order to successfully cast the spell, and its DC, while the threshold indicates the total combined result, from all of the skill check results added together, that is required in order to finish casting the spell. For more information about casting spells with intricate components, see below.

#### Casting a Spell with Intricate Components

Mechanically, a spell with intricate components requires one or more skill checks in order to be able to cast it successfully, even in the best of circumstances. The exact type of skill check, and the DC, varies from one spell to the next, but generally, higher-level spells have higher DCs, and the skill that is used generally reflects the type of intricate component that the spell possesses.

There is no specific number of skill checks that are necessary in order to cast a spell with intricate components. Instead, the number of checks required depends on how well the caster does on those checks. For a skilled and practiced caster, it is possible to cast a spell with an intricate component with a single skill check. For others, it may take several checks in order to finish casting the spell. In these cases, the caster will continue making skill checks each round, adding the new result to his total, until he exceeds the threshold for success.

When you begin casting a spell with an intricate component, make the relevant skill check. This is a fullround action. If the result of the check meets or exceeds the DC listed in the intricate component entry on the spell's component line, the check is a success. If the result of the check meets or exceeds the threshold number listed in the intricate component entry on the spell's component line, then you are done casting the spell, and its effect takes place immediately.

If the result of the check is greater than the DC, but less than the threshold, then you are in the process of casting the spell, but haven't finished it just yet. You'll be able to continue casting it again next turn. On your next turn, you can make an additional skill check of the same kind as a standard action. If the result of the check is a success, add it to the result from the previous round(s) of casting, and compare that total to the threshold for the spell. If the total meets or exceeds the threshold, then the spell is complete, and its effect takes place immediately.

If the result of one of your skill checks to cast the spell fails, and the result is less than 5 below the DC, nothing happens. The result of your check is not added to your total, but you can continue casting the spell again on the next round. If the result of your check is 5 or more lower than the DC, the spell fails, and is lost. You can choose to stop casting the spell at any time. As with any other spell that takes multiple rounds to cast, if you suffer damage while casting a spell with an intricate component, you must make a concentration check to continue casting the spell. Other events may also force you to make a concentration check to continue casting the spell. Failing any of these concentration checks causes the spell to fail.

Intricate components are not the same as their nonintricate counterparts, and abilities that allow you to ignore emotion, somatic, thought, or verbal components do not allow you to ignore intricate emotion, somatic, thought, or verbal components.

#### **Types of Intricate Components**

Each of the four types of intricate components are outlined below.

#### **Intricate Emotion Components**

Intricate emotion components are used in spells that require you to access a particularly difficult emotional state. This may include holding two strongly conflicting emotions at the same time, such as rage and sorrow, or it may involve tapping into a particular emotion to much greater levels than that required by other spells with emotion components.

As with spells with standard emotion components, it is impossible to cast a spell with an intricate emotion component while under the influence of a non-harmless effect with the emotion or fear descriptors. Further, because these spells require so much more emotional control than standard spells with the emotion descriptor, it is difficult to cast spells with intricate emotion components even while under the effects of harmless effects with the emotion or fear descriptor. For each such effect that the caster is currently under the influence of when he casts the spell, the DC of the skill check increases by 5.

#### **Intricate Somatic Components**

Intricate somatic components are used in spells that require you to do something particularly difficult with your body, such as contorting your entire body to form the shapes of arcane runes, or performing an elaborate and exceptionally precise dance, or simply forming hand gestures that are more numerous and difficult than those required by normal spells.

Any effect that causes arcane spell failure for spells with standard somatic components also makes it more difficult to cast spells with intricate somatic components. For every 5% arcane spell failure that the caster would suffer if he were casting a spell with somatic components, the DC for all skill checks associated with casting the spell increase by +1. This applies even if the caster belongs to a spellcasting class that is not normally affected by arcane spell failure (such as clerics, or classes such as the magus which ignore arcane spell failure caused by wearing light armor).

#### **Intricate Thought Components**

Intricate thought components are used in spells that require you to create particularly vivid mental images, or complex mental calculations, such as mentally creating a complex diagram of a fully-functioning clockwork creature, calculating incredibly complex physics equations, or mentally deconstructing a creature into an abstract concept.

As with standard thought components, the DC of any concentration check made to cast a spell with an intricate thought component is increased by 10.

#### **Intricate Verbal Components**

Intricate verbal components are used in spells that require you to do something particularly difficult with your voice, such as repeating a complex and lengthy mantra without error, singing magical words in a perfect (and particularly difficult) pitch or key, or speaking unpronounceable names of elder things which were never intended for the human tongue.

Any effect that causes arcane spell failure for spells with standard verbal components also makes it more difficult to cast spells with intricate verbal components. For every 5% arcane spell failure that the caster would suffer if he were casting a spell with verbal components, the DC for all skill checks associated with casting the spell increase by +1. This applies even if the caster belongs to a spellcasting class that is not normally affected by arcane spell failure (such as clerics, or classes such as the magus which ignore arcane spell failure caused by wearing light armor).

#### **Additional Benefits**

Most spells with intricate components have an additional benefit that alters or enhances the spell's effect if you are able to reach the spell's threshold with a single skill check. In addition to allowing you to cast the spell in a single round, this provides the spell with an additional boost of power, but only if you are able to successfully reach the threshold with your first skill check.

#### Magic Items and Spell-Like Abilities

Magic items that replicate spells with intricate components require that those intricate components be provided both by the item's creator, when the item is made, and by the item's user, when the item is used. Creatures that can replicate a spell with an intricate component as a spelllike ability must provide the intricate component; it is not ignored in the same way that standard emotion, somatic, thought, and verbal components are.

#### **Optional Components**

Most spells require that all of the components listed in the spell's description be provided by the caster, or the spell fails (barring feats such as Eschew Materials, Silent Spell, Still Spell, and so on). Some spells, however, are more forgiving, and have optional components, which are not strictly necessary to cast the spell, but, if used, make the spell more effective and powerful.

This book explores three different groups of optional components: optional material components, optional verbal and somatic components that are added to psychic spells, and optional thought and emotion components that are added to arcane and divine spells. If a component is optional, it will be denoted with the word "optional," in parentheses, after the component in question. The spell's description will describe the effects of the spell without the optional component. The final paragraph of the spell's description will explain what impact the optional component has on the spell's effect if the caster adds it.

#### **Optional Material Components**

These spells function identically to spells that do not have material components, unless the optional material component is used. The optional material components listed in this book do not generally have a particular cost associated with them, but they are all very specific in nature, and are not assumed to be something that can be easily found in a standard spell component pouch, unlike other material components.

Even though they do not strictly have a cost associated with them, optional material components cannot be ignored via the Eschew Materials feat. The benefit of the optional material component only applies if the component is actually provided; since the spell functions without the material component, any effect that allows a spell to be cast without a material component only allows access to the basic version of the spell, not any of the special benefits granted by the component.

Creatures that cast the spell as a spell-like ability may provide the optional material component when they use that spell-like ability, in order to gain the benefits of that optional material component. If they do not, the spell has only its basic effect.

Magic items that replicate a spell with an optional material component must have that component provided when the magic item is created in order for the spell to function as though the optional material component was used. For single-use items, such as potions and scrolls, a single dose of the optional material component must be provided. For items like wands with a limited number of charges, one dose of the component must be provided for each charge the item has. For items like staves and wondrous items that have charges that replenish over time, the item's creator must provide 50 doses of the optional material component. Even though the optional material component does not have a gp cost associated with it, an item that was made using these optional material components has a market price of between 120% and 150% of the cost of such

#### **Sidebar: Optional Material Component Pricing**

Part of the goal behind optional material components is to encourage players to have to actively search for and seek out the unusual and flavorful components in question, rather than simply assuming that they have all material components they might need (as is usually the case for non-costly material components), or simply treating the spell as having an additional gold cost (as is usually the case for costly material components). Some of the optional material components listed for spells in this book provide obvious suggestions for procuring them (such as the severed tongue of a still-living humanoid, fresh mountain spring water, or a flower that was grown from a grave), but others are less likely to be something that players can directly harvest themselves.

We strongly recommend that if a player is interested in purchasing one or more optional material components for one of these spells, that GMs allow and encourage this behavior, but that even when purchasing such items, the primary limiter on acquiring them should be that they are difficult to find, rather than prohibitively expensive. For example, the demon tears called for by the spell *man's measure* do not need to be expensive, and could potentially be sold for as little as a handful of gp, but finding someone who has them in stock may require tracking down the right merchant, or convincing a miserly wizard to part with a few doses from the stockpiles he is hoarding, or finding them on the black market because they are a banned substance are all possible difficulties (some might call them adventure hooks) that might crop up along the way. Whether these are handled as full-blown adventurers or are simply addressed with a couple of quick skill checks is best determined by the GM, based on what suits their preferred style of play.

It is also recommended that when a player is able to procure some of these components, that he only be able to do so in relatively small quantities. Somewhere between 1d4 and 2d6 doses is usually a good amount for most successful attempts to track down the component. Particularly difficult, time-consuming, or otherwise challenging attempts to locate an optional material component may warrant a greater number of doses, however.

an item without the optional material component. The GM determines the exact price discrepancy, based on how much of an impact the optional material component has on the spell's effect.

#### **Optional Thought and Emotion Components**

Normally, arcane and divine spellcasters use verbal and somatic components, and do not make use of thought and emotion components, which are the purview of psychic spellcasters. Some of the spells in this book, however, allow spellcasters from arcane and divine classes to augment the spell with an additional thought or emotion component, which alters or improves the spell's effect in some way.

In this book, any given spell of this sort will have only a single optional component, either thought or emotion, which will be denoted as either T or E respectively, with the word "optional" afterwards, in parentheses. The caster chooses whether or not to add the thought or emotion component when the spell is cast, and this choice cannot later be changed. If he chooses to add a thought or emotion component to the spell, it has the same effect and requirements that a thought or emotion component would if the spell were cast by a psychic spellcaster, which may potentially cause the spell to fail when it otherwise wouldn't. If this occurs, the entire spell fails, not just the part that is dependent on the optional thought or emotion component.

An optional thought or emotion component can only be provided by a character that does not usually use thought or emotion components. Psychic spellcasters (and any other types of spellcaster that regularly cast spells with thought or emotion components) cannot provide optional thought or emotion components, and gain no benefit from doing so. While none of the spells in this book that allow for optional thought or emotion components are on any psychic class's spell lists, if a psychic spellcaster were to cast such a spell, they would treat it as any other spell, and would ignore the optional component: for example, a spell with the components V, S, T (optional), would be treated as any other spell with verbal and somatic components: the psychic spellcaster would treat them as thought and emotion components, and would not gain the benefits of the optional thought component.

For magic items that replicate spells with optional thought or emotion components, the creature using the magic item can provide the optional component when he casts the spell from the item. Similarly, a creature that can cast such a spell as a spell-like ability can provide the optional thought or emotion component when it does so, as though it were casting the spell normally.

#### **Optional Verbal and Somatic Components**

Normally, psychic spellcasters use thought and emotion components, and do not make use of verbal and somatic components, which are the purview of arcane and divine spellcasters. Some of the spells in this book, however, allow spellcasters from psychic classes to augment the spell with an additional verbal or somatic component, which alters or improves the spell's effect in some way.

In this book, any given spell of this sort will have only a single optional component, either verbal or somatic, which will be denoted as either V or S respectively, with the word "optional" afterwards, in parentheses. While most spells do not list thought or emotion components, as psychic spellcasters simply replace verbal and somatic components with thought and emotion components, these spells are limited to psychic spellcasters only, and so to avoid confusion in the components line, the spell specifically lists thought and emotion components. As a result, one of these spells is likely to have a components line that looks like "T, E, V (optional)" or "T, E, S (optional)."

The caster chooses whether or not to add the verbal or somatic component when the spell is cast, and this choice cannot later be changed. If he chooses to add a verbal or somatic component to the spell, it has the same effect and requirements that a verbal or somatic component would if the spell were cast by an arcane spellcaster, including arcane spell failure chance due to wearing armor, or being deafened or unable to speak, which may potentially cause the spell to fail when it otherwise wouldn't. If this occurs, the entire spell fails, not just the part that is dependent on the optional verbal or somatic component.

An optional verbal or somatic component can only be provided by a character that does not usually use thought or emotion components. Arcane and divine spellcasters (and any other type of spellcaster that regularly casts spells with verbal or somatic components) cannot provide optional verbal or somatic components, and gain no benefit from doing so. While none of the spells in this book that allow for optional verbal or somatic components are on any arcane or divine class's spell lists, if an arcane or divine spellcaster were to cast such a spell, they would treat the spell's thought component as a verbal component, its emotion component as a somatic component: for example, a spell with the components "T, E, V (optional)," would be treated as though it were "V, S" instead.

For magic items that replicate spells with optional verbal or somatic components, the creature using the magic item can provide the optional component when he casts the spell from the item. Similarly, a creature that can cast such a spell as a spell-like ability can provide the optional verbal or somatic component when it does so, as though it were casting the spell normally.

#### Sacrifice Components

Folklore and legends are full of stories of particularly potent spells that require the sacrifice of living victims in order to empower their magic. This book provides a selection of spells that allow casters to attempt to tap into this dark magic. While these spells have the potential to be very powerful and effective, especially depending on the quality of the sacrifice that is provided, they do require that the caster kill a living, sentient creature as part of casting the spell, a deeply immoral act that also makes the spells potentially unwieldy in combat. Sacrifice components are abbreviated "SAC" in the components line of the spell's entry.

In order to provide a sacrifice component, the caster must deliver the killing blow to a living, intelligent creature (one with an Intelligence score of 3 or higher) as part of casting the spell. If the caster has a melee weapon in hand, he can perform a *coup de grace* action against an adjacent helpless creature, if one is available, as part of the action spent to cast the spell. If the spell's casting time is greater than 1 round, this free *coup de grace* can only be performed on the final round of spellcasting.

If the caster fails to successfully deliver the killing blow to a living, intelligent creature on the final round of casting the spell, he must succeed on a concentration check (DC 10 + twice the spell's level). If he fails, the spell is lost. If he succeeds, he can attempt to finish the spell on the following round. Finishing the spell requires that the caster deliver the killing blow to a living, intelligent creature, and then spend a swift action to speak the spell's final word, make the final gesture, or so on. When attempting to finish the spell in this way, the caster can deliver the killing blow by any means, including by casting harmful spells. If he fails to successfully sacrifice a creature on that round, he can continue to make concentration checks each round to allow him to continue trying to sacrifice a creature and complete the spell, but he must spend a move action each round to maintain that concentration (this is an exception to the normal rule that concentrating on a spell is a standard action). At the end of any of his turns, if he did not either finish casting the spell or successfully maintain concentration on the spell, the spell is lost, and has no effect.

Many spells with a sacrifice component have one or more effects that depend on some aspect of the sacrificed creature, typically its Hit Dice. This refers to the statistics the creature had immediately before it was sacrificed. The caster cannot sacrifice more than one creature for a single spell. If he somehow kills multiple sentient creatures simultaneously as sacrifices, he must choose which one of them he wants to use as a sacrifice for the spell, or, alternatively, the creature with the greatest number of Hit Dice becomes the sacrificed creature, if the caster is unable to choose.

Spells with sacrifice components cannot be made into potions or wands. Scrolls and staves that replicate spells with a sacrifice component require that the creature using the item provide the sacrifice component when the item is used. If the sacrifice component is not provided, the spell fails. Creatures that can cast a spell with a sacrifice component as a spell-like ability must provide the sacrifice component, or the spell is lost.

#### Soul Components

Spells like *trap the soul* and *soul bind*, from the *Pathfinder Roleplaying Game Core Rulebook*, provide players with options for stealing or imprisoning the souls of living creatures, and numerous creatures from the *Pathfinder Bestiary* have means of stealing souls for themselves, and are said to trade or deal in souls, but for the most part, there are no ways to actually put these captured souls to any use. Folklore and fantasy media are full of examples of captured souls being used to fuel powerful magic spells. This book includes several spells of this sort, which require a soul as a component. Soul components are abbreviated "SL" in the components line of the spell's entry.

When discussing souls, these rules, as well as the spells with soul components themselves, may refer to the soul's "original owner." This refers to the creature that was born with that soul (i.e., the creature whose soul it is). Similarly, the spell may refer to the number of Hit Dice the soul possesses, or other aspects of the soul, such as its

#### **Sidebar: Willing Sacrifices**

All spells with a sacrifice component have the evil descriptor, because, as a general rule, sacrificing intelligent, living creatures is an evil act. That said, folklore is full of tales of virtuous individuals willingly sacrificing themselves for the greater good. This typically doesn't involve a literal sacrifice on an altar, but it's theoretically possible that a situation may arise where a creature is willing to give up their own life in order to power a spell with a sacrifice component, and that creature may even be the spell's caster.

If the sacrificed creature is truly willing (i.e., he is not under the effects of a compulsion or charm effect, has not been threatened, coerced, or intimidated into participating as a sacrifice, and is not serving as a sacrifice under false pretenses, such as empty promises that he will be revived later), then, at the GM's discretion, the evil descriptor can be removed from the spell.

Additionally, in regards to willing sacrifices, if the sacrificed creature is willing (even if that willingness is due to compulsion or coercion), then the free *coup de grace* action that the caster can make can be made against that creature, even if he is not technically helpless. Similarly, if the caster wishes, he can choose to sacrifice himself as part of casting the spell. If he does, his *coup de grace* always results in his own death, and his death does not prevent the spell from having its normal effect.

alignment. For these purposes, the soul is treated as having the same alignment, Hit Dice, and other features of its original owner at the time that the soul was separated from its original owner (even if its original owner did not die, and may no longer have the same number of Hit Dice, alignment, etc., as the soul).

In order to cast a spell that has a soul component, the caster must have that soul in his possession. Typically, such souls are stored in gemstones whose value is equal to or greater than 1,000 gp per Hit Dice of the trapped soul, but any means of storing the soul is fine, as long as it can clearly be said to be in the caster's possession, and is no longer tied to its original owner. When the spell is cast, the soul is utterly destroyed, though any vessel used to contain it remains, and can be used to contain other souls in the future (the exception to this is spells that state that the soul is transformed or otherwise not destroyed as part of casting the spell, in which case the spell's description explains what occurs to the soul, instead). A creature whose soul is destroyed in this way cannot be raised or resurrected by any means, though a wish or miracle spell can restore his soul to existence (the soul is free and unclaimed, and the creature must still be resurrected separately). If the soul's original owner is suffering from an additional ill effect as a result of losing his soul, there is no way to end that ill effect without restoring the soul. If the soul is restored (via wish or miracle) while its original owner still lives, the original owner regains his soul as though it were never lost.



If desired, the caster can substitute his own soul, instead. If he does, then he suffers no ill effect, except that if he dies, he cannot be resurrected by any means. If the caster sacrifices his own soul in this way, it cannot be restored by any means, including a *wish* or *miracle* spell. Such souls are gone forever. If the caster does not have a soul, or his soul has been promised to or marked by another creature, he cannot sacrifice his soul in this way.

Because destroying a soul is such a heinously destructive act, casting a spell that has a soul as a material component is always an evil action, and all such spells have the evil descriptor. Even destroying one's own soul, or a freely given soul, is anathema to the universe, and is considered evil.

Magic items that replicate spells with a soul component require that the item's crafter provides that soul component when the magic item is created. For single-use items, such as potions and scrolls, a single soul must be provided. For items like wands with a limited number of charges, one soul must be provided for each charge the item has. For items like staves and wondrous items that have charges that replenish over time, the item's creator must provide 50 souls. If more than one soul is used, all of the souls are treated as having the lowest Hit Dice from amongst the souls that are used. Even though souls do not have a gp cost associated with them, the market price of an item that was made using one or more souls has its market price increased by 50 gp per Hit Dice per soul (so a wand made



using 50 2-HD souls would have an additional cost of 5,000 gp).

This book also contains several spells that interact with souls in other ways, such as *receive soul*, *mark soul*, and *recall soul*.

#### Terrain Components

In many magical traditions, there is a direct connection between magic and the lands in which that magic is cast, with spellcasters drawing upon the energy of the land around them—or sometimes the bonds that they have formed with distant lands—to power their spells. While one could certainly argue that druids and rangers draw their spellcasting ability from a connection with nature, there is little that connects any spell cast by any spellcasting class to the area in which they cast it.

#### Sidebar: Souls as Material Components

This isn't the first time that Necromancers of the Northwest has introduced spells that allow you to expend souls as a component in spellcasting. Previously, on our website at www.necromancers-online.com, and in *A Necromancer's Almanac*: 2014, we provided several spells that used souls as an optional material component. Other than the fact that the souls were listed as a material component, and a specification that you could not bypass the need for the soul component with Eschew Materials and similar feats, the rules governing souls as material components were largely identical to the rules for the soul component presented here. We recommend that GMs using both this book and *A Necromancer's Almanac*: 2014 treat the following spells as having soul components: *absorb soul, Sorvithal's soul devourer*, and *soulblast*.

Spells with terrain components are one way of exploring the bond between spell and surroundings. Terrain components are abbreviated "TR" in the components line of the spell's entry, and are followed by a specific terrain type in parentheses. The terrain types are identical to the ones that can be selected for the ranger's favored terrain class feature.

In order to cast a spell with a terrain component, the caster must be in an area of the indicated type of terrain. The size of that area of terrain does not need to be great, nor does the terrain normally need to be of that sort: a spell that changes even a single 5-foot-square area to match the indicated type of terrain may be sufficient to cast the spell. However, both the caster and the entirety of the spell's effect (including its target, its area of effect, and any effects it creates) must be contained entirely within the indicated terrain. Any part of the spell that would extend to an area that does not match the indicated type of terrain simply fails. Further, if the spell targets a creature or object, and that creature or object moves to an area that does not match the indicated type of terrain, the spell ends for that creature or object.

Note that it is possible for an area to count as more than one type of terrain at the same time. For example, a forest on the side of a mountain would count as both forest and mountain when determining what terrains it matches.

Magic items that replicate spells with terrain components can only be created in an area that matches the type of terrain indicated by that spell, and they only function when used in an area that matches the type of terrain indicated by the spell.



## 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 rare spell allowance, or taking a feat to gain one(see the Non-Standard Spells Require Feats optional rule). As a general rule, if a character must pay for a non-standard spell allowance, the number of non-standard spells he can potetially gain access to should be appropriately large.

Note that we especially 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 spontaneous spellcasters with very limited numbers of spells known, 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 [the planes]).

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

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

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

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

**Example:** The wizard Kabaz wants to discover for himself how to perform the 3rd-level spell *brain sight*. 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 Pathfinder Roleplaying Game 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	-	
1st	28	20	15	19
2nd	32	26	9	12
3rd	34	22	11	13
4th	27	17	9	7
5th	25	19		-
6th	26	18	-	
7th	18	13		-
8th	17	11		- 10
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 *Pathfinder Roleplaying Game Core Rulebook* is limited to 20 ist-level spells that he can choose from when preparing spells. If Jorvis wants to be able to cast *point the way*, a ist-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 *chains of regret*, he can't take it because it's not a druid spell. Those were the only ist-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 *point the way*. 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 *transfer energy*, 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 *point the way*, and would rather have access to *transfer energy*. 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 *point the way* 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 sourcebooks from which his character can draw spells, and allow the feat to be taken multiple times to gain access to greater numbers of sourcebooks. This allows players access to a relatively large number of spells per feat, but forces the player to take the good spells with the bad.

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

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

Finally, GMs using optional rules for handling standard spells, included in the next section, 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 VI* 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 50,000 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 the Pathfinder Roleplaying Game Core Rulebook, 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 *voice of stone power*, a 9th-level spell. Because *voice of stone power* 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 *bonds of sorrow*, 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 to learn" option.

**Example:** Kabaz the wizard is eager to get a copy of *glimpse beyond*, 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 <sup>M</sup> or <sup>F</sup> 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, spells marked with the following letters have the components listed in parentheses: AL (alignment), <sup>En</sup> (energy), <sup>IE</sup> (intricate emotion), <sup>IS</sup> (intricate somatic), IT (intricate thought), IV (intricate verbal), Op (optional), <sup>Sac</sup> (sacrifice), <sup>SL</sup> (soul), and <sup>TR</sup> (terrain); these are new types of components 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

ıst-level Alchemist Formulae

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

Heridus's Object Hardener Increases an object's hardness and break DC, and grants it temporary hp.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

**Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Alchemist Formulae

**Eyes of the Burglar**<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

**Read Brain** Grants the ability to communicate with disembodied brains and probe their memories. **Spirit Ward<sup>En</sup>** Target gains DR 1/- or DR 2/-.

#### 3rd-level Alchemist Formulae

**Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target.

**Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Alchemist Formulae

**Ivory Warrior**<sup>Op</sup> Target gains bonuses to Str, Con, AC, and DR, and may gain a gore attack.

**Magnetic Repulsion**<sup>Op</sup> Makes it harder for foes to hit you with metal weapons or electricity effects.

**Transplant Brain**, **Lesser**<sup>M, F</sup> Implants a living brain into a corpse.

#### 5th-level Alchemist Formulae

Arcane Accuracy Gain a +1 bonus to attack and damage for each spell affecting you.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Murder's Reward**<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature. **Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed.

#### 6th-level Alchemist Formulae

**Contact Vrstaioimr**<sup>IV</sup> Question the alien entity Vrstaioimr in exchange for it planting suggestions in your mind.

**Heridus's Invincible Barrier** Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

Monstrous Regeneration Target gains regeneration equal to 1/2 your caster level.

**Reshape**<sup>Op</sup> As *polymorph*, but the target can also take the forms of monstrous humanoids, undead, and vermin, and may be able to gain the benefits of 2 forms.

## Antipaladin Spells

ist-level Antipaladin Spells

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Death Summons** I<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 1 + sacrificed creature's HD (max 3).

**Ollander's Inflated** Ego<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Summon Altered Creature** I<sup>Op</sup> Summons creature(s) with one or two 1-point evolutions applied.

#### 2nd-level Antipaladin Spells

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Death Summons II**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 2 + sacrificed creature's HD (max 6).

Fearsome Flame<sup>op</sup> Shoots a ray of fire that may cause the target to be shaken.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Summon Altered Creature II**<sup>Op</sup> Summons creature(s) with two or three 1-point evolutions applied.

#### 3rd-level Antipaladin Spells

**Death Summons III**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 3 + sacrificed creature's HD (max 9).

**Malicious Weariness**<sup>En</sup> Target is fatigued or exhausted. **Morticia's Interrogation**<sup>Op</sup> Compels target undead to truthfully answer your questions.

**Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

**Summon Altered Creature III<sup>Op</sup>** Summons creature(s) with 3 points of evolutions applied.

**Tongue Theft**<sup>Op</sup> Target either can only speak gibberish, or you may choose what he says.

Vision of Greatness/Depravity<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

#### 4th-level Antipaladin Spells

**Change Wand** Transforms a wand into a magic weapon. **Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of protection from good.

**Death Summons IV**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 4 + sacrificed creature's HD (max 12).

Hateful Demise<sup>sac</sup> The sacrificed creature's spirit is compelled to seek out and curse the target.

Heridus's Invincible Barrier Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

**Murder's Reward**<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature. **Murderous Return**<sup>Op, M</sup> Corpse rises as a juju zombie, which

you can direct to attack targets of your choice.

**Obsessive Fascination**<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object. **Summon Altered Creature IV**<sup>Op</sup> Summons creature(s) with

4 or 5 points of evolutions applied.

## **Bard Spells**

**1st-level Bard Spells** 

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Death Summons** I<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 1 + sacrificed creature's HD (max 3).

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Point the Way<sup>F</sup>** Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Shriek**<sup>IV</sup> Target takes sonic damage and is dazzled, and may also be deafened or dazed.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components.

**Summon Altered Creature** I<sup>Op</sup> Summons creature(s) with one or two 1-point evolutions applied.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

**Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Bard Spells

**Bird of Paradise**<sup>TR</sup> Creates a magical bird that can fascinate your foes.

**Death Summons** II<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 2 + sacrificed creature's HD (max 6).

**Eyes of the Burglar**<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

**Melodious Whispers**<sup>IV</sup> Target is deafened to real noises, instead hearing an auditory sensation of your choosing. **Ollander's Rage Intensifier** Increases existing morale bonuses to Str, Con, and Will saves by +2, but inflicts -2 penalty to AC.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

Summon Altered Creature II<sup>Op</sup> Summons creature(s) with two or three 1-point evolutions applied.

#### 3rd-level Bard Spells

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Death Summons III**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 3 + sacrificed creature's HD (max 9).

**Expand Item** Object becomes 2 size categories larger. **Mental Peace<sup>IE</sup>** Clears your mind, granting a number of benefits but limiting your hostile actions.

**Obsessive Fascination**<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object. **Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

**Summon Altered Creature III**<sup>Op</sup> Summons creature(s) with 3 points of evolutions applied.

**Tongue Theft<sup>op</sup>** Target either can only speak gibberish, or you may choose what he says.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Bard Spells

**Change Wand** Transforms a wand into a magic weapon. **Death Summons IV**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 4 + sacrificed creature's HD (max 12).

**Dust Devil**<sup>TR</sup> Target melds into swirling sands and is transported to another spot within range.

**Soulsong**<sup>SL</sup> Either imposes penalties on or grants bonuses to targets, depending on whether the soul used as a component was trapped willingly.

**Summon Altered Creature IV**<sup>op</sup> Summons creature(s) with 4 or 5 points of evolutions applied.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

Vision of Greatness/Depravity<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

#### 5th-level Bard Spells

Arcane Accuracy Gain a +1 bonus to attack and damage for each spell affecting you.

**Death Summons** V<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 5 + sacrificed creature's HD (max 15).

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Murder's Reward**<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature.

**Summon Altered Creature V**<sup>op</sup> Summons creature(s) with 5 or 6 points of evolutions applied.

**Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed. View from Above<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

#### 6th-level Bard Spells

**Blinding Virtue**<sup>IE</sup> Creates an area of bright sunlight that empowers good and neutral creatures while damaging evil creatures.

**Death Summons VI**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 6 + sacrificed creature's HD (max 18).

**Fervent Sonata**<sup>IV</sup> Targets gain a +3 bonus or -3 penalty to certain rolls.

Hibernation<sup>En</sup> Target falls into a deep sleep from which he may not awaken.

**Memory Exchange**<sup>IT</sup> You gain access to the target's memories; the target may also gain access to your memories. **Ollander's Irresistible Waltz**<sup>IS</sup> Creatures in the area must dance so long as you do, and for 1d4 rounds thereafter.

**Paint Portal**<sup>M</sup> Painting of a real location transforms into a portal to that location.

**Prismatic Hurricane**<sup>IS</sup> Creatures in the area are dazed or stunned and may take Wis damage.

**Receive Soul**<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle.

**Reusable Image**<sup>En</sup> As programmed image, but image resets and you may alter the image or triggers.

## **Sociopathic Glee**<sup>Op</sup> Target is compelled to kill his allies. **Summon Altered Creature VI**<sup>Op</sup> Summons creature(s) with 6 points of evolutions applied.

Vision of Paradise<sup>Op</sup> Creates an illusory paradise that draws in nearby creatures.

## **Bloodrager Spells**

1st-level Bloodrager Spells

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Gut Strike**<sup>15</sup> Target takes bludgeoning damage and may be sickened or nauseated.

Kinetic Ray<sup>En</sup> Fires a ray of force damage.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

#### 2nd-level Bloodrager Spells

Fearsome Flame<sup>Op</sup> Shoots a ray of fire that may cause the target to be shaken.

**Ollander's Rage Intensifier** Increases existing morale bonuses to Str, Con, and Will saves by +2, but inflicts -2 penalty to AC.

Spirit Ward<sup>En</sup> Target gains DR 1/- or DR 2/-.

#### 3rd-level Bloodrager Spells

Arcane Accuracy Gain a +1 bonus to attack and damage for each spell affecting you.

**Deplete Air**<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area. **Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target.

**Ephemeral Cure**<sup>Op</sup> Temporarily cures hp damage. **Malicious Weariness**<sup>En</sup> Target is fatigued or exhausted. **Mists of the Moors**<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. **Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Bloodrager Spells

Black Lightning<sup>sac</sup> Transforms the energy of the sacrificed creature into a 30-ft. cone of lightning.

**Change Wand** Transforms a wand into a magic weapon. **Controllable Conflagration**<sup>IT</sup> Deals fire damage to creatures in contiguous 5-ft. squares, arranged in any shape you choose.

**Dark Blessing**<sup>sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of *protection from good*.

**Furious Eruption**<sup>IE</sup> Fiery explosion deals fire damage in a radius around you, possibly pushing creatures back.

**Ley Line of Lightning**<sup>IS</sup> Shoots lines of lightning out from you in multiple directions.

**Murder's Reward**<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature. **Spreading Fire**<sup>TR</sup> Creates magical fire in a 5-ft.-radius area that spreads to adjacent squares.

## **Cleric Spells**

**1st-level Cleric Spells** 

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Death Summons** I<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 1 + sacrificed creature's HD (max 3).

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Summon Altered Creature I**<sup>Op</sup> Summons creature(s) with one or two 1-point evolutions applied.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

#### 2nd-level Cleric Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws.

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Death Summons** II<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 2 + sacrificed creature's HD (max 6).

Hold Summoned Creature<sup>IV</sup> As hold person, but only affects summoned creatures.

**Melodious Whispers**<sup>IV</sup> Target is deafened to real noises, instead hearing an auditory sensation of your choosing. **Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components. **Summon Altered Creature** II<sup>Op</sup> Summons creature(s) with two or three 1-point evolutions applied.

#### **3rd-level Cleric Spells**

**Death Summons III**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 3 + sacrificed creature's HD (max 9).

Heridus's Punishing Ward<sup>IS</sup> Creates glowing runes that circle you, dealing electricity damage to your attackers. Mental Peace<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.



**Morticia's Interrogation**<sup>op</sup> Compels target undead to truthfully answer your questions.

Morticia's Spirit Séance<sup>IT</sup> Conjures the spirit of a specified deceased person, who briefly inhabits your body. Perfect Recall<sup>IT</sup> Preserves exact details of your memories

created during the spell's duration.

Spirit Ward<sup>En</sup> Target gains DR 1/- or DR 2/-.

**Summon Altered Creature III<sup>Op</sup>** Summons creature(s) with 3 points of evolutions applied.

**Tongue Theft<sup>Op</sup>** Target either can only speak gibberish, or you may choose what he says.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Cleric Spells

**Bloom of Life**<sup>OP</sup> Returns a creature to life a limited number of times, though the process takes a toll on the target. **Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of *protection from good*.

**Death Summons IV**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 4 + sacrificed creature's HD (max 12).

**Divert Ray**<sup>op</sup> Deflects a ray attack, possibly redirecting it against a new target.

Hateful Demise<sup>sac</sup> The sacrificed creature's spirit is compelled to seek out and curse the target.

**Ivory Warrior**<sup>Op</sup> Target gains bonuses to Str, Con, AC, and DR, and may gain a gore attack.

**Receive Soul**<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle.

**Summon Altered Creature IV**<sup>Op</sup> Summons creature(s) with 4 or 5 points of evolutions applied.

**Vision of Greatness/Depravity**<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

#### 5th-level Cleric Spells

**Blood Healing**<sup>Sac</sup> Heals both living and undead targets of hp damage, certain conditions, and ability score damage.

**Death Summons**  $V^{Sac}$  Summons an evil extraplanar creature whose CR is equal to or less than 5 + sacrificed creature's HD (max 15).

**Fervent Sonata**<sup>IV</sup> Targets gain a +3 bonus or -3 penalty to certain rolls.

**Murder's Reward**<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature.

**Murderous Return**<sup>Op, M</sup> Corpse rises as a juju zombie, which you can direct to attack targets of your choice.

**Summon Altered Creature V**<sup>op</sup> Summons creature(s) with 5 or 6 points of evolutions applied.

**Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed. View from Above<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

#### 6th-level Cleric Spells

**Death Summons VI**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 6 + sacrificed creature's HD (max 18).

**Destructive Vortex**<sup>AL</sup> Deals damage to creatures and objects within the area at random.

**Dismal Cloud**<sup>IE</sup> Creates a cloud of negative energy that inflicts penalties on creatures in the area.

**Divine Censure** Counters a spell and prevents the caster from casting it again for a number of days equal to your caster level.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Recall Soul**<sup>M</sup> Conjures the spirit of a deceased creature you bonded with using *brand soul*.

**Soulsong**<sup>SL</sup> Either imposes penalties on or grants bonuses to targets, depending on whether the soul used as a component was trapped willingly.

**Summon Altered Creature VI**<sup>Op</sup> Summons creature(s) with 6 points of evolutions applied.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

#### 7th-level Cleric Spells

**Blinding Virtue**<sup>IE</sup> Creates an area of bright sunlight that empowers good and neutral creatures while damaging evil creatures.

**Bloodcast**<sup>Sac</sup> Replicates a spell the sacrificed creature could cast.

**Bonds of Sorrow**<sup>IE</sup> Target suffers nonlethal damage whenever he deals damage, and must make a Will save to continue hostile actions.

**Create Ghost**<sup>SL</sup> Transforms the soul used as a component into a ghost.

**Death Summons VII**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 7 + sacrificed creature's HD (max 21).

**Light of the Overworld**<sup>TR</sup> Creates a 1-mile-radius area of bright light underground.

**Monstrous Regeneration** Target gains regeneration equal to 1/2 your caster level.

**Morticia's Spiral of Death**<sup>IS</sup> Unleashes negative energy in a radius around you, with closer creatures suffering worse effects.

**Persistent Freeze**<sup>En</sup> Target is permanently chilled, suffering cold damage which increases when he is more active. **Summon Altered Creature VII**<sup>Op</sup> Summons creature(s) with 7 or 8 points of evolutions applied.

#### 8th-level Cleric Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

**Death Summons VIII**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 8 + sacrificed creature's HD (max 24).

Heridus's Invincible Barrier Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

Heridus's Word of Law<sup>AL</sup> Compels the target to follow a single command that is in accordance with the law. Morticia's Spirit Conversion<sup>SL</sup> Draws on the energy of the soul used as a component to empower your spellcasting. Sociopathic Glee<sup>Op</sup> Target is compelled to kill his allies. Summon Altered Creature VIII<sup>Op</sup> Summons creature(s) with 8 or 9 points of evolutions applied.

Verbeck's Eldritch Unraveler Dispels active spell effects on creatures within the area.

#### 9th-level Cleric Spells

**Abstract Existence**<sup>T</sup> Target is stripped from physical reality. **Death Summons IX**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 9 + sacrificed creature's HD (max 27).

**Fatal Fright**<sup>IE</sup> Creatures in the area are panicked or may die from fright, depending on HD.

**Fiend Shape**<sup>AL</sup> Take the form of an evil outsider, gaining benefits and abilities based on the creature chosen.

**Soulcraft<sup>sL</sup>** Transforms the soul used as a component into a mundane physical object.

**Summon Altered Creature IX**<sup>Op</sup> Summons creature(s) with 9 points of evolutions applied.

**Verbeck's Eradication Field**<sup>IS</sup> Destroys 1d4 magic items in the area.

**Vision of Paradise**<sup>Op</sup> Creates an illusory paradise that draws in nearby creatures.

## Druid Spells

#### **1st-level** Druid Spells

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Bird of Paradise**<sup>TR</sup> Creates a magical bird that can fascinate your foes.

Heridus's Object Hardener Increases an object's hardness and break DC, and grants it temporary hp.

**Point the Way<sup>F</sup>** Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

#### 2nd-level Druid Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Deplete Air**<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area. **Hold Summoned Creature**<sup>TV</sup> As hold person, but only affects summoned creatures.

**Mists of the Moors**<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. **Soul of the Steppe**<sup>TR</sup> Horse gains a +50-ft. bonus to movement speed and temporary hp, and is easier to control and ride.

#### 3rd-level Druid Spells

Awaken, Lesser Tiny or smaller animal with no more than 1 HD gains a semblance of intellect.

**Create Oak**<sup>TR</sup> Instantly grows a massive tree in a designated square.

Heridus's Escape Tunnel<sup>™</sup> Creates a tunnel to leading to the surface world.

**Kelp Cloud**<sup>TR</sup> Creates a cloud of kelp that grapples creatures in the area.

**Magnificent Bubble**<sup>TR</sup> Encapsulates the target is a bubble of air.

**Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Druid Spells

**Black Lightning**<sup>Sac</sup> Transforms the energy of the sacrificed creature into a 30-ft. cone of lightning.

**Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of *protection from good*.

**Detonate Companion**<sup>IS</sup> Your animal companion, eidolon, or familiar explodes, damaging creatures around it.

**Dust Devil**<sup>TR</sup> Target melds into swirling sands and is transported to another spot within range.

**Fangs of the Forest**<sup>TR</sup> Trees in the area grow thrusting spines that damage adjacent creatures.

**Ivory Warrior**<sup>op</sup> Target gains bonuses to Str, Con, AC, and DR, and may gain a gore attack.

**Sand Form**<sup>TR</sup> You become immune to weapon damage, take half damage from energy attacks, and gain a +40 bonus to Stealth, but can only take move actions.

#### 5th-level Druid Spells

Abundant Overgrowth<sup>TR</sup> Plants in the area grow significantly and become more fruitful and potent. Advancing Glacier<sup>TR</sup> Creates a moving wall of ice. Flame Bats<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage. Frigid Gale<sup>TR</sup> Creates blizzard conditions in the area, obscuring vision and impeding movement. Furious Eruption<sup>IE</sup> Fiery explosion deals fire damage in a radius around you, possibly pushing creatures back. Murder's Reward<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature. Spreading Fire<sup>TR</sup> Creates magical fire in a 5-ft.-radius area that spreads to adjacent squares.

**View from Above**<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

#### 6th-level Druid Spells

**Blood Healing**<sup>Sac</sup> Heals both living and undead targets of hp damage, certain conditions, and ability score damage. **Controllable Conflagration**<sup>IT</sup> Deals fire damage to

creatures in contiguous 5-ft. squares, arranged in any shape you choose.

**Divine Censure** Counters a spell and prevents the caster from casting it again for a number of days equal to your caster level.

**Light of the Overworld**<sup>TR</sup> Creates a 1-mile-radius area of bright light underground.

Maw of the Mire<sup>TR</sup> Creates a quicksand-like bog in a 10-ft.by-10-ft. area.

**Persistent Freeze**<sup>En</sup> Target is permanently chilled, suffering cold damage which increases when he is more active.

**Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed.

#### 7th-level Druid Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

**Blinding Virtue**<sup>IE</sup> Creates an area of bright sunlight that empowers good and neutral creatures while damaging evil creatures.

**Bloodcast**<sup>Sac</sup> Replicates a spell the sacrificed creature could cast.

**Destructive Vortex**<sup>AL</sup> Deals damage to creatures and objects within the area at random.

#### 8th-level Druid Spells

**Galecalling**<sup>IV</sup> Creates a strong windstorm with whispering voices that confuse creatures in the area.

**Monstrous Regeneration** Target gains regeneration equal to 1/2 your caster level.

**Stone Circle Teleportation** Creates magical representation of the globe which allows teleportation across the planet.

**Verbeck's Eldritch Unraveler** Dispels active spell effects on creatures within the area.

Vision of Paradise<sup>Op</sup> Creates an illusory paradise that draws in nearby creatures.

#### 9th-level Druid Spells

**Call Spirit Guide** Conjures a spirit that guides you through the steps of a specified goal.

**Treesight**<sup>op</sup> Each tree within the spell's area grants you blindsight 30 ft.

**Voice of Stone Power**<sup>IV</sup> Petrifies 500 or 1,000 hp worth of creatures in the area.

## **Inquisitor Spells**

#### **ist-level Inquisitor Spells**

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Point the Way**<sup>F</sup> Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components. **Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

Verbeck's Instant Acclimation<sup>™</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Inquisitor Spells

**Ardent Plea<sup>AL</sup>** Sense the nearest creature in need of assistance.

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws.

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Melodious Whispers<sup>IV</sup>** Target is deafened to real noises, instead hearing an auditory sensation of your choosing. **Ollander's Shared Misery<sup>IE</sup>** Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

#### **3rd-level Inquisitor Spells**

Heridus's Punishing Ward<sup>15</sup> Creates glowing runes that circle you, dealing electricity damage to your attackers.

**Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

**Morticia's Interrogation**<sup>Op</sup> Compels target undead to truthfully answer your questions.

**Morticia's Spirit Séance**<sup>IT</sup> Conjures the spirit of a specified deceased person, who briefly inhabits your body.

**Read Brain** Grants the ability to communicate with disembodied brains and probe their memories.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

**Tongue Theft**<sup>Op</sup> Target either can only speak gibberish, or you may choose what he says.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Inquisitor Spells

**Dark Blessing**<sup>sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of protection from good.

**Receive Soul**<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

Vision of Greatness/Depravity<sup>op</sup> Grants a vision of the creature's greatest act of good and/or evil.

#### 5th-level Inquisitor Spells

Blood Healing<sup>Sac</sup> Heals both living and undead targets of hp damage, certain conditions, and ability score damage. Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed.

#### 6th-level Inquisitor Spells

**Divine Censure** Counters a spell and prevents the caster from casting it again for a number of days equal to your caster level.

Heridus's Invincible Barrier Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

Heridus's Word of Law<sup>AL</sup> Compels the target to follow a single command that is in accordance with the law. Sociopathic Glee<sup>Op</sup> Target is compelled to kill his allies.

## Magus Spells

1st-level Magus Spells

**Gut Strike**<sup>15</sup> Target takes bludgeoning damage and may be sickened or nauseated.

**Kinetic Ray**<sup>En</sup> Fires a ray of force damage.

**Shriek**<sup>IV</sup> Target takes sonic damage and is dazzled, and may also be deafened or dazed.

#### 2nd-level Magus Spells

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws. **Deplete Air**<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area. **Fearsome Flame**<sup>Op</sup> Shoots a ray of fire that may cause the target to be shaken.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

#### **3rd-level Magus Spells**

**Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target.

**Ephemeral Cure**<sup>Op</sup> Temporarily cures hp damage. **Mists of the Moors**<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. **Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

Spirit Ward<sup>En</sup> Target gains DR 1/- or DR 2/-.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Magus Spells

**Black Lightning**<sup>Sac</sup> Transforms the energy of the sacrificed creature into a 30-ft. cone of lightning.

**Change Wand** Transforms a wand into a magic weapon. **Dust Devil**<sup>TR</sup> Target melds into swirling sands and is transported to another spot within range.

**Furious Eruption**<sup>IE</sup> Fiery explosion deals fire damage in a radius around you, possibly pushing creatures back.

**Ley Line of Lightning**<sup>IS</sup> Shoots lines of lightning out from you in multiple directions.

Magnetic Repulsion<sup>Op</sup> Makes it harder for foes to hit you with metal weapons or electricity effects.

**Malicious Weariness**<sup>En</sup> Target is fatigued or exhausted. **Phase Ray**<sup>IT</sup> Uses precise calculations to unerringly strike the target with force damage.

#### 5th-level Magus Spells

Arcane Accuracy Gain a +1 bonus to attack and damage for each spell affecting you.

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

Flame Bats<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage.

**Persistent Freeze**<sup>En</sup> Target is permanently chilled, suffering cold damage which increases when he is more active.

#### 6th-level Magus Spells

**Controllable Conflagration**<sup>IT</sup> Deals fire damage to creatures in contiguous 5-ft. squares, arranged in any shape you choose.

**Destructive Vortex**<sup>AL</sup> Deals damage to creatures and objects within the area at random.

Elder Tentacles<sup>15</sup> Tentacles may grapple, move, and pin creatures within the area.

**Heridus's Invincible Barrier** Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

## Medium Spells

#### **ist-level Medium Spells**

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Ollander's Inflated** Ego<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Point the Way**<sup>F</sup> Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Shriek**<sup>IV</sup> Target takes sonic damage and is dazzled, and may also be deafened or dazed.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components. **Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Medium Spells

**Ardent Plea<sup>AL</sup>** Sense the nearest creature in need of assistance.

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws.

**Morticia's Interrogation**<sup>Op</sup> Compels target undead to truthfully answer your questions.

**Morticia's Spirit Séance**<sup>IT</sup> Conjures the spirit of a specified deceased person, who briefly inhabits your body.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

#### 3rd-level Medium Spells

Arcane Accuracy Gain a +1 bonus to attack and damage for each spell affecting you.

**Ghostflame**<sup>OP</sup> Flames deal full damage to incorporeal creatures and deal half or no damage to corporeal creatures. **Morticia's Spectral Command**<sup>OP</sup> Target incorporeal

creature is held or forced to follow a single command.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

**Tongue Theft<sup>op</sup>** Target either can only speak gibberish, or you may choose what he says.

**View from Above**<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Medium Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

Heridus's Circle of Psychic Safety<sup>Op</sup> Creates a magic circle through which mind-affecting effects cannot penetrate. Malicious Weariness<sup>En</sup> Target is fatigued or exhausted. **Murder's Reward**<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature. **Obsessive Fascination**<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object. **Vision of Greatness/Depravity**<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

## **Mesmerist Spells**

**1st-level** Mesmerist Spells

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

Chains of Regret<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components. **Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Mesmerist Spells

**Bird of Paradise**<sup>TR</sup> Creates a magical bird that can fascinate your foes.

**Eyes of the Burglar**<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

**Melodious Whispers<sup>IV</sup>** Target is deafened to real noises, instead hearing an auditory sensation of your choosing. **Ollander's Shared Misery<sup>IE</sup>** Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

#### **3rd-level Mesmerist Spells**

**Brain Sight** Disembodied brain gains blindsight and the ability to hear and communicate telepathically within 60 ft. **Coax Spell**<sup>Op</sup> When you cast spells, the target is forced to cast a spell of the same school.

**Ephemeral Cure**<sup>Op</sup> Temporarily cures hp damage.

**Obsessive Fascination**<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object. **Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and

compulsion effects and attacks those who direct such effects at you.

**Read Brain** Grants the ability to communicate with disembodied brains and probe their memories.

**Tongue Theft<sup>Op</sup>** Target either can only speak gibberish, or you may choose what he says.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Mesmerist Spells

**Heridus's Circle of Psychic Safety**<sup>op</sup> Creates a magic circle through which mind-affecting effects cannot penetrate. **Magnetic Repulsion**<sup>op</sup> Makes it harder for foes to hit you with metal weapons or electricity effects.

**Malicious Weariness**<sup>En</sup> Target is fatigued or exhausted. **Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

**Transplant Brain**, **Lesser**<sup>M, F</sup> Implants a living brain into a corpse.

Vision of Greatness/Depravity<sup>op</sup> Grants a vision of the creature's greatest act of good and/or evil.

#### 5th-level Mesmerist Spells

**Borrowed Mindscape**<sup>op</sup> As create mindscape, but the details are filled in by the target's subconscious.

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Fervent Sonata**<sup>IV</sup> Targets gain a +3 bonus or -3 penalty to certain rolls.

#### 6th-level Mesmerist Spells

**Bond of Allies**<sup>Op</sup> As *telepathic bond*, and targets gain additional bonuses to AC, Reflex saves, and attack rolls for flanking.

**Bonds of Sorrow**<sup>IE</sup> Target suffers nonlethal damage whenever he deals damage, and must make a Will save to continue hostile actions.

Hibernation<sup>En</sup> Target falls into a deep sleep from which he may not awaken.

**Memory Exchange**<sup>TT</sup> You gain access to the target's memories; the target may also gain access to your memories. **Ollander's Mind Melter** Target takes damage as you rip spells from his mind.

**Prismatic Hurricane**<sup>IS</sup> Creatures in the area are dazed or stunned and may take Wis damage.

## Occultist Spells

1st-level Occultist Spells

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

Heridus's Object Hardener Increases an object's hardness and break DC, and grants it temporary hp.

**Point the Way**<sup>F</sup> Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Occultist Spells

Eyes of the Burglar<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

**Wind/Unwind Clockwork** Winds or unwinds clockwork creature or object.

#### 3rd-level Occultist Spells

**Brain Sight** Disembodied brain gains blindsight and the ability to hear and communicate telepathically within 60 ft. **Expand Item** Object becomes 2 size categories larger. **Ghostflame**<sup>Op</sup> Flames deal full damage to incorporeal creatures and deal half or no damage to corporeal creatures. **Morticia's Spectral Command**<sup>Op</sup> Target incorporeal creature is held or forced to follow a single command. **Morticia's Spirit Séance**<sup>IT</sup> Conjures the spirit of a specified deceased person, who briefly inhabits your body. **Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Read Brain** Grants the ability to communicate with disembodied brains and probe their memories. **Wrath of the Weary** Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Occultist Spells

**Change Wand** Transforms a wand into a magic weapon. **Heridus's Circle of Psychic Safety**<sup>Op</sup> Creates a magic circle through which mind-affecting effects cannot penetrate. **Ley Line of Lightning**<sup>IS</sup> Shoots lines of lightning out from you in multiple directions.

**Murderous Return**<sup>Op, M</sup> Corpse rises as a juju zombie, which you can direct to attack targets of your choice.

**Transplant Brain**, **Lesser**<sup>M, F</sup> Implants a living brain into a corpse.

#### 5th-level Occultist Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Flame Bats**<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

**View from Above**<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

#### 6th-level Occultist Spells

**Memory Exchange**<sup>TT</sup> You gain access to the target's memories; the target may also gain access to your memories. **Paint Portal**<sup>M</sup> Painting of a real location transforms into a portal to that location.

**Verbeck's Eradication Field**<sup>IS</sup> Destroys 1d4 magic items in the area.

Verbeck's Nested Prison<sup>M</sup> Traps the target in 3 nesting sarcophagi.

## Paladin Spells

### **1st-level** Paladin Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Life Bond** You can sacrifice hp to prevent damage to your animal companion or spirit animal.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

#### 2nd-level Paladin Spells

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws. **Soul of the Steppe**<sup>TR</sup> Horse gains a +50-ft. bonus to movement speed and temporary hp, and is easier to control and ride.

**Spirit Ward**<sup>En</sup> Target gains DR 1/- or DR 2/-.

#### 3rd-level Paladin Spells

**Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target.

**Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

**Vision of Greatness/Depravity**<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Paladin Spells

**Change Wand** Transforms a wand into a magic weapon. **Divine Censure** Counters a spell and prevents the caster from casting it again for a number of days equal to your caster level.

Heridus's Invincible Barrier Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

**Life Bond**, **Greater** As *life bond*, but you can also transfer hp damage done to you to your animal companion or spirit animal.

**Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed.

## **Psychic Spells**

**1st-level** Psychic Spells

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

Kinetic Ray<sup>En</sup> Fires a ray of force damage.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Point the Way**<sup>F</sup> Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

**Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### **2nd-level** Psychic Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

Eyes of the Burglar<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

Read Brain Grants the ability to communicate with disembodied brains and probe their memories. Spellbinding Burden Each spell the target casts gains emotion, somatic, thought, and verbal components. Wind/Unwind Clockwork Winds or unwinds clockwork creature or object.

#### 3rd-level Psychic Spells

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws. **Brain Sight** Disembodied brain gains blindsight and the ability to hear and communicate telepathically within 60 ft. **Coax Spell**<sup>Op</sup> When you cast spells, the target is forced to cast a spell of the same school.

**Deplete Air<sup>TR</sup>** Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area. **Ghostflame**<sup>Op</sup> Flames deal full damage to incorporeal creatures and deal half or no damage to corporeal creatures. **Kelp Cloud**<sup>TR</sup> Creates a cloud of kelp that grapples creatures in the area.

**Magnificent Bubble**<sup>TR</sup> Encapsulates the target is a bubble of air.

**Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

Morticia's Spectral Command<sup>op</sup> Target incorporeal creature is held or forced to follow a single command. Rattlesnake Ward<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Spirit Ward**<sup>En</sup> Target gains DR 1/- or DR 2/-.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Psychic Spells

Heridus's Circle of Psychic Safety<sup>Op</sup> Creates a magic circle through which mind-affecting effects cannot penetrate. Malicious Weariness<sup>En</sup> Target is fatigued or exhausted. Obsessive Fascination<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object. Tongue Theft<sup>Op</sup> Target either can only speak gibberish, or you may choose what he says.

## Verbeck's Clockwork Minions<sup>IT</sup> Conjures 1 or more clockwork creatures.

**Vision of Greatness/Depravity**<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

#### 5th-level Psychic Spells

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

**Furious Eruption**<sup>IE</sup> Fiery explosion deals fire damage in a radius around you, possibly pushing creatures back.

**Heridus's Escape Tunnel**<sup>TR</sup> Creates a tunnel to leading to the surface world.

**Ivory Warrior**<sup>op</sup> Target gains bonuses to Str, Con, AC, and DR, and may gain a gore attack.

**Magnetic Repulsion**<sup>op</sup> Makes it harder for foes to hit you with metal weapons or electricity effects.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

**Transplant Brain**, Lesser<sup>M, F</sup> Implants a living brain into a corpse.

#### 6th-level Psychic Spells

**Bond of Allies**<sup>Op</sup> As *telepathic bond*, and targets gain additional bonuses to AC, Reflex saves, and attack rolls for flanking.

**Borrowed Mindscape**<sup>Op</sup> As *create mindscape*, but the details are filled in by the target's subconscious.

**Destructive Vortex**<sup>AL</sup> Deals damage to creatures and objects within the area at random.

**Dismal Cloud**<sup>IE</sup> Creates a cloud of negative energy that inflicts penalties on creatures in the area.

Elder Tentacles<sup>IS</sup> Tentacles may grapple, move, and pin creatures within the area.

Faux Familiar<sup>En</sup> Summons a temporary familiar.

**Flame Bats**<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage.

**Reusable Image**<sup>En</sup> As *programmed image*, but image resets and you may alter the image or triggers.

#### 7th-level Psychic Spells

**Blinding Virtue**<sup>IE</sup> Creates an area of bright sunlight that empowers good and neutral creatures while damaging evil creatures.

**Bloodcast**<sup>Sac</sup> Replicates a spell the sacrificed creature could cast.

**Bonds of Sorrow**<sup>IE</sup> Target suffers nonlethal damage whenever he deals damage, and must make a Will save to continue hostile actions.

**Contact Vrstaioimr**<sup>IV</sup> Question the alien entity Vrstaioimr in exchange for it planting suggestions in your mind.

**Hibernation**<sup>En</sup> Target falls into a deep sleep from which he may not awaken.

Ollander's Mind Melter Target takes damage as you rip spells from his mind.

#### 8th-level Psychic Spells

**Abstract Existence**<sup>IT</sup> Target is stripped from physical reality. **Access Ley Line** Taps into an accessible ley line more easily, and doubles the bonus to your caster level. **Heridus's Word of Law**<sup>AL</sup> Compels the target to follow a single command that is in accordance with the law. **Inversion**<sup>Op</sup> Swaps the target's mental and physical ability scores.

Memory Exchange<sup>IT</sup> You gain access to the target's

memories; the target may also gain access to your memories. Monstrous Regeneration Target gains regeneration equal to 1/2 your caster level.

**Transplant Brain, Greater**<sup>M, F</sup> As *lesser transplant brain*, but resulting creature's penalties only last 2 hours/HD.

#### 9th-level Psychic Spells

**Call Spirit Guide** Conjures a spirit that guides you through the steps of a specified goal.

**Crushing Cage**<sup>IS, M</sup> Creates a cage of force that can contract to crush those inside.

Fatal Fright<sup>IE</sup> Creatures in the area are panicked or may die from fright, depending on HD.

**Ollander's Irresistible Waltz**<sup>IS</sup> Creatures in the area must dance so long as you do, and for 1d4 rounds thereafter.

**Probability Field**<sup>IT</sup> Creatures in the area roll every d20 roll twice, and you choose which result they use.

**Recall Death** Target sees visions of his own death and suffers 15 points of damage per caster level.

**Steal Brain**<sup>op</sup> Psychically rips the target's brain from his body, inflicting damage and depositing the brain in your hand.

#### **Ranger Spells**

**1st-level Ranger Spells** 

**Eyes of the Burglar**<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

Life Bond You can sacrifice hp to prevent damage to your animal companion or spirit animal.

**Point the Way<sup>F</sup>** Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

**Soul of the Steppe**<sup>TR</sup> Horse gains a +50-ft. bonus to movement speed and temporary hp, and is easier to control and ride.

**Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy.

#### 2nd-level Ranger Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Bird of Paradise**<sup>TR</sup> Creates a magical bird that can fascinate your foes.

**Deplete** Air<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area.

#### 3rd-level Ranger Spells

**Kelp Cloud**<sup>TR</sup> Creates a cloud of kelp that grapples creatures in the area.

**Magnificent Bubble**<sup>TR</sup> Encapsulates the target is a bubble of air.

Mists of the Moors<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

#### 4th-level Ranger Spells

**Abundant Overgrowth**<sup>TR</sup> Plants in the area grow significantly and become more fruitful and potent.

Awaken, Lesser Tiny or smaller animal with no more than 1 HD gains a semblance of intellect.

**Create Oak**<sup>TR</sup> Instantly grows a massive tree in a designated square.

**Dust Devil**<sup>TR</sup> Target melds into swirling sands and is transported to another spot within range.

**Fangs of the Forest**<sup>TR</sup> Trees in the area grow thrusting spines that damage adjacent creatures.

Life Bond, Greater As *life bond*, but you can also transfer hp damage done to you to your animal companion or spirit animal.

Murder's Reward<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature.

## Shaman Spells

**1st-level Shaman Spells** 

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

Heridus's Object Hardener Increases an object's hardness and break DC, and grants it temporary hp.

Life Bond You can sacrifice hp to prevent damage to your animal companion or spirit animal.

**Point the Way<sup>F</sup>** Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

#### 2nd-level Shaman Spells

**Ardent Plea<sup>AL</sup>** Sense the nearest creature in need of assistance.

**Deplete Air**<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area. **Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful

condition, poison, or harmful spell effect you are suffering from.

**Soul of the Steppe**<sup>TR</sup> Horse gains a +50-ft. bonus to movement speed and temporary hp, and is easier to control and ride.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components.



#### 3rd-level Shaman Spells

Awaken, Lesser Tiny or smaller animal with no more than 1 HD gains a semblance of intellect.

**Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

Mists of the Moors<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. Morticia's Interrogation<sup>Op</sup> Compels target undead to truthfully answer your questions.

**Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

#### 4th-level Shaman Spells

**Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of protection from good.

**Dust Devil**<sup>TR</sup> Target melds into swirling sands and is transported to another spot within range.

**Fangs of the Forest**<sup>TR</sup> Trees in the area grow thrusting spines that damage adjacent creatures.

Hateful Demise<sup>sac</sup> The sacrificed creature's spirit is compelled to seek out and curse the target.

**Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Receive Soul**<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle.

#### 5th-level Shaman Spells

Bloom of Life<sup>Op</sup> Returns a creature to life a limited number of times, though the process takes a toll on the target. Malicious Weariness<sup>En</sup> Target is fatigued or exhausted. Murder's Reward<sup>AL</sup> Grants a bonus to attack and damage rolls each round you kill an intelligent living creature. Murderous Return<sup>Op, M</sup> Corpse rises as a juju zombie, which you can direct to attack targets of your choice.

**View from Above**<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

## 6th-level Shaman Spells

Abundant Overgrowth<sup>TR</sup> Plants in the area grow significantly and become more fruitful and potent. Advancing Glacier<sup>TR</sup> Creates a moving wall of ice. Divine Censure Counters a spell and prevents the caster from casting it again for a number of days equal to your caster level.

Hibernation<sup>En</sup> Target falls into a deep sleep from which he may not awaken.

**Maw of the Mire**<sup>TR</sup> Creates a quicksand-like bog in a 10-ft.by-10-ft. area.

**Persistent Freeze**<sup>En</sup> Target is permanently chilled, suffering cold damage which increases when he is more active.

**Soulsong**<sup>SL</sup> Either imposes penalties on or grants bonuses to targets, depending on whether the soul used as a component was trapped willingly.

#### 7th-level Shaman Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

**Blinding Virtue**<sup>IE</sup> Creates an area of bright sunlight that empowers good and neutral creatures while damaging evil creatures.

**Bloodcast**<sup>Sac</sup> Replicates a spell the sacrificed creature could cast.

Life Bond, Greater As *life bond*, but you can also transfer hp damage done to you to your animal companion or spirit animal.

**Light of the Overworld**<sup>TR</sup> Creates a 1-mile-radius area of bright light underground.

**Recall Soul<sup>M</sup>** Conjures the spirit of a deceased creature you bonded with using *brand soul*.

#### 8th-level Shaman Spells

**Galecalling**<sup>IV</sup> Creates a strong windstorm with whispering voices that confuse creatures in the area.

Monstrous Regeneration Target gains regeneration equal to 1/2 your caster level.

**Sociopathic Glee**<sup>Op</sup> Target is compelled to kill his allies.

**Soulcraft**<sup>SL</sup> Transforms the soul used as a component into a mundane physical object.

**Stone Circle Teleportation** Creates magical representation of the globe which allows teleportation across the planet.

**Verbeck's Eldritch Unraveler** Dispels active spell effects on creatures within the area.

**Vision of Paradise**<sup>Op</sup> Creates an illusory paradise that draws in nearby creatures.

#### 9th-level Shaman Spells

**Call Spirit Guide** Conjures a spirit that guides you through the steps of a specified goal.

**Ollander's Irresistible Waltz**<sup>IS</sup> Creatures in the area must dance so long as you do, and for 1d4 rounds thereafter. **Treesight**<sup>Op</sup> Each tree within the spell's area grants you blindsight 30 ft.

**Voice of Stone Power**<sup>IV</sup> Petrifies 500 or 1,000 hp worth of creatures in the area.

## Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Death Summons** I<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 1 + sacrificed creature's HD (max 3).

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Gut Strike**<sup>IS</sup> Target takes bludgeoning damage and may be sickened or nauseated.

Heridus's Object Hardener Increases an object's hardness and break DC, and grants it temporary hp.

Kinetic Ray<sup>En</sup> Fires a ray of force damage.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Point the Way<sup>F</sup>** Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Service Seeker**<sup>TR</sup> Magical beacon guides you towards the closest location of a specified service.

Shriek<sup>IV</sup> Target takes sonic damage and is dazzled, and may also be deafened or dazed.

**Summon Altered Creature** I<sup>Op</sup> Summons creature(s) with one or two 1-point evolutions applied.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

#### 2nd-level Sorcerer/Wizard Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws.

**Bird of Paradise**<sup>TR</sup> Creates a magical bird that can fascinate your foes.

**Death Summons** II<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 2 + sacrificed creature's HD (max 6).

**Eyes of the Burglar**<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

Fearsome Flame<sup>Op</sup> Shoots a ray of fire that may cause the target to be shaken.

Hold Summoned Creature<sup>IV</sup> As hold person, but only affects summoned creatures.

**Melodious Whispers**<sup>IV</sup> Target is deafened to real noises, instead hearing an auditory sensation of your choosing. **Ollander's Rage Intensifier** Increases existing morale bonuses to Str, Con, and Will saves by +2, but inflicts -2 penalty to AC.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

**Read Brain** Grants the ability to communicate with disembodied brains and probe their memories. **Soul of the Steppe**<sup>TR</sup> Horse gains a +50-ft. bonus to movement speed and temporary hp, and is easier to control and ride.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components. **Summon Altered Creature** II<sup>Op</sup> Summons creature(s) with two or three 1-point evolutions applied.

**Verbeck's Instant Acclimation**<sup>TR</sup> Speak and understand 2 common languages in the area, and gain +2 Diplomacy. **Wind/Unwind Clockwork** Winds or unwinds clockwork creature or object.

#### 3rd-level Sorcerer/Wizard Spells

**Brain Sight** Disembodied brain gains blindsight and the ability to hear and communicate telepathically within 60 ft. **Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Death Summons III**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 3 + sacrificed creature's HD (max 9).

**Deplete Air**<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area.

**Detonate Companion**<sup>IS</sup> Your animal companion, eidolon, or familiar explodes, damaging creatures around it.

**Ephemeral Cure**<sup>Op</sup> Temporarily cures hp damage. **Heridus's Punishing Ward**<sup>IS</sup> Creates glowing runes that circle you, dealing electricity damage to your attackers. **Kelp Cloud**<sup>TR</sup> Creates a cloud of kelp that grapples creatures

in the area. Magnificent Bubble<sup>TR</sup> Encapsulates the target is a bubble of air.

**Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

Mists of the Moors<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. Morticia's Spirit Séance<sup>TT</sup> Conjures the spirit of a specified

deceased person, who briefly inhabits your body. **Perfect Recall**<sup>IT</sup> Preserves exact details of your memories created during the spell's duration.

**Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

Spirit Ward<sup>En</sup> Target gains DR 1/- or DR 2/-.

**Summon Altered Creature** III<sup>Op</sup> Summons creature(s) with 3 points of evolutions applied.
# 4th-level Sorcerer/Wizard Spells

**Black Lightning**<sup>Sac</sup> Transforms the energy of the sacrificed creature into a 30-ft. cone of lightning.

**Change Wand** Transforms a wand into a magic weapon. **Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of *protection from good*.

**Death Summons IV**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 4 + sacrificed creature's HD (max 12).

**Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target.

**Dust Devil**<sup>TR</sup> Target melds into swirling sands and is transported to another spot within range.

**Expand Item** Object becomes 2 size categories larger. **Furious Eruption**<sup>IE</sup> Fiery explosion deals fire damage in a radius around you, possibly pushing creatures back.

Ley Line of Lightning<sup>15</sup> Shoots lines of lightning out from you in multiple directions.

**Malicious Weariness**<sup>En</sup> Target is fatigued or exhausted. **Morticia's Interrogation**<sup>Op</sup> Compels target undead to truthfully answer your questions.

**Obsessive Fascination**<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object.

**Phase Ray**<sup>IT</sup> Uses precise calculations to unerringly strike the target with force damage.

**Spreading Fire**<sup>TR</sup> Creates magical fire in a 5-ft.-radius area that spreads to adjacent squares.

**Summon Altered Creature IV**<sup>Op</sup> Summons creature(s) with 4 or 5 points of evolutions applied.

**Tongue Theft**<sup>op</sup> Target either can only speak gibberish, or you may choose what he says.

Verbeck's Clockwork Minions<sup>IT</sup> Conjures 1 or more clockwork creatures.

### 5th-level Sorcerer/Wizard Spells

**Controllable Conflagration**<sup>IT</sup> Deals fire damage to creatures in contiguous 5-ft. squares, arranged in any shape you choose.

**Death Summons** V<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 5 + sacrificed creature's HD (max 15).

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

**Fervent Sonata**<sup>IV</sup> Targets gain a +3 bonus or -3 penalty to certain rolls.

**Frigid Gale**<sup>TR</sup> Creates blizzard conditions in the area, obscuring vision and impeding movement.

Hateful Demise<sup>sac</sup> The sacrificed creature's spirit is compelled to seek out and curse the target.

Heridus's Escape Tunnel<sup>TR</sup> Creates a tunnel to leading to the surface world.

**Ivory Warrior**<sup>Op</sup> Target gains bonuses to Str, Con, AC, and DR, and may gain a gore attack.

**Magnetic Repulsion**<sup>Op</sup> Makes it harder for foes to hit you with metal weapons or electricity effects.

**Mystic Word**<sup>IV</sup> You may ignore all non-verbal spell components (excluding costly material components). **Receive Soul**<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle. **Sand Form**<sup>TR</sup> You become immune to weapon damage, take half damage from energy attacks, and gain a +40 bonus to Stealth, but can only take move actions.

**Summon Altered Creature** V<sup>Op</sup> Summons creature(s) with 5 or 6 points of evolutions applied.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

**Transplant Brain**, **Lesser**<sup>M, F</sup> Implants a living brain into a corpse.

**View from Above**<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

Vision of Greatness/Depravity<sup>op</sup> Grants a vision of the creature's greatest act of good and/or evil.

# 6th-level Sorcerer/Wizard Spells

Abundant Overgrowth<sup>TR</sup> Plants in the area grow significantly and become more fruitful and potent. Advancing Glacier<sup>TR</sup> Creates a moving wall of ice. Arcane Accuracy Gain a +1 bonus to attack and damage for each spell affecting you.

**Death Summons VI**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 6 + sacrificed creature's HD (max 18).

**Destructive Vortex**<sup>AL</sup> Deals damage to creatures and objects within the area at random.

**Dismal Cloud**<sup>IE</sup> Creates a cloud of negative energy that inflicts penalties on creatures in the area.

Elder Tentacles<sup>IS</sup> Tentacles may grapple, move, and pin creatures within the area.

**Faux Familiar**<sup>En</sup> *Sorcerer only*. Summons a temporary familiar.

Flame Bats<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage.

**Maw of the Mire**<sup>TR</sup> Creates a quicksand-like bog in a 10-ft.by-10-ft. area.

**Murderous Return**<sup>Op, M</sup> Corpse rises as a juju zombie, which you can direct to attack targets of your choice.

**Persistent Freeze**<sup>En</sup> Target is permanently chilled, suffering cold damage which increases when he is more active.

**Reshape**<sup>Op</sup> As *polymorph*, but the target can also take the forms of monstrous humanoids, undead, and vermin, and may be able to gain the benefits of 2 forms.

**Reusable Image**<sup>En</sup> As programmed image, but image resets and you may alter the image or triggers.

**Summon Altered Creature VI**<sup>op</sup> Summons creature(s) with 6 points of evolutions applied.

# 7th-level Sorcerer/Wizard Spells

**Archmage's Lucubration**<sup>IT</sup> Prepare and cast a spell of 7th level or lower from your spellbook.

**Blinding Virtue**<sup>IE</sup> Creates an area of bright sunlight that empowers good and neutral creatures while damaging evil creatures.

**Bloodcast**<sup>Sac</sup> Replicates a spell the sacrificed creature could cast.

**Bonds of Sorrow**<sup>IE</sup> Target suffers nonlethal damage whenever he deals damage, and must make a Will save to continue hostile actions.

**Contact Vrstaioimr**<sup>IV</sup> Question the alien entity Vrstaioimr in exchange for it planting suggestions in your mind.

**Create Ghost<sup>SL</sup>** Transforms the soul used as a component into a ghost.

**Death Summons VII**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 7 + sacrificed creature's HD (max 21).

**Hibernation**<sup>En</sup> Target falls into a deep sleep from which he may not awaken.

**Light of the Overworld**<sup>TR</sup> Creates a 1-mile-radius area of bright light underground.

**Morticia's Spiral of Death**<sup>IS</sup> Unleashes negative energy in a radius around you, with closer creatures suffering worse effects.

**Prismatic Hurricane**<sup>IS</sup> Creatures in the area are dazed or stunned and may take Wis damage.

**Summon Altered Creature VII**<sup>Op</sup> Summons creature(s) with 7 or 8 points of evolutions applied.

# 8th-level Sorcerer/Wizard Spells

**Abstract Existence**<sup>IT</sup> Target is stripped from physical reality. **Death Summons VIII**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 8 + sacrificed creature's HD (max 24).

**Galecalling**<sup>IV</sup> Creates a strong windstorm with whispering voices that confuse creatures in the area.

Heridus's Invincible Barrier Prevents the next attack against you and grants unlimited SR vs. the next spell against you.

Heridus's Word of Law<sup>AL</sup> Compels the target to follow a single command that is in accordance with the law. Memory Exchange<sup>IT</sup> You gain access to the target's memories; the target may also gain access to your memories. Morticia's Spirit Conversion<sup>SL</sup> Draws on the energy of the soul used as a component to empower your spellcasting. Recall Soul<sup>M</sup> Conjures the spirit of a deceased creature you bonded with using *brand soul*.

**Sociopathic Glee**<sup>Op</sup> Target is compelled to kill his allies. **Soulcraft**<sup>SL</sup> Transforms the soul used as a component into a mundane physical object.

**Summon Altered Creature VIII**<sup>Op</sup> Summons creature(s) with 8 or 9 points of evolutions applied.

**Transplant Brain**, **Greater**<sup>M, F</sup> As *lesser transplant brain*, but resulting creature's penalties only last 2 hours/HD.

**Verbeck's Eldritch Unraveler** Dispels active spell effects on creatures within the area.

**Vision of Paradise**<sup>Op</sup> Creates an illusory paradise that draws in nearby creatures.

# 9th-level Sorcerer/Wizard Spells

**Crushing Cage**<sup>IS, M</sup> Creates a cage of force that can contract to crush those inside.

**Death Summons** IX<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 9 + sacrificed creature's HD (max 27).

**Fatal Fright**<sup>IE</sup> Creatures in the area are panicked or may die from fright, depending on HD.

**Fiend Shape**<sup>AL</sup> Take the form of an evil outsider, gaining benefits and abilities based on the creature chosen.

**Ollander's Irresistible Waltz**<sup>IS</sup> Creatures in the area must dance so long as you do, and for 1d4 rounds thereafter.

**Probability** Field<sup>IT</sup> Creatures in the area roll every d20 roll twice, and you choose which result they use.

**Recall Death** Target sees visions of his own death and suffers 15 points of damage per caster level.

**Summon Altered Creature IX**<sup>Op</sup> Summons creature(s) with 9 points of evolutions applied.

Verbeck's Eradication Field<sup>15</sup> Destroys 1d4 magic items in the area.

**Voice of Stone Power**<sup>IV</sup> Petrifies 500 or 1,000 hp worth of creatures in the area.

# Spiritualist Spells

# 1st-level Spiritualist Spells

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Death Summons** I<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 1 + sacrificed creature's HD (max 3).

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Point the Way**<sup>F</sup> Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

# 2nd-level Spiritualist Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Morticia's Spirit Séance**<sup>IT</sup> Conjures the spirit of a specified deceased person, who briefly inhabits your body.

**Ollander's Rage Intensifier** Increases existing morale bonuses to Str, Con, and Will saves by +2, but inflicts -2 penalty to AC.

# 3rd-level Spiritualist Spells

**Ghostflame**<sup>Op</sup> Flames deal full damage to incorporeal creatures and deal half or no damage to corporeal creatures. **Mental Peace**<sup>IE</sup> Clears your mind, granting a number of benefits but limiting your hostile actions.

**Morticia's Interrogation**<sup>Op</sup> Compels target undead to truthfully answer your questions.

Morticia's Spectral Command<sup>op</sup> Target incorporeal creature is held or forced to follow a single command. Rattlesnake Ward<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

# 4th-level Spiritualist Spells

**Bloom of Life**<sup>Op</sup> Returns a creature to life a limited number of times, though the process takes a toll on the target. **Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target. Heridus's Circle of Psychic Safety<sup>Op</sup> Creates a magic circle through which mind-affecting effects cannot penetrate. Malicious Weariness<sup>En</sup> Target is fatigued or exhausted. Receive Soul<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle. Vision of Greatness/Depravity<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

# 5th-level Spiritualist Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

**Blood Healing**<sup>Sac</sup> Heals both living and undead targets of hp damage, certain conditions, and ability score damage. **Evolved Phantom** Phantom gains a number of eidolon evolutions.

Hateful Demise<sup>sac</sup> The sacrificed creature's spirit is compelled to seek out and curse the target.

**Touch of the Saint<sup>AL</sup>** Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed.

# 6th-level Spiritualist Spells

**Bond of Allies**<sup>Op</sup> As *telepathic bond*, and targets gain additional bonuses to AC, Reflex saves, and attack rolls for flanking.

**Call Spirit Guide** Conjures a spirit that guides you through the steps of a specified goal.

**Contact Vrstaioimr**<sup>IV</sup> Question the alien entity Vrstaioimr in exchange for it planting suggestions in your mind.

**Create Ghost**<sup>SL</sup> Transforms the soul used as a component into a ghost.

**Recall Soul**<sup>M</sup> Conjures the spirit of a deceased creature you bonded with using *brand soul*.

**Soulcraft**<sup>SL</sup> Transforms the soul used as a component into a mundane physical object.

**Soulsong**<sup>SL</sup> Either imposes penalties on or grants bonuses to targets, depending on whether the soul used as a component was trapped willingly.

# Summoner Spells

**1st-level Summoner Spells** 

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Bird of Paradise**<sup>TR</sup> Creates a magical bird that can fascinate your foes.

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Summon Altered Creature** I<sup>Op</sup> Summons creature(s) with one or two 1-point evolutions applied.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

# 2nd-level Summoner Spells

Ardent Plea<sup>AL</sup> Sense the nearest creature in need of assistance.

**Death Summons** II<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 2 + sacrificed creature's HD (max 6).

**Detonate Companion**<sup>IS</sup> Your animal companion, eidolon, or familiar explodes, damaging creatures around it.

Hold Summoned Creature<sup>IV</sup> As hold person, but only affects summoned creatures.

**Summon Altered Creature** II<sup>Op</sup> Summons creature(s) with two or three 1-point evolutions applied.

# 3rd-level Summoner Spells

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Death Summons IV**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 4 + sacrificed creature's HD (max 12).

**Ephemeral Cure**<sup>Op</sup> Temporarily cures hp damage. **Mists of the Moors**<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage. **Rattlesnake Ward**<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Slayer's Veil** Grants invisibility so long as you continue to attack each round.

Spirit Ward<sup>En</sup> Target gains DR 1/- or DR 2/-.

**Summon Altered Creature IV**<sup>op</sup> Summons creature(s) with 4 or 5 points of evolutions applied.

Wrath of the Weary Target gains temporary hp and bonuses to Str and Dex, but suffers penalties afterwards.

# 4th-level Summoner Spells

**Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of *protection from good*.

**Death Summons**  $V^{Sac}$  Summons an evil extraplanar creature whose CR is equal to or less than 5 + sacrificed creature's HD (max 15).

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

**Summon Altered Creature V<sup>op</sup>** Summons creature(s) with 5 or 6 points of evolutions applied.

Verbeck's Clockwork Minions<sup>IT</sup> Conjures 1 or more clockwork creatures.

# 5th-level Summoner Spells

**Death Summons VII**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 7 + sacrificed creature's HD (max 21).

Emotional Eidolon Eidolon gains bonuses based on a chosen emotional focus.

**Ivory Warrior**<sup>op</sup> Target gains bonuses to Str, Con, AC, and DR, and may gain a gore attack.

**Receive Soul**<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle.

**Summon Altered Creature VII**<sup>Op</sup> Summons creature(s) with 7 or 8 points of evolutions applied.

# 6th-level Summoner Spells

**Contact Vrstaioimr**<sup>IV</sup> Question the alien entity Vrstaioimr in exchange for it planting suggestions in your mind.

**Death Summons VIII**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 8 + sacrificed creature's HD (max 24).

**Elder Tentacles**<sup>IS</sup> Tentacles may grapple, move, and pin creatures within the area.

Flame Bats<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage.

**Monstrous Regeneration** Target gains regeneration equal to 1/2 your caster level.

**Soulsong<sup>SL</sup>** Either imposes penalties on or grants bonuses to targets, depending on whether the soul used as a component was trapped willingly.

**Summon Altered Creature VIII**<sup>Op</sup> Summons creature(s) with 8 or 9 points of evolutions applied.

# Witch Spells

**1st-level Witch Spells** 

**Bestial Bellows**<sup>IV</sup> Make an Intimidate check to demoralize all opponents in the area with a loud roar.

**Chains of Regret**<sup>IE</sup> Target must succeed on a Will save each round or suffer increasingly adverse effects.

**Death Summons I**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 1 + sacrificed creature's HD (max 3).

**Glimpse Beyond** Allows you to view the Ethereal Plane and to be viewed by those on the Ethereal Plane.

Heridus's Object Hardener Increases an object's hardness and break DC, and grants it temporary hp.

**Ollander's Inflated Ego**<sup>IE</sup> Target gains a bonus to AC and certain rolls, which becomes a penalty if he is hit by an attack.

**Point the Way<sup>F</sup>** Allows you to use the dowsing occult skill unlock to find creatures, objects, or an exit, and grants a bonus to the Survival check.

**Summon Altered Creature** I<sup>Op</sup> Summons creature(s) with one or two 1-point evolutions applied.

**Transfer Energy**<sup>En</sup> Target gains +2 Str and Dex and a +20-ft. bonus to movement speed.

# 2nd-level Witch Spells

**Armor of the Upright**<sup>AL</sup> Creates a shield of force that grants the target +5 AC so long as he abides by local laws.

**Death Summons** II<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 2 + sacrificed creature's HD (max 6).

**Eyes of the Burglar**<sup>En</sup> Automatically detects secret doors in a 60-ft. radius.

**Fearsome Flame**<sup>Op</sup> Shoots a ray of fire that may cause the target to be shaken.

Hold Summoned Creature<sup>IV</sup> As hold person, but only affects summoned creatures.

**Melodious Whispers**<sup>IV</sup> Target is deafened to real noises, instead hearing an auditory sensation of your choosing. **Ollander's Rage Intensifier** Increases existing morale bonuses to Str, Con, and Will saves by +2, but inflicts -2 penalty to AC.

**Ollander's Shared Misery**<sup>IE</sup> Target suffers from a harmful condition, poison, or harmful spell effect you are suffering from.

**Preserve Brain** Preserves target disembodied brain for 1 day/ level.

**Spellbinding Burden** Each spell the target casts gains emotion, somatic, thought, and verbal components.

**Summon Altered Creature II**<sup>Op</sup> Summons creature(s) with two or three 1-point evolutions applied.

# 3rd-level Witch Spells

Awaken, Lesser Tiny or smaller animal with no more than 1 HD gains a semblance of intellect.

**Brand Soul**<sup>F</sup> Creates a permanent bond between yourself and the soul of the target.

**Death Summons III**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 3 + sacrificed creature's HD (max 9).

**Deplete Air**<sup>TR</sup> Oxygen in the area is depleted, inflicting increasingly adverse effects on creatures in the area. **Mists of the Moors**<sup>TR</sup> Creates a cloud of fetid gas that sickens creatures in the area and causes Str damage.

**Morticia's Interrogation**<sup>op</sup> Compels target undead to truthfully answer your questions.

Morticia's Spirit Séance<sup>IT</sup> Conjures the spirit of a specified deceased person, who briefly inhabits your body. Perfect Recall<sup>IT</sup> Preserves exact details of your memories

created during the spell's duration.

Rattlesnake Ward<sup>AL</sup> Grants a bonus vs. charm and compulsion effects and attacks those who direct such effects at you.

**Read Brain** Grants the ability to communicate with disembodied brains and probe their memories.

**Summon Altered Creature III**<sup>op</sup> Summons creature(s) with 3 points of evolutions applied.

# 4th-level Witch Spells

Black Lightning<sup>Sac</sup> Transforms the energy of the sacrificed creature into a 30-ft. cone of lightning.

**Change Wand** Transforms a wand into a magic weapon. **Dark Blessing**<sup>Sac</sup> Targets gain a bonus to 3 ability scores based on sacrificed creature's HD, and may gain the benefits of *protection from good*.

**Death Summons IV**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 4 + sacrificed creature's HD (max 12).

**Divert Ray**<sup>Op</sup> Deflects a ray attack, possibly redirecting it against a new target.

**Expand Item** Object becomes 2 size categories larger. **Fangs of the Forest**<sup>TR</sup> Trees in the area grow thrusting spines that damage adjacent creatures.

**Ley Line of Lightning**<sup>IS</sup> Shoots lines of lightning out from you in multiple directions.

Malicious Weariness<sup>En</sup> Target is fatigued or exhausted. Obsessive Fascination<sup>IE</sup> Target becomes obsessed with a specified creature or object, or type of creature or object. Receive Soul<sup>F</sup> Allows you to store the soul of a willing creature in a specially prepared receptacle. **Summon Altered Creature IV**<sup>op</sup> Summons creature(s) with 4 or 5 points of evolutions applied.

**Tongue Theft<sup>Op</sup>** Target either can only speak gibberish, or you may choose what he says.

# 5th-level Witch Spells

**Bloom of Life**<sup>Op</sup> Returns a creature to life a limited number of times, though the process takes a toll on the target.

**Death Summons** V<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 5 + sacrificed creature's HD (max 15).

**Desperate Escape**<sup>En</sup> Immediately teleports you to any spot within range without losing your actions.

Hateful Demise<sup>Sac</sup> The sacrificed creature's spirit is compelled to seek out and curse the target.

**Summon Altered Creature V**<sup>Op</sup> Summons creature(s) with 5 or 6 points of evolutions applied.

**Thoughtscry**<sup>IV</sup> Monitors a creature's surface thoughts remotely, at any distance.

**Transplant Brain**, Lesser<sup>M, F</sup> Implants a living brain into a corpse.

**View from Above**<sup>TR</sup> Creates a magical sensor that allows you to survey the surrounding area.

Vision of Greatness/Depravity<sup>Op</sup> Grants a vision of the creature's greatest act of good and/or evil.

# 6th-level Witch Spells

Abundant Overgrowth<sup>TR</sup> Plants in the area grow significantly and become more fruitful and potent. Blood Healing<sup>Sac</sup> Heals both living and undead targets of hp damage, certain conditions, and ability score damage.

**Death Summons VI**<sup>sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 6 + sacrificed creature's HD (max 18).

**Dismal Cloud**<sup>IE</sup> Creates a cloud of negative energy that inflicts penalties on creatures in the area.

Elder Tentacles<sup>IS</sup> Tentacles may grapple, move, and pin creatures within the area.

**Flame Bats**<sup>Op</sup> Creates bats of fire that can attack and possibly grapple your foes, dealing fire damage.

**Frigid Gale**<sup>TR</sup> Creates blizzard conditions in the area, obscuring vision and impeding movement.

Heridus's Escape Tunnel<sup>™</sup> Creates a tunnel to leading to the surface world.

**Maw of the Mire**<sup>TR</sup> Creates a quicksand-like bog in a 10-ft.by-10-ft. area.

**Persistent Freeze**<sup>En</sup> Target is permanently chilled, suffering cold damage which increases when he is more active.

**Soulsong**<sup>SL</sup> Either imposes penalties on or grants bonuses to targets, depending on whether the soul used as a component was trapped willingly.

**Summon Altered Creature VI**<sup>Op</sup> Summons creature(s) with 6 points of evolutions applied.

**Touch of the Saint**<sup>AL</sup> Cures 5d8 damage + 2/level, and is not expended if you do not benefit from the target being healed.

# 7th-level Witch Spells

**Contact Vrstaioimr**<sup>IV</sup> Question the alien entity Vrstaioimr in exchange for it planting suggestions in your mind.

**Create Ghost**<sup>SL</sup> Transforms the soul used as a component into a ghost.

**Death Summons VII**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 7 + sacrificed creature's HD (max 21).

Hibernation<sup>En</sup> Target falls into a deep sleep from which he may not awaken.

Morticia's Spiral of Death<sup>IS</sup> Unleashes negative energy in a radius around you, with closer creatures suffering worse effects.

**Prismatic Hurricane**<sup>15</sup> Creatures in the area are dazed or stunned and may take Wis damage.

**Recall Soul**<sup>M</sup> Conjures the spirit of a deceased creature you bonded with using *brand soul*.

**Summon Altered Creature VII**<sup>Op</sup> Summons creature(s) with 7 or 8 points of evolutions applied.

# 8th-level Witch Spells

Access Ley Line Taps into an accessible ley line more easily, and doubles the bonus to your caster level.

**Death Summons VIII**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 8 + sacrificed creature's HD (max 24).

**Galecalling**<sup>IV</sup> Creates a strong windstorm with whispering voices that confuse creatures in the area.

Heridus's Word of Law<sup>AL</sup> Compels the target to follow a single command that is in accordance with the law.

Memory Exchange<sup>IT</sup> You gain access to the target's memories; the target may also gain access to your memories. Morticia's Spirit Conversion<sup>SL</sup> Draws on the energy of the soul spell used as a component to empower your spellcasting. Sociopathic Glee<sup>Op</sup> Target is compelled to kill his allies. Soulcraft<sup>SL</sup> Transforms the soul used as a component into a mundane physical object.

**Summon Altered Creature VIII**<sup>Op</sup> Summons creature(s) with 8 or 9 points of evolutions applied.

**Transplant Brain, Greater<sup>M, F</sup>** As *lesser transplant brain*, but resulting creature's penalties only last 2 hours/HD.

**Verbeck's Eldritch Unraveler** Dispels active spell effects on creatures within the area.

**Vision of Paradise**<sup>Op</sup> Creates an illusory paradise that draws in nearby creatures.

# 9th-level Witch Spells

**Death Summons IX**<sup>Sac</sup> Summons an evil extraplanar creature whose CR is equal to or less than 9 + sacrificed creature's HD (max 27).

**Fatal Fright**<sup>IE</sup> Creatures in the area are panicked or may die from fright, depending on HD.

Ollander's Irresistible Waltz<sup>IS</sup> Creatures in the area must dance so long as you do, and for 1d4 rounds thereafter.

**Recall Death** Target sees visions of his own death and suffers 15 points of damage per caster level.

Summon Altered Creature IX<sup>Op</sup> Summons creature(s) with 9 points of evolutions applied.

**Treesight<sup>Op</sup>** Each tree within the spell's area grants you blindsight 30 ft.

**Verbeck's Eradication** Field<sup>15</sup> Destroys 1d4 magic items in the area.

# New Spells

The following spells are listed in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass." Because of the special nature of components in this book, certain spells, which are available only to psychic spellcasting classes, and which allow for optional verbal or somatic components to be added for various benefits, list thought (T) and emotion (E) components, instead of listing them as verbal and somatic components, as other Pathfinder products do. In the case of spells that can be cast by psychic classes and other classes, the standard practice of only listing verbal and somatic components has been used.

The new components introduced in this book are abbreviated as indicated below. For more information about using these new components, see New Spell Mechanics.

**Alignment:** AL (the specific alignment is listed in parentheses)

**Energy:** EN (the number of energy points expended is listed in parentheses)

**Intricate Emotion:** IE (the DC and threshold are listed in parentheses)

**Intricate Somatic:** IS (the DC and threshold are listed in parentheses)

**Intricate Thought:** IT (the DC and threshold are listed in parentheses)

**Intricate Verbal:** IV (the DC and threshold are listed in parentheses)

**Optional:** Optional components are denoted with the word "optional" in parentheses after the component. **Sacrifice:** SAC

Soul: SL

Terrain: TR (the specific terrain is listed in parentheses)

For each spell with intricate components, there is a nearby sidebar which contains flavorful information that describes the exact nature of those components. The content of these sidebars does not contain game mechanic information, and is provided purely for inspirational purposes.

#### ABSTRACT EXISTENCE

School transmutation; Level cleric 9, psychic 8, sorcerer/ wizard 8

Casting Time varies; see components

**Components** IT (Spellcraft DC 23; threshold 55)

**Range** close ( $_{25}$  ft. + 5 ft./2 levels)

**Target** one creature or one object weighing no more than 20 lbs./level

**Duration** see text

Saving Throw Fortitude negates, Will partial; Spell Resistance yes

You strip the subject from physical reality, transforming him into an abstract concept divorced from existence as we understand it. If the target fails his initial Will save, he effectively ceases to exist in all observable fashions, and can no longer be interacted with in any meaningful way. The target is entitled to periodic Will saves in order to attempt to return to existence, but because he exists outside of time, the amount of time that passes in reality between

### Intricate Component: Abstract Existence

In order to cast *abstract existence*, the caster must mentally deconstruct the target into an abstract concept. This involves mentally visualizing the target's body being broken down and sorted into its component elements, while simultaneously defining and categorizing the target's emotions, thoughts, and sense of self.

each of these Will saves is determined randomly. When the target fails his initial Fortitude save, and each time he fails a subsequent Will save, roll a d% and consult the table below to determine how much time will pass before the target may attempt a new Will save. Non-magical objects are not entitled to make secondary Will saves, but magical objects may do so.

#### Table 1-1: Abstract Existence

<b>d%</b>	Time Elapsed
01 - 10	1 round
11 - 25	1 minute
26 - 40	10 minutes
41 - 65	1 hour
66 - 80	1 day
81 - 90	1 week
91 - 94	1 month
95 - 96	1 year
97 - 98	10 years
99	100 years
100	Roll again; future results multiplied
	1

If the target rolls a 100, roll again, but the result of all future rolls are multiplied by 100 (so a roll of 01-10 would indicate a lapse of 100 rounds, a roll of 11-25 would indicate an elapse of 100 minutes, and so on). Multiple rolls of 100 stack (so, after rolling 100 twice, all future results would be multiplied by 10,000, instead). He continues making saving throws and rolling on the table to see how long between saving throws until he succeeds. Once the target succeeds on a Will save, he returns to existence in the same location he was in when he failed his initial Fortitude save, and is treated as though no time had passed (the duration of spells and other things affecting the target continue as though the time he spent affected by the spell did not occur). He has a vague perception of his experience as an abstraction, but does not remember any specifics. He has no knowledge of what may have occurred in his absence.

A *freedom* spell can be used to aid the target in returning from abstract form. The *freedom* spell must be cast in the location where the target was when he was affected by *abstract existence*, and the spell allows the target to immediately make a new saving throw with a +4 bonus. This new saving throw is in addition to the normal saving throws allowed by the spell, and does not cause the target to roll on Table 1–1: Abstract Existence again. Otherwise, there is no way to interact with a creature made abstract by this spell, including *wish* or *miracle*.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, the target suffers a -4 penalty on his initial Fortitude save.

### ABUNDANT OVERGROWTH

School transmutation; Level druid 5, ranger 4, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, TR (jungle) Range long (400 ft. +40 ft./level) Area 50-ft.-radius spread Duration 24 hours Saving Throw none; Spell Resistance no

You infuse your jungle surroundings with excessive amounts of vital energy, causing the local vegetation to erupt. Typical trees in the area become massive trees, while massive trees grow in size, expanding to take up a 10-foot square at the base, growing twice as tall, and gaining an additional 600 hit points. Light undergrowth appears in areas with no undergrowth, while heavy underbrush grows in areas with light underbrush; areas with heavy underbrush are unaffected. Fruit-bearing plants immediately bloom, instantly producing twice as much fruit as the plant would normally produce in an entire year. Finally, the DC of any poison produced by plants or plant creatures in the area increases by 2. See the *Pathfinder Roleplaying Game Core Rulebook* for more information about typical trees, massive trees, light undergrowth, and heavy undergrowth.

#### ACCESS LEY LINE

School universal; Level cleric 8, druid 7, medium 4, occultist 5, psychic 8, shaman 7, spiritualist 5, witch 8 Casting Time 1 standard action Components V, S, F (a blackthorn branch) Range close (25 ft. + 5 ft./2 levels) Target one accessible portion of ley line Duration instantaneous and 1 min./level; see text

You reach out to a nearby accessible portion of ley line, tapping into its power more quickly and surely than doing so through other means. You tap into the ley line, exactly as though you had done so through the methods outlined under Using Ley Lines in *Pathfinder Roleplaying Game: Occult Adventures.* This allows you to bypass spending 1 hour per 2 caster levels of the ley line and also prevents you from needing to make a Spellcraft check to tap into the ley line. Finally, the bonus to your caster level provided by the ley line is doubled for the first 1 minute per caster level that you are tapped into the ley line.

#### ADVANCING GLACIER

School evocation [cold]; Level druid 5, shaman 6, sorcerer/ wizard 6 Casting Time 1 standard action Components V, S, TR (cold) Range close (25 ft. + 5 ft./2 levels) Effect a wall of ice 30 ft. long, 20 ft. high, and 5 ft. thick Duration concentration, up to 1 round/level

Saving Throw Fortitude partial; Spell Resistance no

From the frozen ground rises a gigantic wall of ice which rushes forward at supernatural speed. This spell creates a wall of super cold ice that is 30 feet long, 20 feet

### Intricate Component: Archmage's Lucubration

In order to cast *archmage's lucubration*, the caster must mentally recall the chosen spell from his spellbook, in its entirety and without any errors, essentially instantly preparing the spell from memory.

high, and 5 feet thick. Any creature who touches the wall suffers 2d6 points of cold damage and must succeed on a Fortitude save or be staggered for 1d4 rounds. When you concentrate on this spell, you may use a move action in order to move the wall forward or backward 10 feet. If the wall comes into contact with a creature, that creature suffers 2d6 points of cold damage (as normal) and the wall attempts to bull rush the creature. For this purpose, the wall has a CMB equal to your caster level + your primary spellcasting ability score modifier + 8. If the wall fails to push a creature it runs into, the wall's movement is halted for that round. The ice wall provides total cover to creatures on opposite sides of the wall, but is perfectly transparent, and thus does not provide concealment.

#### ARCANE ACCURACY

School transmutation; Level alchemist 5, bard 5, bloodrager 3, magus 5, medium 3, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (ink from a spellbook) Range personal Target you Duration 1 round/level

You redistribute the magical energy of spells affecting you, harnessing their power for combat effectiveness. For each spell that you are currently the target of and affected by, you gain a cumulative +1 bonus to attack and damage rolls (to a maximum bonus of +5 for being affected by 5 different spells at the same time). This spell counts towards the number of spells you are currently affected by, ensuring a minimum of a +1 bonus.

#### ARCHMAGE'S LUCUBRATION

School universal; Level sorcerer/wizard 7 Casting Time varies; see components Components IT (Knowledge [arcana] DC 22; threshold 50) Range personal Target you Duration 1 round/level

When you begin casting this spell, you must choose a single spell of 7th level or lower, which is contained in a spellbook that you have on your person. When you finish casting this spell, you immediately prepare the chosen spell. You must cast the spell before *archmage's lucubration* duration ends, or you lose the prepared spell.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, you may choose one additional spell of 7th level or lower, which is contained in a spellbook that you have on your person, and prepare that spell, as well.

### ARDENT PLEA

School divination [good]; Level bard 2, cleric 2, druid 2, inquisitor 2, medium 2, paladin 1, psychic 2, ranger 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2 Casting Time 1 standard action Components V, S, AL (good), F (a compass) Range long (400 ft. + 40 ft./level) Area circle, centered on you, with a radius of 400 ft. + 40 ft./ level Duration concentration, up to 1 min./level

Saving Throw none; Spell Resistance no

You sense the direction of nearby individuals who are in need of assistance. You are aware of the distance and direction of the nearest creature that considers himself to be in need of help or aid, and you also gain a vague, empathic understanding of how urgent the concern is (something that must be dealt with right away versus something where time is less of a concern), and how dire it is (a matter of life and death versus something of sentimental importance, or principle). This empathic feeling is based on how the creature perceives his own need, and may not be entirely accurate.

The spell always provides information about the nearest creature in need, so if a new creature becomes the nearest creature in need to you, you sense that creature, instead of the previous one. The spell provides no information about the exact nature of the need.

Generally speaking, for the purposes of this spell, a creature considers himself to be in need if he has a problem that he considers to be important, and he desires outside help to aid him in resolving that problem.

### ARMOR OF THE UPRIGHT

School abjuration [force, law]; Level cleric 2, inquisitor 2, magus 2, medium 2, paladin 2, psychic 3, sorcerer/wizard 2, witch 3 Casting Time 1 standard action Components V, S, AL (law) Range touch Target creature touched Duration 10 min./level (D) Saving Throw Will negates (harmless), see text; Spell Resistance yes (harmless)

You call into being a translucent shield of force which floats by the target's side and protects him from harm, provided that he remains a law-abiding citizen. The shield grants a +5 shield bonus to AC, which also applies against incorporeal touch attacks. The shield has no armor check penalty or arcane spell failure chance. It also grants the target a +2 resistance bonus on all saving throws. Finally, it grants the target DR 2/- against attacks made by chaotic creatures.

These benefits apply only if the target has not committed any crimes in the last 10 days, and has not committed any major crimes (murder, rape, treason, and so on) in the last year. The GM is the final arbiter of what constitutes a major crime, but when determining what crimes that target has committed, only the laws that apply in the region where the potential crime was committed are relevant (for example, if the target is in a place where drinking alcohol

### **Intricate Component: Bestial Bellows**

In order to cast *bestial bellows*, the caster must unleash a fearsome roar, using his voice to perfectly replicate the sound of a great lion, dragon, or similar beast. Producing the requisite volume and ferocity with one's voice alone is difficult, even with training, and puts a heavy strain on the vocal chords.

is a crime when the spell is cast, and he had consumed alcohol two days prior in a place where that was not illegal, he could still benefit from this spell).

If the target commits a crime while under the effects of this spell, he suffers 5d6 points of nonlethal damage, and the spell immediately ends. He can avoid this by spending a standard action to end the spell effect himself at any time (this is in addition to your ability to dismiss the spell).

### AWAKEN, LESSER

School transmutation; Level druid 3, ranger 4, shaman 3, witch 3 Casting Time 1 minute Components V, S, DF Range close (25 ft. + 5ft./2levels) Target one Tiny or smaller animal with no more than 1 Hit Dice Duration 1 day/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You awaken the target to human-like sentience. Unlike *awaken*, the animal does not gain any bonus Hit Dice as a result of the spell, although its Intelligence and Charisma scores are determined in the same way as with *awaken*. The animal is friendly towards you, and you can compel it to perform a single service, which is not particularly dangerous, and which takes no more than 48 hours to perform, as a thank you for granting it sentience. Other than this single task, the animal is free-willed and can do as it pleases.

This spell can be made permanent with *permanency*. Doing so requires a caster level of 13 and 1,000 gp.

#### **BESTIAL BELLOWS**

School illusion (phantasm) [emotion, fear, mind-affecting, sonic]; Level antipaladin 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, medium 1, mesmerist 1, shaman 1, sorcerer/ wizard 1, spiritualist 1, summoner 1, witch 1 Casting Time varies; see components Components IV (Intimidate DC 16; threshold 35), S Range 30 ft. Area 30-ft.-radius burst, centered on you Duration instantaneous Saving Throw none; Spell Resistance no

You unleash a mighty and intimidating roar. You may immediately make an Intimidate check as a free action against any number of creatures within the spell's area. Make a single check, with a bonus on the roll equal to your caster



level, and apply the result to each creature you want to affect. This otherwise functions as the demoralize opponent use of the Intimidate skill.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the spell's range increases to 60 feet, and its area increases to a 60-foot-radius burst, centered on you.

### BIRD OF PARADISE

School illusion (shadow); Level bard 2, druid 1, mesmerist 2, ranger 2, sorcerer/wizard 2, summoner 1 Casting Time 1 standard action Components V, S, TR (jungle) Range close (25 ft. +5 ft./2 levels) Effect one magical bird Duration 10 minutes/level Saving Throw Will partial, see text; Spell Resistance yes, see text

You call into being a gorgeous tropical bird made of pure magic. The bird created by this spell is under your direct control as long as you concentrate on it (a standard action); otherwise, it continues to follow your last instructions to the best of its ability. You may cease or resume concentration at any time during the spell's duration. The bird created by this spell has hit points equal to twice your caster level, and has AC equal to 10 + your primary spellcasting ability score modifier + 8 for size. The bird speaks one language

# **Intricate Component: Blinding Virtue**

In order to east *blinding virtue*, the easter must fill her heart with boundless, limitless, unadulterated joy, stoking and nurturing that feeling until it bubbles up within her and threatens to explode outward in a cascade of giggles and jumping. Instead, she must harness the joy and channel it into the spell's magic, transforming it into light.

you know and can communicate as well as a creature with an Intelligence score equal to 1/2 your Intelligence score. The bird is too small to make attacks, but it can channel your magic through itself in order to potentially distract foes. As a standard action, the bird can attempt to distract a foe in an adjacent square, forcing the target to succeed on a Will save or be fascinated for 1 round. Spell resistance applies to this effect.

### BLACK LIGHTNING

School evocation [electricity, evil]; Level bloodrager 4, druid 4, magus 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, SAC Range personal Target you Duration 1 min./level

You claim the life energy of the sacrificed creature, repurposing it into blasts of coruscating, purple lightning which you can release from your fingertips to blast your foes. You gain a wellspring of electrical energy equal to 4 points per Hit Dice the sacrificed creature possessed. As a move action, by spending 1 or more of these points, you can release a blast of lightning, which spreads through the air, taking the form of a 30-foot cone. Each creature in this cone suffers 1d6 points of electricity damage per point that you spend in this way, to a maximum of 10d6 points of electricity damage for any given blast of lightning. A successful Reflex save halves this damage. Any unused points of electrical energy left over at the end of the spell's duration are wasted.

### **BLINDING VIRTUE**

School evocation [emotion, good, light]; Level bard 6, cleric 7, druid 7, psychic 7, shaman 7, sorcerer/wizard 7 Casting Time varies; see components Components IE (Heal DC 19; threshold 45) Range medium (100 ft. + 10 ft./level) Area 30-ft.-radius spread Duration 1 round/level Saving Throw Will partial, see text; Spell Resistance yes

You focus on all the good and wonderful things in life, manifesting your joy as magical sunlight. The area within the spell is considered to be full natural sunlight for the purposes of creatures affected by the sun, and the light level in the area changes to bright light. Additionally, good and neutral creatures within the light's area are empowered, while evil creatures may be repelled or weakened. Good creatures gain fast healing equal to 1/2 your caster level (rounded down) while within the spell's area. Neutral creatures gain fast healing 1 while within the spell's area. Evil creatures must succeed on a Fortitude save each round they begin their turn within the light or suffer a number of points of damage equal to your 1/2 your class level (rounded down).

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, good creatures in the spell's area also gain a +2 enhancement bonus to their Strength, Dexterity, and Constitution scores.

#### **BLOOD HEALING**

School conjuration (healing) [evil]; Level cleric 5, druid 6, inquisitor 5, spiritualist 5, witch 6 Casting Time 1 standard action Components V, S, SAC Range close (25 ft. + 5 ft./2 levels) Targets up to 1 creature/4 levels, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Channeling the life energy from the sacrificial victim, you use it to restore the wounds of each of the targets. Each target heals a number of hit points equal to 1/2 the sacrificed creature's maximum hit points. This is not positive or negative energy, and has the same effect on both living and undead creatures, although it does not affect constructs or other creatures that are not healed by either positive or negative energy. Additionally, each target is immediately cured of any and all of the following adverse conditions: blinded, confused (but not permanent insanity), dazed, dazzled, deafened, diseased, exhausted, fatigued, nauseated, paralyzed, poisoned, sickened, or stunned. Finally, each target is cured of a number of points of ability score damage equal to the sacrificed creature's Hit Dice, divided as the target chooses amongst all of his ability scores with ability damage.

#### BLOODCAST

School universal [evil]; Level cleric 7, druid 7, psychic 7, shaman 7, sorcerer/wizard 7 Casting Time at least 1 standard action; see text Components V, S, SAC Range see text Target see text Duration see text Saving Throw see text; Spell Resistance yes

You sift through the sacrificed creature's mind, plucking out the spell knowledge stored in its head and empowering it with your own magical might. You immediately become aware of all spells that the creature sacrificed as part of the casting the spell had prepared at the time of his death (or all spells that he knew and had a spell slot he could use to cast, if he was a spontaneous caster), and may choose a single spell from among them. If the chosen spell appears on your class's spell list, it can be of any spell level. If the chosen spell does not appear on your class's spell list, it must be of 6th level or lower. This spell functions identically to the chosen spell. If the chosen spell has a casting time greater than 1 standard action, you must spend the additional time continuing to cast the spell, although you select which spell you are replicating after taking the initial standard action. If the spell has a costly material component or focus, you must provide it, but any other components of the spell are not required. The spell uses your caster level and your primary spellcasting ability score modifier.

#### BLOOM OF LIFE

School conjuration (healing); Level cleric 4, shaman 5, spiritualist 4, witch 5 Casting Time 1 hour Components V, S, DF, M (optional); see text Range touch Target dead humanoid creature touched Duration instantaneous Saving Throw see text; Spell Resistance yes (harmless)

You call out to the spirit of the dead creature, creating a temporary passageway back from his afterlife to his body, and potentially allowing him to return to life. The creature must have been dead for no longer than 1 hour per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

The passageway that you create for the spirit is still difficult to travel, and the spirit must successfully navigate it in order to return to the land of the living. This requires a successful Will save (DC 20), using the bonus the creature had when he was last alive. If the subject fails this Will save, his soul is unable to navigate the passageway, and the spell fails. Further, the passageway is fragile, and the more it is used, the more unstable it becomes. If the creature has been the subject of this spell 3 times already, or if the subject has successfully been returned to life with this spell since the last time he gained a level, the spell fails automatically.

Returning from the dead is an ordeal. The subject of the spell gains four temporary negative levels when he is raised. If the subject is 3rd level or lower, he takes 4 points of Constitution damage instead (if this would reduce his Constitution to o or less, he can't be raised). A creature that died with spells prepared has a 75% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 75% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to his current HD. Any ability scores damaged to o are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell.

### Intricate Component: Bonds of Sorrow

In order to cast *bonds of sorrow*, the easter must give himself over entirely to remorse and regret, remembering each and every hurtful things that he has done in his life and adding his regrets for all of them together into a giant, twisting, squirming mass of selfloathing, which he then channels into the spell.

Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

This spell requires the use of one of two material components. The caster must provide either a diamond worth 3,000 gp, or a flower that was planted and grown over the grave of a humanoid creature. Which of these is used does not affect the spell. While the flower does not have a value in gold pieces, the caster cannot ignore this requirement with Eschew Materials, or a similar ability: if the flower is not provided, the diamond must be used.

BOND OF ALLIES

**School** divination; **Level** mesmerist 6, psychic 6, spiritualist 6

Casting Time 1 standard action Components T, E, V (optional) Range close (25 ft. + 5 ft./2 levels) Targets you plus one willing creature per caster level, no two of which can be more than 30 ft. apart Duration 10 min./level (D) Saving Throw none; Spell Resistance no

As telepathic bond, except as noted here. Each target gains a +2 competence bonus to AC and Reflex saves as long as he is adjacent to at least one other target of this spell, and this bonus increases to +4 if he is adjacent to at least two other targets of the spell. Additionally, the bonuses to attack rolls granted by flanking are increased to +4 if the flanking characters are both targets of this spell, and this bonus applies to damage, as well. Unlike *telepathic bond, bond of allies* cannot be made permanent.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional verbal component to the spell. If you do, the bonuses to AC and Reflex saves apply as long as the target is within 10 feet of another target, instead of only when they are adjacent, and the bonuses to attack and damage rolls apply any time both targets threaten the same opponent, even if they are not flanking (the bonus does not stack with the bonus for flanking).

#### BONDS OF SORROW

**School** emotion (compulsion) [emotion, good, mindaffecting]; **Level** cleric 7, mesmerist 6, psychic 7, sorcerer/ wizard 7

Casting Time varies; see components Components IE (Sense Motive DC 22; threshold 50) Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw Will partial, see text; Spell Resistance yes

You fill the target with your own sorrowful emotions, making it difficult for him to pursue harmful acts. Whenever the target deals damage to another creature, he suffers a like amount of nonlethal damage and must succeed on a Will save or be unable to perform any further hostile actions against that creature, including further attacks or casting spells which deal damage or require a saving throw not denoted as harmless. By spending a move action, the target can attempt to regain control of his emotions, allowing for another Will save in order to perform hostile actions against a specific target.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, the target suffers a -2 penalty on all saving throws made to resist this spell's effects.

#### **BORROWED MINDSCAPE**

School illusion (phantasm) [mind-affecting]; Level mesmerist 5, psychic 6 Casting Time 1 round Components T, E, V (optional) Range long (400 ft. + 40 ft./level) Target one creature Duration 10 min./level Saving Throw Will disbelief, see text; Spell Resistance yes

This functions as *create mindscape*, except that the mindscape is created from the subconscious mind of the target, rather than from your own imagination. You still determine the general nature of the mindscape, but the exact details are filled in from the target's subconscious or memories. For example, you might dictate that the mindscape takes the appearance of an "impressively decorated palace," in which case the décor within the palace would be drawn from the target's mind, and match his idea of what constitutes impressive decorations. Similarly, stating that the mindscape is "a dungeon filled with terrifying torture devices" would create a dungeon drawn from the target's own worst fears about dungeons.

You can also choose to have the mindscape take the form of a real location that the target is familiar with, such as his childhood home, or his place of business. If you do, the mindscape faithfully recreates that location exactly as the target remembers it, which may or may not quite match what the location is like in reality.

Whether the mindscape replicates a real location or an imaginary one, it is populated with illusory creatures drawn from the target's expectations (to use the example above, the impressively decorated palace might include a staff of liveried servants, the dungeon might include prisoners and/or a torturer, the target's childhood home might include his parents and siblings, and so on). Unlike a mindscape created with create mindscape, you do not need to concentrate on these creatures in order for them to act realistically, and if left to their own devices, they act in whatever way the target's subconscious mind imagines that they would. As a standard action, by concentrating on the spell, you can force one of these illusory creatures to become stationary and remain that way until you reactivate them, or you can cause them to vanish from the mindscape altogether. You can also directly control the actions of a single illusory creature by maintaining concentration on them, as you would an illusory creature in a mindscape created by create mindscape. You can interact with these illusory creatures in the same way that the target can, though their knowledge and actions are limited to the target's understanding of them (for example, if the spell was used to recreate a magical vault, and the target believed that the guards knew the password, but did not, himself, know the password, questioning the illusory guards could not reveal the password).

Though the target's subconscious does much of the work in maintaining the mindscape, he does not have any direct control over it, unless he succeeds on a Will save to disbelieve the spell. In that case, he can control the illusory creatures in the mindscape in the same way that you can (and can deliberately add more creatures). The target can also immediately end the spell's effects if he succeeds on a Will save, without needing to exit the spell normally.

Unlike *create mindscape*, the spell ends when either you or the target leaves the mindscape. *Borrowed mindscape* cannot be made permanent.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional somatic component to the spell. If you do, and the mindscape mimics any real places or people, you become just as familiar with those places or people as the target is for the purposes of spells such as *scrying* or *teleport*. If you are more familiar with those places or people than the target is, this has no effect.

#### **BRAIN SIGHT**

School transmutation; Level mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3 Casting Time 1 standard action Components none Range close (25 ft. + 5 ft./2 levels) Target one disembodied brain Duration 1 hour/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You grant a living disembodied brain (one affected by *preserve brain*, or a similar effect) the ability to perceive and interact with the world around them. The target gains blindsight to a range of 60 feet, and can hear sounds normally, provided that they originated within this range. Additionally, it gains the ability to telepathically communicate with creatures within 60 feet. Finally, for the purposes of determining line of sight and line of effect, the disembodied brain ignores one barrier of up to 2 inches in thickness, provided it is no more than 5 feet away from the disembodied brain (this allows the disembodied brain to cast spells requiring line of effect even if it is inside a jar or similar container).

Prepared spellcasters can prepare this spell without referencing their spellbook, familiar, or other source of spells known, similar to the way in which a wizard can prepare *read magic* without referencing his spellbook. In order to prepare this spell, the prepared caster must have cast it at least once before through his normal spellcasting method (not from a wand, scroll, or staff).

# BRAND SOUL

School necromancy; Level antipaladin 2, bard 3, cleric 2, inquisitor 2, sorcerer/wizard 3, spiritualist 2, summoner 3, witch 3 Casting Time 1 standard action Components V, S, F (a black sapphire ring worth at least 100 gp) Range touch Target creature touched Duration permanent Saving Throw Will negates; Spell Resistance yes

Your hand glows with a pale, colorless flame, and as you touch the target, the flames vanish within his chest, as you brand not his flesh, but his very spirit. You forge a permanent bond between yourself and the soul of the target, allowing you to more easily find the target's spirit in the future. You gain a +4 bonus on Perception checks and Will saves made to identify the target (such as to see through a disguise or to disbelieve a glamer). Additionally, by concentrating on the target for 1 minute, you can determine whether or not the target is currently alive or dead, and whether his soul is free. If his soul is imprisoned or destroyed, you are unable to sense his soul, although you cannot differentiate between the two. At the GM's discretion, other effects (such as an antimagic field, or entering a leadlined room) may block this sense as well, possibly leading you to believe that the target is dead and his soul imprisoned or destroyed when he is, in fact, alive. You are also treated as being familiar with the target for the purposes of effects such as scrying.

Additionally, spells such as *recall soul* require that a soul be marked by this spell in advance in order to function.

### CALL SPIRIT GUIDE

School divination; Level druid 9, psychic 9, shaman 9, spiritualist 6 Casting Time 1 minute Components V, S, DF Range unlimited Effect one spirit guide Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

You bring forth a spirit guide to aid you in a specific task. The spirit guide is hazy and translucent, and glows with an inner light. It is visible only to you, though any creature

### **Intricate Component: Chains of Regret**

In order to cast *chains of regret*, the caster must concentrate on her greatest mistakes of the past, reflecting in detail on each minor misstep that, as far as she knows, prevented her life from taking a better, brighter path. Concentrating on the despair over what she never had a chance to lose, and the fear of making such mistakes again in the future, she must channel those feelings into the spell.

benefitting from *true sight* can also see it. The spirit guide is not truly real, and cannot be interacted with in any way other than those outlined in this spell. Most spirit guides take the form of an animal, but whatever form they take, spirit guides cannot speak, write, or otherwise communicate using words. The spirit guide moves at whatever speed you do, and is always able to keep up, even if its form would not normally allow it to do so.

When you cast this spell, you must meditate on a single goal, such as rescuing the captured princess, or recovering a particular artifact. The spirit guide appears and silently leads you to the next step in your goal. It is able to find objects and creatures as though with discern location, and knows all relevant knowledge that can be learned with a DC 20 Knowledge check. It does not pass this information on to you directly, but uses the information when determining how best to guide you (for example, if your goal was to recover the sword Glaundrang, which had been sealed in a fire giant's vault on the Plane of Fire, it would first locate the nearest portal to the Plane of Fire and guide you to it, and then it would guide you to the vault. If the vault could only be opened by 3 keys that had been scattered across the elemental planes, it would guide you to those keys first, unless learning about those keys required a result of higher than 20 on a relevant Knowledge check, in which case the spirit guide would be unaware of them).

Up to three times during the spell's duration, you can ask the spirit guide for a vision to provide further information. These cryptic visions provide insight into what you must do next, and are completely wordless. If the spirit guide feels that you clearly do not understand why it brought you to a location that it has led you to, it may choose to provide this vision even if you don't ask for it. If it does, it counts against the three visions provided by the spell.

While the spirit guide is best suited for straightforward tasks such as finding and retrieving objects and people, it can also be used for more complicated ones. For example, if your goal was to marry the princess of the land, it might use its abilities to guide you to a location where you and she might meet alone, or it may lead you to where you can confront her most likely suitor, or it may lead you straight to her father to ask permission to woo her, based on its knowledge of that particular royal family.

### CHAINS OF REGRET

School enchantment (compulsion) [emotion, mindaffecting]; Level antipaladin 1, cleric 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, witch 1 Casting Time varies; see components Components IE (Knowledge [religion] DC 16; threshold 35) Range medium (100 ft. + 10 ft./level) Target one creature Duration concentration, up to 1 minute; see text Saving Throw Will partial, see text; Spell Resistance yes

Concentrating on a feeling of regret, your mental anguish becomes as a stone made of psychic energy, from which 5 chains of pulsing emotional energy extend and bind the target. When you initially cast chains of regret, and each round you concentrate on this spell, the target must succeed on a Will save to resist its effects, which become progressively worse. On the first failed saving throw, the target's initiative is reduced by 10 (this effect never allows the target to act twice in a single turn). On a second failed save, the target's movement speed is reduced by half and he cannot run or charge. On a third failed save, the target cannot move from his square at all, but may otherwise act normally. On a fourth failed save, the target is unable to move any part of his body or take any actions except those that are purely mental actions, but is not helpless. On a fifth failed save, the target falls unconscious for 1 minute and cannot be awoken while you still concentrate on the spell, except by magical means (after you cease concentrating on the spell, the target remains unconscious but can be awoken normally).

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, the target is treated as though he automatically failed his first saving throw, causing him to suffer the effects associated with the first failed save immediately, and also have to make a saving throw or suffer the effects of a second failed save, as well.

#### CHANGE WAND

School transmutation; Level antipaladin 4, bard 4, bloodrager 4, magus 4, occultist 4, paladin 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S F (a mundane version of the weapon the wand is to be transformed into) Range touch Target one wand Duration varies, see text Saving Throw none; Spell Resistance yes

You transform the touched wand into a powerful magic weapon. The wand is instantly destroyed in this process, becoming replaced with a simple or martial melee weapon of your choice which carries an enhancement bonus equal to the level of the spell stored in the wand targeted by this spell. If the wand carried a spell of 2nd level or higher, some of the enhancement bonus can be exchanged for special weapon abilities with an enhancement bonus equivalent, instead, provided that the weapon retains at least a +1 enhancement bonus. The transformed wand grants whoever wields it proficiency with the. The magic weapon created by this spell is temporary and lasts only for a number of hours equal to twice the remaining charges (the spell fails if the wand has no remaining charges). At the end of this time, the wand crumbles to dust.

#### COAX SPELL

School enchantment (compulsion) [mind-affecting]; Level mesmerist 3, psychic 3 Casting Time 1 standard action Components T, E, V (optional) Range long (400 ft. + 40 ft./level) Target one creature Duration 1 round/level; see text Saving Throw Will negates; Spell Resistance yes

You lead the target in a suggestive game of trading spells. If the target is not able to cast spells, the spell fails automatically. If the target is able to cast spells, the exact effect depends on whether the target is a spontaneous or prepared spellcaster.

If the target is a prepared spellcaster, then whenever you cast a spell, on the target's next turn, if he has one or more spells prepared that are of the same school of magic as the spell that you cast, the target must cast one of those spells. The target is free to make any decisions about the spell, including where its area is placed or what creatures or objects it targets, as normal. If the target does not have a spell of the same spell school prepared, he suffers 3d6 points of damage, and can act normally that round.

If the target is a spontaneous spellcaster, then whenever you cast a spell, on the target's next turn, if he knows one or more spells of the same school of magic, and has an unused spell slot available that he can use to cast one or more of those spells, he must cast one of those spells. As with prepared spellcasters, the target is free to make any decisions about the spell, including where its area is placed or what creatures or objects it targets, as normal, and if the target does not have an unused spell slot available to cast a spell of the same spell school prepared, he suffers 3d6 points of damage, and can act normally that round. However, once the target has cast a given spell in this way, that spell no longer counts as a spell that he knows for the purposes of fulfilling this spell's requirements (for example, if the target only knew two evocation spells, fireball and burning hands, and you cast a *magic missile*, the target would be forced to cast one of those two spells. If he chose to cast burning hands the first time, and you cast magic missile again, then the second time, the target would be forced to cast fireball. If he no longer had a 3rd-level spell slot or higher available, he would be treated as having no evocation spells he could cast, even if he was still able to cast burning hands).

If you go a full round without casting a spell, or if the target moves out of range of the spell, the spell ends immediately. If the target knows or has prepared any spells with a casting time of greater than 1 round, he may choose to expend that spell with no effect, as a standard action, in order to fulfill the requirements of this spell.

### Intricate Component: Contact Vrstaioimr

In order to cast *contact Vrstaioimr*, the caster must make a spoken plea to the entity Vrstaioimr for knowledge, in that creature's own, alien language, which was never intended to be spoken by the human tongue. These all-but-unpronounceable phrases must be spoken with perfect accuracy, with Vrstaioimr's name, itself, being among the easiest of these tongue-twisting words to pronounce.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional verbal component to the spell. If you do, this spell is treated as though it were cast during the spell's duration, and the target is forced to cast an enchantment spell on his next turn. If you do not add the optional verbal component to the spell, the target is not affected by this spell until the next time you cast a spell after casting *coax spell*.

#### CONTACT VRSTAIOIMR

School divination; Level alchemist 6, psychic 7, sorcerer/ wizard 7, spiritualist 6, summoner 6, witch 7 Casting Time varies; see components Components IV (Knowledge [planes] DC 22; threshold 50) Range personal Target you Duration instantaneous; see text

You call upon the strange and otherworldly entity known as Vrstaioimr, known to some as the All-Feeling Flesh, and to others as the Center of All, beseeching it for a tiny portion of its great knowledge. Mentally, you travel to the strange and inhospitable dimension in which Vrstaioimr resides, make known to it your question, and receive an answer, all in the blink of an eye and entirely within your mind. You can ask Vrstaioimr up to one question per caster level, and for each question, there is a 90% chance that you receive a true answer, a 5% chance that Vrstaioimr does not know, a 3% chance that Vrstaioimr deliberately lies, and a 2% chance that you receive a random answer. The nature of the answer should be determined secretly by the GM.

This communion with Vrstaioimr comes with a cost, however, as the unknowable entity uses this connection to implant suggestions into your mind. Vrstaioimr can implant a total number of suggestions equal to 1 + 1 per 3 questions you ask. For each suggestion, you are entitled to a saving throw (with the same DC as this spell) to resist. These saving throws should be made in secret by the GM, as you are not aware of whether or not you succeed or fail. You are also not aware of the nature of the suggestions until they take effect. This otherwise functions as the *suggestion* spell, except that if the suggested activity is one that requires specific conditions to trigger, the *suggestion* can remain in place indefinitely until those conditions are met (however, if the *suggestion* is openended, it is still limited to 1 hour/level). This *suggestion* is treated as having a caster level of 25.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, you gain a +2 bonus on all saving throws made to resist the *suggestions* implanted by this spell.

### Sidebar: The Unknowable Vrstaioimr

*Contact Vrstaioimr* is a difficult spell in some ways, because it requires the GM to make roleplaying decisions as Vrstaioimr, an unknowable and utterly alien entity from another dimension that is unusually interested in the affairs of mortals. While this can potentially be daunting, and determining what sorts of *suggestions* Vrstaioimr might implant in a caster may seem like an unanticipated hassle when it suddenly comes up during the course of the game, we think that the potential for fun roleplaying and story opportunities will easily prove worthwhile. For GMs who are not interested in the possibilities this spell presents, it is probably better to disallow the spell.

As a cunning and intelligent, if alien creature, Vrstaioimr almost always spends one of its *suggestions* on directing the caster to cast *contact Vrstaioimr* again, either when a specific condition is met, or simply the next time the caster prepares spells. Assuming the caster fails his save, this will keep him coming back to Vrstaioimr over and over again, ensuring that the alien entity gets as much use out of the caster as possible.

Vrstaioimr is heavily invested in accumulating knowledge. While it has many ways of doing so, and learns quite a deal from its own great sensory capabilities, there are some aspects of the mortal world to which it is blind. Generally, these are things that cannot be sensed through touch, such as writing, or other purely visible mediums. As a result, Vrstaioimr may direct the caster to acquire certain books or other written materials and read them, so that he can pass along the knowledge of their contents the next time he casts *contact Vrstaioimr* and communes with the creature again.

As an alien creature, Vrstaioimr's goals and ultimate ends are difficult for mortals to understand or determine. Many of its *suggestions* direct the caster to perform activities that are bizarre and seemingly pointless, but which are unusual and taboo enough in humanoid societies that performing them may attract unwanted attention. Animal sacrifice, destruction or desecration of property, and providing very specific misinformation to certain individuals are all good examples of the sorts of tasks that Vrstaioimr might want a caster to engage in.

# Intricate Component: Controllable Conflagration

In order to cast *controllable conflagration*, the caster must perform precise calculations in order to create the explosion, mentally imagining the path of the flames and imagining perfect, unfailing, and invisible barriers which prevent the explosion from extending beyond this area.

### **CONTROLLABLE CONFLAGRATION**

School evocation [fire]; Level bloodrager 4, druid 6, magus 6, sorcerer/wizard 5

Casting Time varies; see components

**Components** IT (Knowledge [engineering] DC 17; threshold 40)

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

Area one 5-ft.-cube/level, in a single contiguous shape (S) Duration instantaneous

Saving Throw Reflex partial; Spell Resistance yes

With minute calculations, you create a powerful blast of flammable gas which follows a precise path. The flammable gas deals 1d8 points of fire damage per caster level to each creature and unattended object in the area.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, you can control the flames to an accuracy of within an inch, allowing you to choose which characters in the spell's area are affected and which ones are not.

#### **CREATE GHOST**

School necromancy [evil]; Level cleric 7, sorcerer/wizard 7, spiritualist 6, witch 7 Casting Time 1 hour Components V, S, SL Range close (25 ft. + 5 ft./2 levels) Effect one ghost Duration instantaneous Saving Throw none; Spell Resistance no

You give shape and form to the soul used as a component for the spell, infusing it with negative energy and forcing it to become a restless spirit. If the soul's original owner is not currently dead, the spell fails, and the soul returns to its original owner's body (if the creature is currently undead, the spell still works normally; its soul can be animated in this way even if its body has been separately animated). If the soul's Hit Dice are equal to or greater than your caster level, or it has a Charisma score of less than 6 (and is therefore ineligible for the ghost template), the spell fails, and the soul is released into the cosmos, and passes on to its natural afterlife.

Otherwise, you create a ghost from the soul. The ghost has the same statistics that the soul's original owner had when it died, and the ghost template is added. If the creature has enough Hit Dice to allow it to gain more than one special attack, you choose which special attacks it gains (beyond corrupting touch, which must always be the first ability chosen). The ghost does not gain the rejuvenation ability, and once it is destroyed, the soul that was used to cast the spell is completely destroyed.

The created ghost is under your control, as the spell animate dead, and counts against the number of Hit Dice of undead that you can control with that spell, and similar abilities. The ghost retains all memories of its life prior to when its soul was imprisoned, and has a dim and vague

### **Intricate Component: Crushing Cage**

In order to cast *crushing cage*, the caster must use her fingers to inscribe an eldritch symbol in the air, which contains within its multi-layered shape the exact coordinates for the center of where the cube should be placed. Then, she must user her hands to mime an invisible box around this rune, forming a perfect cube with her fingers without tracing over the same point twice.

impression of anything that may have happened to the soul's original owner after its soul was imprisoned, but before it died (assuming that the creature did not die at the same time its soul was imprisoned). As long as the ghost remains under your control, you can use *receive soul* to return it to being an imprisoned soul, stripping it of its ghostly status. Alternatively, you can release the soul to the afterlife, freeing it entirely. In either case, doing so is a full-round action that requires you be within 60 feet of the ghost, and if that soul is later transformed into a ghost again with this spell, the special attacks that it gains from the ghost template remain the same, and cannot be changed.

This spell is incredibly torturous and agonizing to the soul that is used, and all ghosts created by this spell have an overwhelming compulsion to kill the creature that created them. A ghost created by this spell that ceases to be controlled by you will typically stop at nothing to destroy you.

#### CREATE OAK

School conjuration (creation); Level druid 3, ranger 4 Casting Time 1 standard action Components V, S, TR (forest) Range medium (100 ft. + 10 ft./level) Effect one tree Duration 24 hours Saving Throw Reflex partial, see text; Spell Resistance no

You cause a tree to spring into existence in the square you designate. A massive tree appears in the designated space, growing up from the ground over the course of a few seconds, dealing 5d6 points of bludgeoning damage to all creatures in adjacent squares and knocking them prone (a successful Reflex save negates this effect). Any creature in the designated square suffers 7d6 points of piercing damage and is prone at the top of the tree (a successful Reflex save negates this damage but still leaves the creature prone at the top of the tree). At the end of the spell's duration the tree shrivels into nothingness, harmlessly depositing any creature or objects in its branches on the ground. While trees created by this spell are normally temporary, they can be made permanent with a *permanency* spell. Doing so requires a caster level of 11 and 3,000 gp worth of material components.



### CRUSHING CAGE

School evocation [force]; Level psychic 9, sorcerer/wizard 9 Casting Time varies; see components Components V, IS (Sleight of Hand DC 18; threshold 50), M (diamond dust worth 1,000 gp) Range close (25 ft. + 5 ft./2 levels) Area windowless cell (20-ft. cube); see text Duration 1 round/level (D) Saving Throw Reflex negates; Spell Resistance no

This spell creates an immobile, invisible cubical prison composed of solid walls of force. Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force*, a *crushing cage* resists *dispel magic*, although a *mage's disjunction* still functions. The walls of the *crushing cage* can be damaged by spells, weapons, and supernatural abilities as normal, but they have a hardness of 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or a *rod of cancellation* instantly destroys a *crushing cage*. There is no way into or out of the *crushing cage*, and solid walls of force form its six sides.

As a standard action, you can cause the area of the *crushing cage* to contract, reducing one of its dimensions (width, depth, or height) by 5 feet, to a minimum of 1 foot. If this reduces that dimension to less than the space of one of the creatures within the *crushing cage*, that creature takes 1d6 points of bludgeoning damage per 2 caster levels, and

is forced to squeeze. If the creature is already squeezing, it takes 1d6 points of bludgeoning damage per caster level, instead, and the *crushing cage* is unable to further reduce that dimension until the creature is killed (you can continue directing it to reduce that dimension in order to continue inflicting damage, however). A creature that is killed by damage in this way has his body crushed completely, reducing him to a fine paste, and likely destroying most of his possessions.

A creature whose space is as large as or larger than at least one of the *crushing cage*'s dimensions can spend a full-round action bracing himself against the walls of the *crushing cage* to attempt to prevent it from closing further. If he does so, and you attempt to crush him again that turn, he can make a Strength check (DC equal to your caster level + your primary spellcasting ability score modifier). Success indicates that he is able to prevent the walls of force from closing further, and he suffers no damage that round. If the creature's space is as large as or larger than two or more of the *crushing cage*'s dimensions, he must declare which dimension he is bracing when he takes the action, and he cannot brace against the other two dimensions.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the *crushing cage* forms almost instantaneously, increasing the DC of the Reflex save by +2.

#### DARK BLESSING

School transmutation [evil]; Level antipaladin 4, bloodrager 4, cleric 4, druid 4, inquisitor 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4 Casting Time 1 standard action

Components V, S, SAC

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

**Targets** up to 1 creature/level, no two of which can be more than 30 ft. apart

Duration 1 min./level

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

You channel the life force of the sacrificed creature into a profane blessing that strengthens each of the spell's targets for a short time. Each target gains a profane bonus to three different ability scores of his choice. This profane bonus is equal to 1/4 the number of Hit Dice of the creature that was sacrificed to cast this spell (with a maximum bonus equal to 1/2 your caster level). Additionally, if the sacrificed creature was good, each target is affected as though by *protection from good* for the spell's duration.

#### DEATH SUMMONS I

School conjuration (summoning) [evil]; Level antipaladin 1, bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 round Components V, S, SAC Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 min./level Saving Throw none; Spell Resistance no

Your blood sacrifice calls a lower planar creature from its home plane to serve you. This spell functions as summon monster I, except as noted here. You can summon any creature that has both the extraplanar and evil subtypes, as long as that creature's CR is less than or equal to 1 + the Hit Dice of the creature that was sacrificed in order to cast this spell (to a maximum CR of 3). If the summoned creature's CR exceeds your caster level, it is entitled to a Will save. If the summoned creature's CR is less than the maximum CR you could have summoned, based on the sacrificed creature's Hit Dice, the summoned creature suffers a penalty on its saving throw equal to the difference (so, if you sacrificed a creature with 2 Hit Dice, and could have summoned a CR 3 creature, but chose a CR 2 creature instead, that creature would suffer a – *penalty* on its Will save). If the summoned creature succeeds on its Will save, it is free to act as it pleases, which may or may not be in line with your desires.

### DEATH SUMMONS II

**School** conjuration (summoning) [evil]; **Level** antipaladin 2, bard 2, cleric 2, sorcerer/wizard 2, summoner 2, witch 2

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 2 + the sacrificed creature's Hit Dice (to a maximum CR of 6).

### DEATH SUMMONS III

**School** conjuration (summoning) [evil]; **Level** antipaladin 3, bard 3, cleric 3, sorcerer/wizard 3, witch 3

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 3 + the sacrificed creature's Hit Dice (to a maximum CR of 9).

#### DEATH SUMMONS IV

**School** conjuration (summoning) [evil]; **Level** antipaladin 4, bard 4, cleric 4, sorcerer/wizard 4, summoner 3, witch 4

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 4 + the sacrificed creature's Hit Dice (to a maximum CR of 12).

#### DEATH SUMMONS V

**School** conjuration (summoning) [evil]; **Level** bard 5, cleric 5, sorcerer/wizard 5, summoner 4, witch 5

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 5 + the sacrificed creature's Hit Dice (to a maximum CR of 15).

#### DEATH SUMMONS VI

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

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 6 + the sacrificed creature's Hit Dice (to a maximum CR of 18).

### **Intricate Component: Detonate Companion**

In order to cast *detonate companion*, the caster must form his fingers into an approximation of the target's shape, and then delicately and precisely make this hand puppet's movements syne with and match those of the real things, until finally pulling his hands apart to create the explosion.

#### DEATH SUMMONS VII

**School** conjuration (summoning) [evil]; **Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 7 + the sacrificed creature's Hit Dice (to a maximum CR of 21).

#### DEATH SUMMONS VIII

**School** conjuration (summoning) [evil]; **Level** cleric 8, sorcerer/wizard 8, summoner 6, witch 8

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 8 + the sacrificed creature's Hit Dice (to a maximum CR of 24).

### DEATH SUMMONS IX

**School** conjuration (summoning) [evil]; **Level** cleric 9, sorcerer/wizard 9, witch 9

This spell functions like *death summons I*, except that the maximum CR for the summoned creature is equal to 9 + the sacrificed creature's Hit Dice (to a maximum CR of 27).

### **DEPLETE AIR**

School transmutation; Level bloodrager 3, druid 2, magus 2, psychic 3, ranger 2, shaman 2, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, TR (mountain) Range close (25 ft. + 5ft./2 levels) Area 10-ft.-radius spread Duration 1 round/level Saving Throw Reflex half; Spell Resistance yes

You cause oxygen in the air to vanish, making breathing extremely difficult. All creatures in the area must succeed on a Fortitude save or become fatigued. Each round a creature remains within the area, he has greater difficulty drawing breath in the oxygen-depleted air. Each round at the beginning of his turn, each creature in the area must succeed on a new Fortitude save or become fatigued. A creature that is already fatigued becomes exhausted, instead; a creature who is exhausted suffers 2d6 points of nonlethal damage and is staggered. A creature who breathes fresh, clean air for 1 full minute is healed of all nonlethal damage done by this spell and cured of the fatigued and exhausted conditions gained as a result of this spell.

#### DESPERATE ESCAPE

**School** conjuration (teleportation); **Level** bard 5, magus 5, mesmerist 5, psychic 5, sorcerer/wizard 5, summoner 4, witch

Casting Time 1 immediate action Components V, En (2) Range long (400 ft. + 40 ft./level) Target you Duration instantaneous Saving Throw none; Spell Resistance no

You immediately transport yourself from your current location to any other spot within range. This functions as *dimension door* except as noted here. If you cast this spell on your turn, your turn does not immediately end, and you can take other actions as normal. If you cast this spell on another character's turn, you may immediately make a single move action after arriving at your destination. You do not need line of sight or line of effect to your intended destination.

#### **DESTRUCTIVE VORTEX**

School evocation [chaos, electricity, fire, sonic]; Level cleric 6, druid 7, magus 6, psychic 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, AL (chaos) Range medium (100 ft. + 10 ft./level) Targets each creature and unattended object within range Duration instantaneous Saving Throw none; Spell Resistance yes

With a primal shout, you unleash a wild and uncontrollable torrent of fire, lightning, and thunder, which roars outward from you, branching in every direction and striking objects and creatures in the area at random. Each creature or object within range, beginning with you and moving outward to the edge of the spell's area, has a 30% chance of being struck by this torrent. For each size category larger than Medium a creature or object is, this chance increases by 5%, and for each size category smaller than Medium, it decreases by 5%. Once a total number of creatures or objects equal to your caster level have been hit, the spell ends, and no further creatures or objects are at risk.

Creatures and objects hit by the torrent suffer 1d8 points of damage per caster level you possess, which is divided evenly between electricity, fire, and sonic damage.

### **DETONATE COMPANION**

School evocation [fire]; Level druid 4, sorcerer/wizard 3, summoner 2 Casting Time varies; see components Components V, IS (Knowledge [nature] DC 18; threshold 40) Range medium (100 ft. + 10 ft./level)

Target your animal companion, eidolon, or familiar Duration instantaneous

Saving Throw Reflex half, see text; Spell Resistance yes

The target explodes, dealing 2d6 points of fire damage per caster level (maximum 20d6 at 10th level) to your companion and to all creatures within a 5-ft. radius of the exploding companion. A successful Reflex save halves this damage. The spell's target dies automatically (no save).

### **Intricate Component: Dismal Cloud**

In order to cast *dismal cloud*, the caster must first contemplate the complete meaninglessness of her own existence, imagining the vast and uncaring universe, and opening her soul to the reality that it is far too vast and complex for her to ever understand even a miniscule fraction of it, and that ultimately, everything she does and is means nothing in the face of that unending reality. Only once she is fully and totally convinced of her own unimportance can she channel the nihilistic despair needed to power the spell.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the spell's target is reduced to 1 hit point, instead of dying.

### DISMAL CLOUD

School necromancy [emotion, mind-affecting]; Level cleric 6, psychic 6, sorcerer/wizard 6, witch 6 Casting Time varies; see components Components IE (Sense Motive DC 21; threshold 50) Range medium (100 ft. + 10 ft./level) Effect one 10-ft.-diameter cloud Duration 1 round/level Saving Throw Will partial, see text; Spell Resistance yes

Concentrating on despair and misery, you give form to your sadness, creating a dark cloud which pours rain made of negative energy. The cloud forms at the point you designate and immediately begins pouring negative energy rain directly down beneath it. Living creatures in the area beneath the cloud suffer a -2 penalty on attack rolls, saving throws, and skill checks. Additionally, living creatures who begin their turn within the area beneath the cloud must succeed on a Will save or gain 1 negative level. As a standard action, you can move the cloud up to 30 feet anywhere within the spell's rage. Finally, a creature that dies with negative levels gained as a result of this spell is likely to rise as an undead creature (50% chance) 24 hours later. These undead are not under your control and do not count against the number of Hit Dice worth of undead you can control with animate dead and similar abilities. The type of undead the creature returns as depends on the number of negative levels it had when it died. A creature with 4 or fewer negative levels returns as a shadow, a creature with between 5 and 8 negative levels rises as a wraith, and a creature with 9 or more negative levels rises as a spectre.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, the penalties imposed by this spell are increased to -3.

#### **DIVERT RAY**

School abjuration; Level alchemist 3, bloodrager 3, cleric 4, magus 3, paladin 3, sorcerer/wizard 4, summoner 4, witch 4 Casting Time 1 immediate action Components V, S, T (optional) Range personal Target you Duration instantaneous

You throw up a reflective shield of energy, which deflects an incoming ray attack. You must cast this spell when you become the target of a ray from a spell or ability, and must declare you are doing so before the results of the attack roll are known. This spell grants you a +8 deflection bonus to AC against each ray directed at you as part of that spell or ability.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional thought component to the spell. If you do, and at least one ray fails to hit you, you can control the way in which that ray ricochets off of the shield that you created, redirecting it against a new target. You can choose any creature or object to be the new target, provided that it is a legal target for the spell or ability that created the ray (this includes being within the spell's range, using your square as the spell's new origin point). Make a new attack roll for the ray, adding the same bonus that the ray's caster added to the original attack roll. If the original spell or ability included multiple rays, and more than one of them missed you, you may choose new targets for each ray, and they can be the same or different targets.

## DIVINE CENSURE

School abjuration; Level cleric 6, druid 6, inquisitor 6, paladin 4, shaman 6 Casting Time 1 immediate action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one spellcaster Duration instantaneous and 1 day/level Saving Throw Will partial; Spell Resistance no

This functions as the counterspell version of *dispel* magic, but you gain a +2 bonus on the dispel check if the spell you are countering is cast by an arcane or psychic caster, and a further +2 bonus if the spell's caster's alignment is opposed to your alignment on one or more alignment axes (chaos is opposed to law, good is opposed to evil). Additionally, if you successfully counter the spell, the target is magically barred from casting that particular spell again for a number of days equal to your caster level. Whenever the target attempts to cast that particular spell, he must succeed on a Will save. If he fails, the spell is lost, and has no effect, as though it had been successfully countered. If he succeeds, he casts the spell successfully, but must continue making Will saves each time he attempts to cast that spell. The bonuses gained on the dispel check also apply to the spell's saving throw DC for this purpose. This does not affect the target's ability to cast other spells.

### **Intricate Component: Elder Tentacles**

In order to cast *elder tentacles*, the caster must wiggle the fingers of both hands together, forming a sort of mock field of tentacles with his fingers. Then, he must slowly pull his hands apart, as though rending through the fabric of reality with his fingers, forming a tear through which the elder tentacles can form.

### DUST DEVIL

School conjuration (teleportation) [earth]; Level bard 4, druid 4, magus 4, ranger 4, shaman 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, TR (desert) Range long (400 ft. + 40 ft./level) Target one creature Duration instantaneous Saving Throw Reflex negates; Spell Resistance no

You conjure up swirling magical sands that can whisk a creature from one location to another. The target is surrounded by a swirling mass of desert sand, broken rocks, frozen dirt, or similar desert terrain, and melds into the swirling debris. The target is then carried with the dust devil along the ground in a straight line to another point within the spell's range. This movement does not provokes attacks of opportunity, as the target's body has become formless debris during this movement. If the target's path passes through another creature's square, that creature must succeed on a Reflex save or be caught up in the dust devil in the same fashion as the original target. At the end of the dust devil's movement, all creatures caught in the dust devil are deposited at a point you designate. If there is insufficient room in that space to accommodate all the creatures transported by this spell, the original target is deposited in that space, and all other transported creatures are deposited in the nearest unoccupied squares.

#### ELDER TENTACLES

School conjuration (creation); Level magus 6, psychic 6, sorcerer/wizard 6, summoner 6, witch 6 Casting Time varies; see components Components V, IS (Sleight of Hand DC 19; threshold 45), M (a piece of aboleth tentacle) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread, or 44 5-foot squares (S); see text Duration 1 round/level (D) Saving Throw none; Spell Resistance no

This functions as *black tentacles*, except as noted here. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus, and receive a +8 bonus due to their Strength and a +2 size bonus. When the tentacles deal damage to a creature, the amount of damage they inflict is 2d8. Unlike *black tentacles*, *elder tentacles* can move foes within the area of the spell's effect (the tentacles themselves do not move, but the grappled victim is passed from one tentacle to another within the spell's area), and can pin foes, using the normal grapple rules in both cases. Finally, as a move action, you can concentrate on the spell in order to direct the tentacles to release a single creature that they are currently grappling, or to direct the tentacles not to attack a specific creature on the next round.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, you can shape the spell's area. Instead of having an area of a 20-ft. radius, the spell's area can be any shape you desire, comprised of up to 44 5-foot squares, all of which must form a single, contiguous area.

#### EMOTIONAL EIDOLON

School enchantment [emotion, mind-affecting]; Level summoner 5 Casting Time 1 standard action Components V, S, F (a stylized mask depicting the emotion chosen for the spell) Range medium (100 ft. + 10 ft./level) Target your eidolon Duration 1 min./level (D) Saving Throw none; Spell Resistance no

You fill your eidolon's mind with an overwhelming emotion, similar to that possessed by a spiritualist's phantom. Choose an emotional focus from among those available for spiritualist's phantoms (anger, dedication, despair, fear, hatred, jealousy, and zeal, by default). Your eidolon gains a bonus equal to 1/2 your caster level on skill checks made for skills listed in that emotional focus's skills entry. Further, it gains a +2 bonus on each of the saving throws listed under the emotional focus's good saves entry. Finally, the eidolon gains all abilities granted by the chosen emotional focus, as though it were a phantom whose master's spiritualist level is equal to 1/2 your caster level (to a maximum of 12th-level abilities with a caster level of 24).

### EPHEMERAL CURE

School illusion (shadow) [shadow]; Level bloodrager 3, magus 3, mesmerist 3, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S, M (optional); see text Range touch Target creature touched Duration 1 round/level (D) Saving Throw Will negates (harmless), see text; Spell Resistance yes (harmless)

You mend the target's wounds with shadow stuff, causing him to be healed temporarily, but not permanently. The target heals 4d8 points of damage, plus 1 point per caster level (to a maximum of +15 at 15th level). As soon as the spell ends, whether it is dismissed, the duration ends, the spell is dispelled, or for any other reason, the target immediately loses a number of hit points equal to the amount that he healed when the spell was cast.

Optionally, you can choose to use 8 ounces of fresh mountain spring water, which must have been harvested no more than 24 hours previously, as a material component when you cast this spell. If you do, then when the spell ends, the target suffers only half the amount of damage that the spell healed, instead.



#### EVOLVED PHANTOM

School transmutation; Level spiritualist 5 Casting Time 1 standard action Components V, S, M (an eidolon's toenail) Range medium (100 ft. + 10 ft./level) Target your phantom Duration 1 min./level Saving Throw none; Spell Resistance no

You cause your phantom's ectoplasmic body to twist and mutate into a form you deem more fitting. You may immediately select and apply any number of eidolon evolutions to your phantom, provided their total cost in evolution points is no greater than 1/3 your caster level (rounded down). These evolutions only apply while the phantom is fully manifested in ectoplasmic form, and have no effect when the phantom is in any other state. The phantom must meet all prerequisites for the chosen evolutions, and the normal restriction on the maximum number of natural attacks an eidolon can have applies to the phantom as well, as though it were an eidolon whose master's level is equal to your caster level.

## EXPAND ITEM

School transmutation; Level bard 3, occultist 3, sorcerer/ wizard 4, witch 4 Casting Time 1 standard action Components V, S Range touch Target object touched Duration 1 hour/level (D) Saving Throw Fortitude negates (object); Spell Resistance yes (object) You cause an object to increase in size, becoming 4 times larger and 8 times heavier than it was a moment ago. This causes the target to become 2 size categories larger than it normally is,

and in the case of worn armor, causes the armor to fall off the wearer in a useless heap. This spell can be made permanent with a *permanency* spell. Doing so requires a caster level of 11 and 7,500 gp in material components. An object affected with a permanent version of *expand item* can be returned to its normal size and made giant again any number of times as a standard action, but only by the original caster.

#### EYES OF THE BURGLAR

School divination; Level alchemist 2, bard 2, mesmerist 2, occultist 2, psychic 2, ranger 1, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, En (1) Range 60 ft. Area 60-ft.-radius emanation, centered on you Duration 1 hour/level (D)

You create a sensory bubble in a 6o-foot-radius ring around you that constantly senses for the presence of secret doors, compartments, caches, and so forth. Whenever this barrier passes through such a hidden passage, door, or opening, you immediately receive a mental ping, as the *alarm* spell, which alerts you to the presence of the secret door or compartment. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. You do not gain any knowledge of the direction or exact location of the secret door, and if multiple secret doors or compartments enter the spell's area at the

# **Intricate Component: Fatal Fright**

In order to cast *fatal fright*, the caster must conjure up true, unadulterated mortal terror, and must then wrestle this terror into submission, funneling it into the spell. Only a true feeling of life-or-death, blinding, crippling fear is sufficient to power the spell, and most fears, and even life-or-death situations, are simply not sufficient.

same time, you cannot differentiate between them. You only receive mental pings when a secret door or compartment passes through the edge of the spell's area, so if you *teleport* into an area where there are secret doors within 60 feet of you, you will not detect those doors until they pass through the edge of the spell's effect.

#### FANGS OF THE FOREST

School transmutation; Level druid 4, ranger 4, shaman 4, witch 4 Casting Time 1 standard action Components V, S, TR (forest) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 round/level Saving Throw Reflex negates, see text; Spell Resistance no

You infuse nearby trees with explosive violent energies, causing them to erupt with foot-long barbed spines to impale your enemies. Each tree affected by this spell rapidly grows numerous thrusting spines, which damage adjacent creatures. The damage dealt by these spines varies in accordance with the size of the tree. A typical tree inflicts 3d6 points of damage to a creature sharing a square with the tree, while it deals 2d6 points of damage to a creature standing adjacent to the tree. A massive tree deals 5d6 points of damage to a creature sharing a square with the tree, while it deals 3d6 points of damage to a creature in an adjacent square. A successful Reflex save negates damage from a single tree, but creatures adjacent to multiple trees must save separately against each one. These spines attack in this fashion when you cast this spell, and at the beginning of your turn each round that the spell remains in effect.

### FATAL FRIGHT

School enchantment (compulsion) [emotion, mindaffecting]; Level cleric 9, psychic 9, sorcerer/wizard 9, witch

Casting Time varies; see components Components IE (Intimidate DC 21; threshold 45) Range 100 ft.

Area 100-ft.-radius emanation, centered on you

Duration 1 round/level

Saving Throw Will partial, Fortitude partial, see text; Spell Resistance yes

Summoning up all of your terror and fears, you make your phobias manifest as an aura of pure dread that none can stand against. A creature that fails his saving throw is panicked for 1 round/level. Even creatures that succeed on their saving throw are panicked for 1 round. A creature with at least 5 fewer Hit Dice than your caster level receives no save against this effect, and a creature with at least 10 fewer Hit Dice than your caster level must additionally attempt a Fortitude save or die from fright.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, you are treated as though your caster level was 5 higher than it actually is for the purposes of determining how this spell affects creatures.

#### FAUX FAMILIAR

School conjuration (summoning); Level alchemist 5, bard 5, cleric 6, inquisitor 5, magus 5, medium 4, mesmerist 5, occultist 5, psychic 6, sorcerer 6 Casting Time 1 minute Components V, S, En (1 or 2) Range close (25 ft. + 5 ft. 2/levels) or 5 ft.; see text Effect one familiar Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

You call forth a familiar to serve you for the spell's duration. If you spent 1 point of energy on the spell's energy component, this functions as the familiar option of the wizard's arcane bond class feature. If you spent 2 points of energy on the spell's energy component, it functions as the familiar option of the wizard's arcane bond class feature, but you can choose from among the types of familiars available with the Improved Familiar feat. You may select a different type of familiar each time you cast this spell. If you already have a familiar, whether from this spell or another source, the spell fails. You treat your caster level as your wizard level for the purposes of determining the familiar's abilities. Once the familiar is summoned, it can freely move outside the spell's range without consequence.

An alchemist who prepares this spell as an extract simply pours the contents of the extract out on the ground in an unoccupied adjacent square, and the familiar forms from the resulting ooze. The alchemist version of this spell has a range of 5 feet.

#### FEARSOME FLAME

School evocation [emotion, fear, fire, mind-affecting; see text]; Level antipaladin 2, bloodrager 2, magus 2, sorcerer/ wizard 2, witch 2 Casting Time 1 standard action Components V, S, E (optional) Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous and 1 round/level; see text Saving Throw Will partial, see text; Spell Resistance yes

A lance of crackling, hellish flame shoots from your fingertip to strike your target. You must succeed on a ranged touch attack to hit the target. If the attack hits, it deals 4d6 points of fire damage.

### **Intricate Component: Fervent Sonata**

In order to cast *fervent sonata*, the caster must sing the first twelve bars of the esoteric melody that the spell creates. The key and pitch for this alien song are not meant for human singers, and must be matched perfectly, a difficult feat for even talented singers.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional emotion component to the spell. If you do, and the target suffers any amount of fire damage as a result of the spell, he must succeed on a Will save or be shaken for a number of rounds equal to your caster level. If you do not add the emotion component, the spell loses the emotion, fear, and mindaffecting descriptors.

#### FERVENT SONATA

**School** enchantment (compulsion) [emotion, mindaffecting]; **Level** bard 6, cleric 5, mesmerist 5, sorcerer/ wizard 5

Casting Time varies; see components

**Components** IV (Perform [oratory] DC 17; threshold 40) **Range** medium (100 ft. + 10 ft./level)

**Targets** one living creature/level, no two of which may be more than 30 ft. apart

**Duration** 1 round/level (D)

Saving Throw Will negates; Spell Resistance yes

You create an otherworldly and transcendent melody that boosts the morale of you and your allies, while sending your foes into a deep despair. For each creature targeted by the spell, that creature gains your choice of either a +3 morale bonus or a -3 morale penalty, which applies to each of the following: saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. For creatures receiving a morale bonus, this counts as a harmless effect for the purposes of their saving throw.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the restriction that no two targets may be more than 30 feet apart is somewhat relaxed, and you can select targets up to 60 feet apart from one another.

#### FIEND SHAPE

School transmutation (polymorph) [evil]; Level cleric 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, AL (evil) Range personal Target you Duration 1 min./level (D)

You take on the form of any outsider with the evil subtype, whose size can be anything from Tiny to Huge. If the form you assume has any of the following abilities, you gain the listed ability: climb 120 feet, fly 120 feet (average maneuverability), swim 120 feet, darkvision 60 feet, low-light vision, see in darkness, telepathy 100 feet, barbed defense, beard, burn, change shape, faith-stealing strike, fear aura, flaming body, grab, heretical soul, horrific appearance, impale, poison, protective slime, stench, unnerving gaze. At the GM's discretion, some other unique abilities of specific evil outsiders, other than those included here, may also be available to you if you take the form of such creatures.

If the form that you take has any spell-like abilities that appear on your spell list at 4th level or lower, which it can use more than once per day, you can use each of those spell-like abilities once each time you cast this spell. Your caster level for these spell-like abilities is either your normal caster level or that of the form you take, whichever is lower. You use your primary spellcasting ability score modifier to determine the saving throw DCs of the spell-like abilities.

If the form that you take has damage reduction that can be overcome by cold iron, good, or silver weapons, you gain DR 5, which is overcome in the same way. If the form has regeneration, you gain regeneration 5, which is overcome by the same means as the regeneration that the chosen form possesses. If the form has resistance or immunity to acid, cold, electricity, or fire, you gain resist 10 to that energy type. While in this form, your natural weapons, as well as any weapon you wield, are treated as evil for the purpose of resolving damage reduction.

*Tiny Outsider:* If the form you take is that of a Tiny outsider, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Small Outsider: If the form you take is that of a Small outsider, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

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

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

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

### FLAME BATS

School evocation [fire]; Level druid 5, magus 5, occultist 5, psychic 6, sorcerer/wizard 6, summoner 6, witch 6 Casting Time 1 standard action Components V, S, M (optional); see text Range close (25 ft. + 5 ft./2 levels) Effect 1 or more fire bats Duration 1 round/level (D) Saving Throw none; Spell Resistance yes

You create and shape flames into animated forms, which vaguely resemble man-sized bats made entirely of fire. You create 1d4 *flame bats*, plus 1 additional *flame bat* for every 6 caster levels you possess. They appear in any unoccupied squares within range that you designate, and follow your spoken commands. The *flame bats* are not truly creatures, and do not have hit points or statistics, although anything that would deal at least 1 point of cold damage to a *flame bat* instantly destroys it. The *flame bats* have a fly speed of 60 feet, but cease to exist if they move beyond the spell's range.

# **Intricate Component: Furious Eruption**

In order to east *furious cruption*, the caster must empty her mind of everything but rage, completely unleashing her anger from deep, deep inside and unleashing it, allowing it to rampage across her mind and surrendering to it fully, until she eventually channels that energy into the spell.

They act after your initiative each round, including the round that you cast this spell.

A *flame bat* can make a melee touch attack against an adjacent creature. It uses your base attack bonus as its base attack bonus, and it uses your primary spellcasting ability score modifier as its Strength modifier. If the attack hits, it deals 3d6 points of fire damage to the target.

Optionally, you can choose to use a salamander's eyeball as a material component when you cast this spell. If you do, then the *flame bats* gain the ability to grapple creatures, in addition to attacking them. Their CMB is equal to your base attack bonus + your primary spellcasting ability score modifier, and their CMD is equal to 10 + your base attack bonus + twice your primary spellcasting ability score modifier. Whenever the *flame bat* deals damage as part of a grapple, it inflicts 5d6 points of fire damage.

#### FRIGID GALE

School evocation [cold]; Level druid 5, sorcerer/wizard 5, witch 6 Casting Time 1 standard action Components V, S, TR (cold) Range long (400 ft. +40 ft./level)

Area 30-ft.-radius spread Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes

A tiny white flake of snow flies forth from your finger tips to explode in a cloud of swirling snow and freezing wind which persists for a short time. A small blizzard appears within the area, obscuring vision and making it difficult to move. Within the blizzard, vision beyond 5 feet is obscured. In addition, severe winds (31–50 mph) blow in the direction of your choice, and this combined with the low visibility makes it hard to navigate, so that creatures within the area must succeed on a Survival check (DC equal to 10 + your caster level) in order to move in the direction that they intend, instead of a random direction. The blizzard's snows coat the ground to a significant depth, requiring 20 feet of movement for every 5 feet moved within the area. Finally, the blizzard's biting cold forces creatures beginning their turn within the area to succeed on a Fortitude save or be staggered for 1 round. All snow created by the spell melts instantly at the end of the spell's duration.

# **Intricate Component: Galecalling**

In order to cast *galecalling*, the caster must speak aloud the names of the four winds, calling forth each one and commanding it to lend its aid to the windstorm that he creates. The names of these winds are not terribly difficult, but all must be spoken simultaneously, a verbal trick that is impossible for all but specially trained spellcasters.

#### FURIOUS ERUPTION

School evocation [emotion, fire]; Level bloodrager 4, druid 5, magus 4, psychic 5, sorcerer/wizard 4 Casting Time varies; see components Components IE (Sense Motive DC 19; threshold 45) Range 30 ft. Area 30-ft.-radius burst, centered on you Duration instantaneous Saving Throw Reflex half and Reflex partial; Spell Resistance yes

A spiral of angry, raging inferno explodes outwards from you, burning those nearby and pushing them back with the force of the blast. Creatures within 10 feet of you suffer 1010 points of fire damage per caster level (maximum 10010 at 10th level). Creatures more than 10 but less than 20 feet away from you suffer 108 points of fire damage per caster level (maximum 1008 at 10th level), and creatures more than 20 but less than 30 feet away from you suffer 106 points of fire damage per caster level (maximum 1006 at 10th level). In all cases, a successful Reflex save halves the damage. You are never harmed by your own *furious eruption*.

Additionally, any creature that fails its Reflex save is pushed back by the force of the explosion, moving 10 feet directly away from you. Creatures that fail their saving throw by 5 or more are knocked prone, as well.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, the spell's area increases to a 60-ft.-radius burst, and all creatures more than 30 but less than 60 feet away from you suffer 1d4 points of fire damage per caster level (maximum 10d4 at 10th level).

#### GALECALLING

School evocation [air]; Level druid 8, shaman 8, sorcerer/ wizard 8, witch 8 Casting Time varies; see components Components IV (Survival DC 21; threshold 50) Range medium (100 ft. + 10 ft./level) Area 30-ft.-radius spread Duration 1 round/level (D) Saving Throw Reflex partial, Will partial; Spell Resistance yes

You summon a strong wind that carries your words, swirling in a vortex which echoes your maddening arcane words. You create a small windstorm within the spell's area with hurricane-force winds (75 miles per hour) that batter and buffet creatures in the area. All flames in the area are extinguished. Ranged attacks made by or against creatures in the area, or which pass through the area, are impossible (except with siege weapons, which have a –8 penalty on

### **Intricate Component: Gut Strike**

In order to cast *gut strike*, the caster must make a fist with one hand, then use that arm to trace an arcane sigil in the air using that first. Once the sigil is complete, the caster must punch with precision and force, thrusting her fist through the sigil and striking her opponent.

attack rolls). Perception checks based on sound made by creatures in the area, or to hear things within the area from outside, are impossible, and all Fly checks made in the area suffer a -12 penalty. Creatures of Large size or smaller within the area are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground), or a DC 20 Fly skill check (if airborne). Creatures of Medium size or smaller within the area must succeed on a DC 15 Strength check or be knocked prone and rolled 1d4 x 10 feet in a random direction, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures of Medium size or smaller in the area must succeed on a DC 25 Fly skill check or be blown back 2d6 x 10 feet in a random direction and take 2d6 points of nonlethal damage due to battering and buffeting.

Additionally, the wind whispers with maddening voices, and all creatures who begin their turn within the windstorm must succeed on a Will save or gain the confused condition for 1d4 rounds. A creature that is already confused by this effect adds 1d4 rounds to the remaining duration of his confusion on a failed save, instead.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the spell's area increases to a 6o-foot radius.

#### GHOSTFLAME

School evocation [fire]; Level medium 3, occultist 3, psychic 3, spiritualist 3 Casting Time 1 standard action Components T, E, S (optional) Range 30 ft. Area cone-shaped emanation Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You conjure a blast of iridescent blue flames, which dance and cavort unnaturally as they burn through your foes. The flames are as much ethereal as they are material, and they burn the spirit more than the body. Incorporeal creatures in the spell's area suffer 1d8 points of fire damage per caster level (to a maximum of 1od8 at 1oth level), and they suffer full damage from the spell, even though it is from a corporeal source. Corporeal creatures suffer only half damage from the spell. Regardless of whether a creature is corporeal or not, a successful Reflex save halves the damage they receive (so a corporeal creature that succeeds on its save suffers 1/4 the total amount of damage rolled).

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional somatic component to the spell. If you do, the spell deals no damage to corporeal creatures, and only harms incorporeal creatures.

### GLIMPSE BEYOND

School divination; Level alchemist 1, bard 1, cleric 1, medium 1, mesmerist 1, occultist 1, psychic 1, shaman 1, sorcerer/ wizard 1, spiritualist 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (a pinch of ectoplasm) Range personal Target you Duration concentration

You pierce the veil of the Ethereal Plane, allowing you to see what's on the other side. You can see and hear objects on the Ethereal Plane, and when you concentrate on the spell, may choose to be seen and heard by creatures and objects on the Ethereal Plane. This spell provides no means to interact with creatures or objects on the Ethereal Plane, and such entities are considered to have total concealment against you. This spell does not allow you to see invisible creatures.

#### **GUT STRIKE**

School evocation; Level bloodrager 1, magus 1, sorcerer/ wizard 1 Casting Time varies; see components Components V, IS (Sleight of Hand DC 16; threshold 35) Range touch Target creature touched Duration instantaneous Saving Throw none; Spell Resistance yes

You form complex motions as you strike out with your hands, allowing the magic inherent in those gestures to drive your hands, accelerating with supernatural speed towards the target's vulnerables. With a touch, you inflict 1d8 points of bludgeoning damage per caster level to the target (to a maximum of 5d8 at 5th level), and he must succeed on a Fortitude save or be sickened for 1 round from the intense pain.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the target is nauseated for 1 round, rather than sickened.

#### HATEFUL DEMISE

School necromancy [curse]; Level antipaladin 4, cleric 4, shaman 4, sorcerer/wizard 5, spiritualist 5, witch 5 Casting Time 1 standard action Components V, S, SAC Range unlimited Target one creature Duration 1 day/level and permanent; see text Saving Throw Will negates, see text; Spell Resistance yes

Unleashing all of your rage and hatred against the target, you shackle it to the soul of the sacrificed creature, which you then release into the ether to seek out your target and deliver your curse. The sacrificed creature's type becomes undead, and he gains the incorporeal subtype. His maximum hit point total is reduced to 1. He gains an innate knowledge of the target's relative distance and direction, as the spell *locate creature*, except with a limitless duration (if you do not know the target well enough to be able to target him with *locate creature*, then the sacrificed creature's spirit does not gain this ability, and is unlikely to be able to deliver the curse).

The sacrificed creature's spirit is compelled to seek out the spell's target and touch him, which will deliver your curse to the target. The sacrificed creature's spirit has a fly speed of 60 feet and all the advantages of being incorporeal. It pursues the target for up to 1 day per caster level you possess, or until it successfully hits the target with an incorporeal touch attack, after which the spirit either fades into the afterlife or becomes a free-willed ghost or other incorporeal undead (you have no control over which of these occurs. The GM determines what happens to the sacrificed creature after this time).

If the sacrificed creature's spirit is able to touch the target, he is entitled to a Will save. For every 3 Hit Dice the sacrificed creature possessed, the target suffers a -1 penalty on this saving throw (to maximum penalty of -10). If he fails this saving throw, he is afflicted with one of the following, of your choice (you must choose at the time the spell is cast; this decision cannot later be changed).

- -8 penalty to one ability score, or a -4 penalty to two different ability scores (to a minimum ability score of 1).
- –6 penalty on attack rolls, saves, ability checks, and skill checks
- Each turn, the target has a 40% chance of acting normally; otherwise, he takes no actions.
- You can invent your own curse effect, but it should be no more powerful than the effects listed above.

Once the target becomes cursed, a *break enchantment* spell, or more powerful magic, is required to remove the curse.

#### HERIDUS'S CIRCLE OF PSYCHIC SAFETY

School abjuration; Level medium 4, mesmerist 4, occultist 4, psychic 4, spiritualist 4 Casting Time 1 standard action Components T, E, S (optional), M (a 10-ft.-radius circle of powdered crystals) Range touch Area 10-ft.-radius emanation centered on the touched point

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

You empower the circle of powdered crystals with psychic energy, creating an invisible, intangible barrier through which mental energy cannot cross. Mind-affecting effects caused by creatures within the spell's area are incapable of influencing creatures outside the spell's area, and mind-affecting effects caused by creatures outside the spell's area are incapable of influencing creatures within the spell's area. Mind-affecting effects used by one creature within the spell's barrier can affect other creatures within the spell's barrier, however. If a mind-affecting effect creates a link between the minds of two creatures (such as *dominate person*), that link is broken if one of the creatures is within the spell's area and the other is not. Once both creatures are on the same side of the spell's barrier, there is a 5% chance per caster level of the mind-affecting effect that the connection is restored; otherwise, it is broken permanently until it is recreated by using the mind-affecting effect again. Entering or exiting the area does not otherwise have any impact on mind-affecting effects already in place.

The spell provides no barrier to physical movement, and creatures can enter or exit the spell's area without any additional effort. Further, if the spell's barrier is disturbed (a move action that can be taken by any creature adjacent to the spell's area on either side), the spell ends immediately.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional somatic component to the spell. If you do, the barrier is much harder to disturb, becoming a full-round action that provokes attacks of opportunity, and requires a successful Strength check (DC 15), as the powdered crystal fragments magically cling together, and resist being moved.

### HERIDUS'S ESCAPE TUNNEL

School conjuration (creation); Level druid 3, psychic 5, sorcerer/wizard 5, witch 6 Casting Time 1 standard action Components V, S, TR (underground) Range touch Effect one extradimensional tunnel 10-ft.-by-10-ft. and up to 100 ft./level deep Duration 1 hour

You create a tunnel through a solid substance that you touch, which leads outside. The extradimensional tunnel is 10 feet square at the entrance, and is up to 100 feet tall per caster level (or 100 feet long per caster level, if the tunnel is horizontal). The extradimensional tunnel extends in a straight line from the touched point, facing away from you. Because the tunnel is extradimensional, those travelling through it bypass any chambers, creatures, traps, or other obstacles or items of interest that are in the space the tunnel passes through. At the far end of the tunnel is an exit from the extradimensional space.

If the tunnel's endpoint would be a location that qualifies as the underground terrain type, the spell fails. If the tunnel's endpoint would be in the middle of an empty space, the tunnel's endpoint is instead located on the far side of the nearest solid surface large enough to accommodate a 10-ft.-by-10-ft. cave tunnel entrance.

### HERIDUS'S INVINCIBLE BARRIER

School abjuration; Level alchemist 6, antipaladin 4, bloodrager 4, cleric 8, inquisitor 6, magus 6, paladin 4, sorcerer/wizard 8 Casting Time 1 immediate action Components V, S, M/DF (a shard from a shield) Range personal Target you Duration see text



You instantly erect a potent magical defense which stops a single hostile action made against you. The next attack made against you before the beginning of your next turn automatically misses, and you gain unlimited spell resistance against the next spell that would affect you before the beginning of your next turn. This even blocks effects that would normally automatically hit, such as those resulting from a roll of a natural 20.

#### HERIDUS'S OBJECT HARDENER

School transmutation; Level alchemist 1, druid 1, occultist 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a hunk of coal) Range touch Target one touched object weighing no more than 10 lbs./ level Duration 1 hour/level (D) Saving Throw Fortitude negates (harmless, object); Spell Resistance yes (harmless, object)

You increase the target's hardness by an amount equal to your caster level. Additionally, the object gains a number of temporary hit points equal to twice your caster level. If the object has a break DC, it increases by an amount equal to your primary spellcasting ability score modifier. This

spell has no effect on constructs or other objects that are also creatures.

An alchemist that prepares this spell as an extract can pour the extract on an object in order to have it take effect.

# Intricate Component: Heridus's Punishing Ward

In order to cast *Heridus's punishing ward*, the caster must draw out each of the rune chains in the air with his fingertip, writing each rune in the chain from beginning to end in a single, flowing script. After each rune chain is finished, he must use a precise flick of his wrist to send the rune chain on its way spinning around him, and if he does not perform this gesture just right, the rune chain will fly off away from him, or crash into him, instead.

#### HERIDUS'S PUNISHING WARD

School abjuration; Level cleric 3, inquisitor 3, sorcerer/ wizard 3 Casting Time varies; see components Components V, IS (Spellcraft DC 18; threshold 40) Range personal Target you Duration 1 round/level (D)

You are surrounded by a number of floating chains of glowing runes that circle around you in a sphere, forming a barrier that punishes those who would harm you. You create one chain of runes per two caster levels (to a maximum of 10 chains of runes at 20th level). Whenever a creature hits you with a melee attack, or misses you with a melee attack by 5 or less, there is a chance that their attack passes through one of these chains of runes, triggering it. This chance is equal to 10% per chain of runes that is currently circling you.

If the runes are triggered, they explode outward with electrical energy, inflicting idio points of electricity damage, plus an additional idio points of electricity damage for every 5 caster levels you possess (to a maximum of 5dio at 2oth level). After doing so, that chain of runes is destroyed, though any other rune chains continue to circle you. Triggering a rune chain in this way does not prevent the attack from hitting you. You cannot trigger your own rune chains, as the runes maintain a constant distance from you, but other characters that attempt to touch you in non-hostile ways (including casting beneficial spells with a range of touch) are at risk of triggering them.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, this spell produces 2 additional rune chains (the maximum number remains 10).

### HERIDUS'S WORD OF LAW

School enchantment (compulsion) [language-dependent, law, mind-affecting]; Level cleric 8, inquisitor 6, psychic 8, sorcerer/wizard 8, witch 8 Casting Time 1 round Components V, S, AL (lawful), F (a badge of office or authority) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 hour/level Saving Throw none, see text; Spell Resistance yes

With a few words of righteous and unyielding authority, you force the target to heel, and magically compel him to obey the words of law. You may issue the target a single command, which is given great magical weight in his mind, and which he is forced to carry out. This command must be one that can be expressed in no more than 100 words, and must be a command that carries the weight of a legitimate legal authority.

In order to qualify as carrying the weight of a legitimate legal authority, a command must be one that has also been issued by a legal entity. For example, you could order the target to refrain from performing an activity that has been declared to be illegal by the local government, or you could order a target who has a warrant out for his arrest to turn himself in to the authorities. Similarly, if the target had been ordered by a court to pay a fine, or to vacate his home, you could use this spell to magically compel him to do so.

If you have a position of legal authority within a legitimate government, and are capable of making legal rulings or passing laws entirely on your own, without input from others, no ruling or law that you created on your own, without approval from others, qualifies as carrying the weight of a legitimate legal authority for the purposes of this spell. Additionally, only laws issued by legal authorities that are widely recognized, and which have jurisdiction over the area or subject in question, apply for the purposes of this spell. For example, if the target is a popular hero in one country, and a wanted criminal in the neighboring country, you could use this spell to make him turn himself in in the country where he is wanted as a criminal, but not in the country where he is lauded as a hero. The GM is the final arbiter of what commands carry the weight of a legitimate legal authority.

The target is compelled to carry out the action. He does not receive a Will save to resist the effect, unless one or more of the following conditions are met: the command is likely to result in his capture, imprisonment, death, or other dire circumstances (such as the loss of a noble title, great wealth, or so on), the target has at least 5 more Hit Dice than your caster level, or the target is chaotic. Unless more than one of these conditions is met, the target suffers a -2 penalty on his Will save.

This spell can affect creatures that are normally immune to mind-affecting effects, but such creatures always get a saving throw to resist the spell, and gain a +4 bonus on that saving throw. Because the spell is language-dependent, mindless creatures, and those that do not speak a language, remain immune to the spell, regardless.

#### HIBERNATION

School enchantment (compulsion) [mind-affecting]; Level bard 6, mesmerist 6, psychic 7, shaman 6, sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, En (2) Range close (25 ft. + 5 ft./2 levels) Target one living creature

**Duration** permanent (D); see text

Saving Throw Will negates, see text; Spell Resistance yes

You cause the target to fall into a deep sleep. The creature falls unconscious, laying prone in its space and

### **Intricate Component: Hold Summoned Creature**

In order to cast *hold summoned creature*, the caster must speak, in reverse, the words of the spell that was used to summon the target, as well as the names of no less than 3 powerful outsiders of the same subtypes as the target, invoking it in the names of those creatures to be still.

falling asleep. The target cannot be awakened by loud noises, but can be awakened by vigorous shaking, slapping, or similar (an application of the aid another action). The subject awakens automatically if he suffers any amount of damage. In addition to the initial Will save to resist the spell's effects, the target is entitled to an additional Will save every 1d4 hours. Success causes the target to awaken and the spell to end. A natural 20 on one of these secondary saving throws is not treated as a success unless the total result is enough to equal or exceed the spell's DC, meaning that some targets may be unable to succeed on such saving throws. While affected by this spell, the target does not need to eat or drink, though he does need to breathe, and he ages normally.

#### HOLD SUMMONED CREATURE

School enchantment (compulsion) [mind-affecting]; Level cleric 2, druid 2, sorcerer/wizard 2, summoner 2, witch 2 Casting Time varies; see components Components IV (Spellcraft DC 17; threshold 40) Range medium (100 ft. + 10 ft./level) Target one summoned or called creature Duration 1 round/level (D); see text Saving Throw Will negates, see text; Spell Resistance yes

This spell functions like *hold person*, except that it applies to creatures of any type, but only if they are currently summoned or called by a spell with the summoning or calling subschool, or an ability which mimics such a spell.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the target suffers a -4 penalty on all saving throws made to resist this spell after the first.

#### INVERSION

School transmutation; Level psychic 8 Casting Time 1 standard action Components T, E, V (optional) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 min./level (D) Saving Throw Will negates; Spell Resistance yes

You swap the target's mental and physical potential, transforming hulking brutes into puny geniuses, and masterminds into meatheads. The target's base Strength score and Intelligence score are exchanged. Similarly, the target's Dexterity and Wisdom are exchanged with one another, as are the target's Constitution and Charisma. Any bonuses to any of these ability scores (whether from spells, magic items, or another source) remain with the ability score in question, and are not exchanged (for example, if the spell were cast on an elf with Strength 12 and Intelligence 16, and the elf was currently benefitting from a *fox's cunning* spell, bringing his Intelligence to 20, this spell would cause him to have a Strength of 16 and an Intelligence of 16 [12 + 4]).

If the target is missing one or more ability scores (such as mindless creatures, and those with no Constitution score), the spell fails.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional verbal component to the spell. If you do, you may choose to swap only some of the target's ability scores. You choose individually whether the target's Strength and Intelligence are swapped, whether the target's Dexterity and Wisdom are swapped, and whether the target's Constitution and Charisma are swapped. This also allows you to use this spell on creatures that are lacking one or more ability scores, provided that the ability score that is lacking is not one of the ones that you attempt to swap.

### **IVORY WARRIOR**

School transmutation; Level alchemist 4, cleric 4, druid 4, psychic 5, sorcerer/wizard 5, summoner 5 Casting Time 1 standard action Components V, S, M (optional); see text Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You cause the target's muscles to bulge and grow, and his skin to harden and turn into a cold, smooth, pail substance similar to ivory. The target gains a +8 enhancement bonus to his Strength and Constitution scores, his natural armor bonus to AC increases by +4, and he gains DR 3/-.

Optionally, you can choose to use a handful of ground up elephant tusk as a material component when you cast this spell. If you do, the target also grows a pair of immense tusks, which grant him a primary gore natural attack that deals 2d6 points of damage for a Medium creature (or 1d8 damage for a Small creature).

#### KELP CLOUD

School conjuration (creation); Level druid 3, psychic 3, ranger 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, TR (water) Range close (25 ft. + 5ft./2 levels) Effect 20-ft.-radius cloud of kelp Duration concentration, up to 1 round/level Saving Throw Reflex half; Spell Resistance yes

You conjure a massive cloud of writhing kelp which encapsulates and constricts those in its path. A creature in the kelp cloud's area must succeed on a Reflex save or gain the grappled condition. A creature which begins its round grappled by the kelp cloud suffers 2d6 points of damage and must succeed on a Reflex save to continue holding his breath. For the purposes of escaping the grapple, a kelp cloud is considered to have a CMD of 10 + your caster level + your

# Intricate Component: Ley Line of Lightning

In order to cast *ley line of lightning*, the caster must perform a spinning dance, using his limbs to outline the beginnings of the boundaries of the pathways through which he will channel the lightning created by the spell.

primary spellcasting ability score. While the kelp cloud is too massive to be destroyed, an amount of piercing or slashing damage equal to your caster level is sufficient to damage the cloud enough to allow a single creature to escape the cloud.

### KINETIC RAY

School evocation [force]; Level bloodrager 1, magus 1, psychic 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, En (1) Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous Saving Throw none; Spell Resistance yes

You channel your energy into a single point, and then fire it at your foe in a concentrated ray of force. Make a ranged touch attack. If the attack hits, it deals an amount of force damage equal to 1d10 + your primary spellcasting ability score modifier. At 3rd level, and every 2 levels thereafter, it deals an additional 1d10 points of damage (to a maximum of 5d10 + your primary spellcasting ability score modifier at 9th level).

### LEY LINE OF LIGHTNING

School evocation [electricity]; Level magus 4, occultist 4, sorcerer/wizard 4, witch 4 Casting Time varies; see components Components V, IS (Perform [dance] DC 18; threshold 40), M (two pieces of copper twisted into an "X" shape) Range 120 ft. Area 5 or 6 120-ft. lines; see text Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You simultaneously release four powerful strokes of electrical energy, which blast outwards from you in four different directions. Each of the four lines created by this spell extend from your space in straight lines, one from each face of your square. A fifth line extends directly upwards from your square. Finally, if you are flying, levitating, or otherwise not in contact with the ground when you cast this spell, a sixth line extends downward from your space.

Each of these lines deals 1d6 points of electricity damage per caster level (maximum 12d6) to each creature within its area. As a *lightning bolt* spell, *ley line of lightning* sets fire to combustibles and damages objects in its path.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the lightning manifests with exceptional speed and fury, increasing the saving throw DC by +2.

#### LIFE BOND

School abjuration; Level paladin 1, ranger 1, shaman 1 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target you and your animal companion or spirit animal Duration 1 hour/level Saving Throw none; Spell Resistance no

You forge a link between yourself and your animal companion or spirit animal, which allows you to protect it from harm, at the cost of your own life. Whenever the animal companion or spirit animal takes enough damage to reduce its hit points to o or fewer, you can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the animal companion or spirit animal. This can prevent the animal companion or spirit animal from being rendered unconscious or killed. You can choose not to sacrifice hit points in this way, if desired.

Effects that cause death but not damage are unaffected by this spell. This spell does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other spells that do not cause actual damage.

This link only functions as long as you and your animal companion or spirit animal remain in close proximity. If you are ever further apart than close range, the spell ends.

#### LIFE BOND, GREATER

School abjuration; Level paladin 4, ranger 4, shaman 7 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target you and your animal companion or spirit animal Duration 1 round/level Saving Throw none; Spell Resistance no

As life bond, but the bond works two ways. Damage in excess of that which would reduce you to 1 hit point is instead transferred to your animal companion or spirit animal. The damage is transferred 1 point at a time, meaning that as soon as the animal companion or spirit animal dies from this damage, all excess damage remains with you.

#### LIGHT OF THE OVERWORLD

School evocation [light]; Level cleric 7, druid 6, shaman 7, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, TR (underground) Range touch Ara 1-mile-radius emanation centered on touched point Duration 1 hour Saving Throw none; Spell Resistance no

You bring forth the light of the overworld to spread through the lower reaches. The spell's entire area is suffused with bright light. This light has no single source, and suffuses the entire area, such that even the inside of a completely sealed container with no other light source would still be an area of bright light. In addition to its normal effects, this extra bright light is especially painful for creatures with light sensitivity, causing such creatures to suffer an additional -1 penalty to attack rolls and a -2 penalty to AC and Reflex saving throws. As a light spell, underground sun counters and dispels darkness spells of a lower level.

### MAGNETIC REPULSION

School abjuration; Level alchemist 4, magus 4, mesmerist 4, psychic 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (optional); see text Range personal Target you Duration 1 round/level (D)

You create a potent magnetic field around yourself, which protects you from some forms of attack. Melee attacks made against you with weapons made primarily of metal suffer a -4 penalty. Ranged attacks made against you with projectiles or thrown weapons made primarily of metal suffer a -8 penalty. Finally, the magnetic waves alter the flow of electricity around you, granting you a +4 bonus on Reflex saves made to avoid effects with the electricity descriptor, or which would deal electricity damage to you.

Optionally, you can choose to use a fragment from a meteorite as a material component when you cast this spell. If you do, the penalty on melee attacks made against you increases to -5, the penalty on ranged attacks increases to -10, and the bonus on Reflex saves increases to +5.

#### MAGNIFICENT BUBBLE

School conjuration (creation) [air, water]; Level druid 3, psychic 3, ranger 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, TR (water) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Reflex negates; Spell Resistance no

You encapsulate the target in a magical bubble filled with clean fresh air. The target can no longer move using his swim speed, but may propel the bubble through the water at a rate equal to his land speed, or 5 feet, whichever is greater. A creature within the bubble is no longer in the water and thus may have greater ease or difficulty in breathing, according to his biological needs. The target is incapable of affecting the outside world without first destroying the bubble, and the bubble created by this spell likewise protects the creature inside it from external threats. The bubble can be attacked from either side, and, once destroyed, returns the target to the water. The bubble has AC 5 and 10 hit points per caster level (to a maximum of 150 hit points at 15th level). If the bubble leaves the water, it is immediately destroyed.

### Intricate Component: Melodious Whispers

In order to cast *melodious whispers*, the caster must speak a chant repeatedly, and with such rapidity that she begins to harmonize with herself, singing with two voices simultaneously.

### MALICIOUS WEARINESS

School necromancy; Level antipaladin 3, bloodrager 3, magus 4, medium 4, mesmerist 4, psychic 4, shaman 5, sorcerer/wizard 4, spiritualist 4, witch 4 Casting Time 1 standard action Components V, S, En (1 or 2) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 hour (D) Saving Throw none; Spell Resistance yes

You sacrifice your own energy in order to strip the energy from the target, leaving you both weakened. If you spent 1 point of energy on the spell's energy component, the target becomes fatigued. If you spent 2 points of energy on the spell's energy component, the target becomes exhausted. Either way, the condition cannot be cured while the spell is still in effect, and persists after the end of the spell's duration (at which point it can be cured through normal means).

#### MAW OF THE MIRE

School conjuration (creation); Level druid 6, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, TR (swamp) Range close (25 ft. + 5ft./2 levels) Effect 10-ft.-by-10-ft. quicksand pit 100 ft. deep Duration 1 round/level Saving Throw Reflex negates; Spell Resistance yes

You cause the very ground to become a quicksandlike bog. Creatures in the area must succeed on a Reflex save or sink into the bog, being held fast in place on the first round. On each subsequent round, each creature stuck in the bog must succeed on a new Reflex save at the beginning of his turn or begin sinking further into the muck. Each round he fails his save, he sinks 5 feet deeper into extradimensional muck. The muck is impossible to breathe in and stuck creatures must hold their breath or begin to suffocate. Each round on his turn, a creature sinking in the muck may attempt a new save as a full-round action to rise 5 feet out of the muck. A creature that is on the surface when he succeeds on this saving throw may move to the nearest 5-foot square as a free action.

### MELODIOUS WHISPERS

School illusion (phantasm) [mind-affecting, sonic]; Level bard 2, cleric 2, inquisitor 2, mesmerist 2, sorcerer/wizard 2, witch 2 Casting Time varies; see components

**Components** IV (Spellcraft DC 17; threshold 40)

# Intricate Component: Memory Exchange

In order to cast *memory exchange*, the caster must bring his thoughts in sync with those of his target. He must mentally match the target's surface thoughts, whether by intuition and guesswork or by reading them separately, until eventually he is not simply parroting those thoughts, but has them simultaneously with the target.

Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level (D) Saving Throw Will disbelief; Spell Resistance yes

You block sound from reaching the target's ears, while at the same time creating illusory noise that only he can hear. The target is deafened, and cannot hear any noise that occurs around him, automatically failing any Perception checks that rely entirely on audible components. The target may or may not notice this, however, as he hears an auditory sensation of your choosing, as the spell *qhost sound*. By concentrating on the spell as a standard action, you can actively change and control the sounds the target hears, but otherwise, the noise chosen when the spell was cast simply continues for the spell's duration. If the target succeeds on his Will save to disbelieve the effect, he becomes aware that the noise he is hearing is false, and he is also able to penetrate the deafness to hear natural sounds around him, although doing so is still difficult over the false noise and through the deafening effect, imposing a -5 penalty on his Perception checks that rely solely on auditory components.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the spell's duration increases to 1 minute per caster level.

#### MEMORY EXCHANGE

School enchantment [mind-affecting]; Level bard 6, mesmerist 6, occultist 6, psychic 8, sorcerer/wizard 8, witch 8 Casting Time varies; see components Components IT (Sense Motive DC 21; threshold 50) Range touch Target creature touched Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes

You harmonize your thoughts with those of the target, allowing both you and the target to peer into the other's mind. For the spell's duration, you gain access to all of the target's memories and knowledge, while the target gains access to your memories and knowledge. This spell has no effect on class features, skills, or feats, being purely an exchange of information.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, you may choose not to allow the target any insight into your own memories and knowledge, making the transfer onedirectional.

### **Intricate Component: Mental Peace**

In order to cast *mental peace*, the caster must completely clear her mind of all emotions, finding true and perfect inner peace and harmony.

#### MENTAL PEACE

School abjuration [emotion]; Level bard 3, cleric 3, druid 3, inquisitor 3, paladin 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3 Casting Time varies; see components Components IE (Sense Motive DC 18; threshold 45) Range personal Target you

**Duration** 1 round/level (D)

You clear your mind of turbulent emotions, finding inner peace and harmony. You are affected as though by *calm emotions* (including the restriction against violent actions), and are immune to all other emotion effects. Additionally, you gain a +4 bonus on all saving throws made to resist mindaffecting effects, as well as a +4 dodge bonus to AC.

If you are attacked, you can freely take violent actions against your attacker without any negative repercussions from this spell, but if you take hostile actions against any creature that has not attacked you while you were under the effects of this spell, the spell immediately ends, and all benefits granted by it are lost.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, you gain spell resistance equal to 10 + your caster level (to a maximum of 20 at 10th level).

#### MISTS OF THE MOORS

School conjuration (creation); Level bloodrager 3, druid 2, magus 3, ranger 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3 Casting Time 1 standard action Components V, S, TR (swamp) Range medium (100 ft. +10 ft./level)

Effect one gas cloud

**Duration** concentration, up to 1 round/level **Saving Throw** Fortitude negates; **Spell Resistance** no

A fetid cloud of vapor arises from the swamp, roiling towards the point you designate. You cause a 10-foot-radius cloud of fetid gas to rise from the swamp at the point you designate. All creatures within the gas are automatically sickened, and any creature which begins its turn within the gas must succeed on a Fortitude save or suffer 1d4 points of Strength damage. As a move action, you can direct the cloud up to 30 feet in any direction, but only within swamp environments. The cloud of vapor can be dispersed by strong winds in excess of 25 miles per hour.

### MONSTROUS REGENERATION

School transmutation; Level alchemist 6, cleric 7, druid 8, psychic 8, shaman 8, summoner 6 Casting Time 1 standard action Components V, S, M/DF (a troll's tooth) Range touch Target creature touched Duration 1 round/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You grant the target an amount of regeneration equal to 1/2 your caster level (rounded down). If the target does not have a Constitution score, the spell fails automatically. When you cast this spell, randomly determine one alignment (chaos, evil, good, or law), one element (acid, cold, electricity, or fire), and one material (adamantine, cold iron, or silver). The regeneration can be overcome by any of those three things.

### MORTICIA'S INTERROGATION

School necromancy; Level antipaladin 3, cleric 3, inquisitor 3, medium 2, shaman 3, sorcerer/wizard 4, spiritualist 3, witch 3 Casting Time 1 minute Components V, S, DF, M (optional); see text Range touch Target undead creature touched Duration 1 round/level (D) Saving Throw Will negates, see text; Spell Resistance yes

You compel the target to speak, forcing it to reveal its secrets to you. For the spell's duration, the target is compelled to truthfully answer any questions you put to it. If the undead creature is intelligent, it is free to provide misleading answers, and does not need to volunteer additional information beyond what is asked, even if that information would be relevant. If the undead creature is not intelligent, it gains an Intelligence score of 10 for the spell's duration, and answers questions put to it to the best of its ability. Unintelligent undead affected in this way have no memories of their lives before becoming undead, and their memories of their time as undead creatures are limited by their mindless nature (for example, zombies that have been tasked to guard a room would be able to explain that fact, and give a physical description of their master, and state that he occasionally passes through, and even that he always speaks a short phrase before passing through the next doorway, but they would not know what that phrase was, because they are normally mindless, and simply don't pay attention to such things).

You can ask one question of up to 25 words per round, and receive an answer of no more than 25 words. If a question or answer takes more than 25 words, it uses up a number of rounds equal to 1 round per 25 words or fraction of 25 words spoken. You can force the target to stop answering a question, so you may move on to a new one, at any time.

Optionally, you can choose to use a coin made of lead as a material component when you cast this spell. If you do, mindless undead targeted by this spell are not entitled to a Will save to resist its effects, and intelligent undead suffer a -2 penalty on their saving throw.

### Intricate Component: Morticia's Spiral of Death

In order to cast *Morticia's spiral of death*, the caster must perform an intricate dance, tracing out a chain of eldritch symbols with her feet. The chain forms a loose spiral, which grows outward from her in wider and wider loops. The spiral is imperfect, and, if done correctly, the glowing runes traced by her passage will form the image, slightly distorted, of a skull.

### MORTICIA'S SPECTRAL COMMAND

School necromancy; Level medium 3, occultist 3, psychic 3, spiritualist 3 Casting Time 1 standard action Components T, E, V (optional) Range close (25 ft. + 5 ft./2 levels) Target one incorporeal creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You speak a word of command that halts an incorporeal creature completely in its tracks. This functions as *hold person*, except that it applies to incorporeal creatures of any type, including incorporeal undead.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional verbal component to the spell. If you do, the spell instead functions as *greater command*, except that it has only a single target, and it applies to incorporeal creatures of any type, including incorporeal undead.

#### MORTICIA'S SPIRAL OF DEATH

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

Casting Time varies; see components

**Components** V, IS (Perform [dance] DC 18; threshold 45) **Range** 30 ft.

Area 30-ft.-radius burst centered on you

**Duration** instantaneous

Saving Throw Fortitude partial or Fortitude negates; see text; Spell Resistance yes

You unleash a crackling wave of necromantic energy that surges outward from you in a cascade of death. The exact effect of this wave of death depends on the distance a creature is from you and its Hit Dice.

Creatures within 10 feet of you with 9 or fewer Hit Dice must succeed on a Fortitude save or die instantly, while creatures within 10 feet of you with 10 or more Hit Dice suffer 1d8 points of negative energy damage per caster level, and are exhausted. A successful Fortitude save halves the damage and negates the exhausted condition.

Creatures more than 10 feet from you but less than 20 feet from you, and which have 9 or fewer Hit Dice, suffer 1d6 points of negative energy damage per caster level, and are fatigued, while creatures in this same area that have 10 or more Hit Dice suffer 1d4 points of negative energy damage per caster level. A successful Fortitude save halves this damage and, in the case of creatures with 9 or fewer Hit Dice, negates the fatigued condition. Creatures more than 20 feet away from you within the spell's area that have 9 or fewer Hit Dice suffer 1d4 points of negative energy damage per caster level, while creatures in this same area that have 10 or more Hit Dice suffer 1 point of damage per caster level. In both cases, a successful Fortitude save negates this damage.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the spell's area is increased. The first effect applies to creatures within 15 feet of you, instead of within 10 feet. The second effect applies to creatures between 15 and 30 feet from you, and the third effect applies to creatures more than 30 feet away from you. The radius of the spell's area increases to 60 feet.

### MORTICIA'S SPIRIT C<u>ONVERSION</u>

School transmutation; Level cleric 8, sorcerer/wizard 8, witch 8 Casting Time 1 round Components V, S, SL Range personal Target you Duration see text

You burn through the life energy of the soul used as a component for this spell. Once per round, when you cast a spell, you can draw upon the soul's energy in order to empower that spell in one of the following ways:

- The spell's saving throw DC is increased by +2.
- The spell's caster level is increased by +4.
- All damage dealt by the spell, up to twice your caster level, is difficult to heal, making it impossible to remove the damage naturally, and forcing anyone attempting to remove it magically to succeed on a caster level check (DC 11 + your caster level) to do so.
- Half of the spell's damage is profane, and ignores any energy resistance the target might possess.
- The spell is affected by the Enlarge Spell and Extend Spell feats.
- The spell is affected by the Silent Spell and Still Spell feats.

You can choose a different option for each spell that you cast. This spell lasts for a number of rounds equal to the number of Hit Dice the soul possesses.

### MORTICIA'S SPIR<u>IT SÉANCE</u>

School necromancy; Level cleric 3, inquisitor 3, medium 2, occultist 3, sorcerer/wizard 3, spiritualist 2, witch 3 Casting Time varies; see components Components IT (Sense Motive DC 18; threshold 40) Range personal Target you Duration 1 round/level

By recreating a deceased person in your mind as accurately as possible, you conjure his spirit from the beyond, allowing it to briefly take up residence within your body. In order to cast this spell, you must have detailed, intimate knowledge of the deceased creature you are attempting to

### Intricate Component: Morticia's Spirit Séance

In order to cast *Morticia's spirit séance*, the caster must imagine the intended person in perfect detail, not just her physical being, but also her personality, mind, and spirit. He must know, with perfect clarity and accuracy, exactly how the person would respond to any situation, and must hold all of this in the forefront of his mind as his spirit reaches out to hers, to guide the spell to the right individual.

coax into your body. It is possible to have such knowledge without having met the person, but only in unusual circumstances (such as if the deceased person is an author, and you have carefully studied each of his works, until you have such a good understanding of the person that it's as though you knew him personally).

The conjured spirit is entitled to a Will save to resist this effect, using the statistics it had before it died. If it fails, or chooses to fail, it takes control of your body. This functions as *magic jar*, using the statistics that the creature had before it died, except that your spirit remains within your body and is merely suppressed. You can attempt a Will save (using the spell's saving throw DC) to end the spell prematurely, but if you fail, you cannot try again. Your allies can question the spirit, but the spirit is under no compulsion to answer, or to be truthful if it does decide to answer.

If the conjured spirit has been subject to *spirit* séance in the past week, the new spell fails.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, the spell's duration increases to 1 minute per caster level, and one ally you designate when you cast the spell can compel the spirit to answer up to 1 question per 4 caster levels you possess. For each question, the spirit can attempt a Will save to resist this compulsion, allowing it to not answer, or to lie.

#### MURDER'S REWARD

School necromancy [evil]; Level alchemist 5, antipaladin 4, bard 5, bloodrager 4, cleric 5, druid 5, medium 4, ranger 4, shaman 5 Casting Time 1 standard action Components V, S, AL (evil) Range personal Target you Duration 1 round/level

You dedicate each creature you kill while under the spell's effects to dark forces, receiving a dark blessing for each life you extinguish. The first time each round that you kill an intelligent living creature (one with an Intelligence score of 3 or higher), you gain a +2 morale bonus to attack and damage rolls. These bonuses stack with one another, to a maximum bonus of +10, and last until the end of the spell's duration.



### MURDEROUS RETURN School necromancy; Level antipaladin 4, cleric 5, occultist 4, shaman 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, E (optional), M (an obsidian gem worth at least 30 gp per Hit Die of the target) Range touch

Targets humanoid corpse touched Duration instantaneous and 1 hour/level; see text Saving Throw none; Spell Resistance no

You cause the target to rise from the grave as a murderous killing machine. The target gains the juju zombie template (from *Pathfinder Bestiary 2*). Some remnants of the target's original personality remain, but they are eclipsed by an overwhelming desire to kill the living (making him unsuitable as a player character). You do not have direct control over the target, but he cannot directly attack you for 1 hour per caster level, and if you direct him to attack or kill a particular creature, he must prioritize doing so above killing any other creature. Any hostile action by you against the target releases him from even these simple restrictions, allowing him to act as he pleases.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional emotion component to the spell. If you do, then the target's bloodlust becomes extreme, and for the first 1 hour per caster level of the spell's duration, whenever the target kills an intelligent living creature (one with an Intelligence score of 3 or higher), he gains a +4 bonus to his Strength and Dexterity scores for 1 minute. Multiple instances of this bonus stack.



### **Intricate Component: Mystic Word**

In order to cast *mystic word*, the caster must speak arcane words from a forgotten and ancient language, which create magical harmonic resonances around herself. These words must be spoken with perfect pitch and inflection.

### MYSTIC WORD

School universal; Level sorcerer/wizard 5 Casting Time varies; see components Components IV (Spellcraft DC 20; threshold 45) Range personal Target you Duration 1 round/level (D)

You speak certain magical words which resonate with great power, making it easier to intone the necessary words to cast other spells. Whenever you cast a spell with verbal components, you may chose to ignore any other components of that spell, except for costly material components.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, you may also ignore up to 200 gp per caster level of costly material components.

### **Intricate Component: Obsessive Fascination**

In order to cast *obsessive fascination*, the caster must mentally focus on all of the reasons that one might obsess over the chosen object, describing it to himself in lustful detail, holding all of those reasons in his mind at once, and allowing himself to feel the same obsession he hopes to inspire.

### **OBSESSIVE FASCINATION**

School enchantment (compulsion) [curse, emotion, mindaffecting]; Level antipaladin 4, bard 3, medium 4, mesmerist 3, psychic 4, sorcerer/wizard 4, witch 4 Casting Time varies; see components Components IE (Appraise DC 17; threshold 40) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 day/level Saving Throw Will negates and Will partial, see text; Spell Resistance yes

You implant within the target's mind a powerful obsession with a specific creature or object, or with a particular type of creature or object. When you cast the spell, you must mentally envision what the object of the obsession is. If it is a specific individual or a specific object, you must be familiar with that individual or object. If it is a group of people or objects, it must be fairly specific: "living things" is far too broad, but "red-headed women" would generally be acceptable. The GM is the final arbiter of what is and is not acceptable, and this may vary depending on circumstances: for example, if cast on someone in a human city, where elves make up a relatively small portion of the population, "elves" might be an acceptable object of obsession, but if cast on an elf in a predominantly elven settlement, it would be too broad.

Whenever the target comes within 60 feet of the object of the implanted obsession, he must succeed on a Will save or become fascinated by it. He may make a second save after a minute to end the fascination effect. If he fails, and the object of obsession is a creature, the target is affected as though by *charm monster*, becoming charmed by the object of obsession (the caster level is equal to this spell's caster level). If he fails his second saving throw and the object of obsession is an object, not a creature, he becomes compelled to possess the object, and must attempt to acquire it by any means he can. Whether he becomes charmed by or compelled to possess the object of his obsession, this does not end the fascination effect (he can make a new saving throw once per minute).

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, the spell's duration increases to permanent (it can still be dispelled, however).

## Intricate Component: Ollander's Inflated Ego

In order to cast *Ollander's inflated ego*, the caster must fill her mind with boundless, unrealistic confidence. She must recall all of her greatest triumphs and moments of glory, reliving them and the feelings of success, power, and contentment that they brought.

### OLLANDER'S INFLATED EGO

School enchantment [emotion, mind-affecting]; Level alchemist 1, antipaladin 1, bard 1, bloodrager 1, cleric 1, inquisitor 1, medium 1, mesmerist 1, psychic 1, sorcerer/ wizard 1, summoner 1, witch 1 Casting Time varies; see components Components IE (Bluff DC 16; threshold 35) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You fill the target's mind with visions of his own great worthiness and ability, granting a +2 morale bonus on attack rolls, ability checks, saving throws, and skill checks, as well as a +2 morale bonus to AC.

This inflated sense of self-worth and confidence is fragile, however, and the first time during the spell's duration that the target is successfully hit with a melee or ranged attack that does not target his touch AC, these bonuses change to penalties, instead.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, you can choose to increase the bonus to +3 (if the target is later hit, the penalty also increases to -3). This decision must be made when the spell is cast, and cannot later be changed.

#### **OLLANDER'S IRRESISTIBLE WALTZ**

School enchantment (compulsion) [mind-affecting]; Level bard 6, psychic 9, shaman 9, sorcerer/wizard 9, witch 9 Casting Time varies; see components Components V, IS (Perform [dance] DC 24; threshold 55) Range close (25 ft. + 5 ft./2 levels) Targets each creature besides you within range Duration see text Saving Throw Will negates, see text; Spell Resistance yes

You dance in a complex pattern, eliciting potent magic bound up in your movements which ensnares the minds of those around you and forces them to mimic your movements. You cause all creatures within the spell's range, other than yourself, to begin dancing for as long as you continue dancing, and for 1d4 rounds thereafter. Each round, at the end of its turn, a creature affected by this spell can make a new Will save to cease dancing. As long as you continue to dance, creatures suffer a -5 penalty on this save.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, then this spell does not offer an initial saving throw to negate its effects.

### Intricate Component: Ollander's Irresistible Waltz

In order to cast *Ollander's irresistible waltz*, the caster must perform an intricate and elaborate waltz. While those affected by the spell perform the dance effortlessly, guided by magic, the caster must do so through his own skill. The waltz must go at a breathtaking pace, in order to be effective, and the steps must be precise.

### OLLANDER'S MIND MELTER

School enchantment [mind-affecting]; Level mesmerist 6, psychic 7 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will partial, see text; Spell Resistance yes

You strike at the target's psyche, attempting to rip spells out of his mind. If the target is not an arcane or divine spellcaster, this spell deals 5d6 points of damage and has no other effect. If the target is an arcane or divine spellcaster, the spell instead deals 1d6 points of damage per caster level to the target and prevents him from casting spells for 1 round. If the target fails his save by 5 or more, he also loses 1d4 prepared spells of his choice (or unused spell slots if he is a spontaneous caster). Whether the target is a spellcaster or not, a successful Will save halves this damage and negates any secondary effect.

### OLLANDER'S RAGE INTENSIFIER

School enchantment (compulsion) [emotion, mindaffecting]; Level bard 2, bloodrager 2, sorcerer/wizard 2, summoner 2, witch 2 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one raging creature; see text Duration 1 round/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You intensify the target's existing rage. The target of this spell must currently be benefitting from a morale bonus to at least one of the following: his Strength score, his Constitution score, and/or his Will saving throws. If he is not, the spell has no effect. For each of these morale bonuses he is currently benefitting from, the amount of the bonus increases by +2, but the target also suffers a -2 penalty to AC. These benefits and penalties last for as long as the target continues to gain the morale bonuses from their original source, or until this spell ends, whichever comes first. If the target loses all of the morale bonuses that allowed him to benefit from this spell, the spell ends immediately.
#### Intricate Component: Ollander's Shared Misery

In order to cast *Ollander's shared misery*, the cast must focus on the abject unfairness of whatever condition she is suffering from, dwelling in self pity and the knowledge that the spell's target is far more deserving of this misfortune than she. She must stoke these feelings until they threaten to consume her, forming an eldritch bridge between herself and the target through which the condition can pass.

#### **OLLANDER'S SHARED MISERY**

School necromancy [emotion]; Level antipaladin 2, bard 2, cleric 2, inquisitor 2, magus 2, medium 2, mesmerist 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2 Casting Time varies; see components Components IE (Sense Motive DC 17, threshold 40) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration up to 1 round/level; see text Saving Throw Will negates; Spell Resistance yes

Focusing all of your bitterness, you take a harmful condition that you are suffering from, and spread it to the target, forcing him to share in your misfortune. When you cast this spell, choose one of the following conditions you are currently suffering: bleed damage, blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. The target gains the chosen condition for as long as you continue to suffer from it, up to a maximum of 1 round per caster level.

Alternatively, you can choose a single poison from which you are currently suffering (you are not considered to be suffering from poisons to which you are immune, or whose effects are suppressed by a *delay poison* spell, or similar), or you can choose a single harmful spell effect (one that allows a saving throw not denoted as harmless) of 4th level or lower that you are currently suffering from, and have the target suffer the effects of that poison or spell effect, instead.

This spell has no effect on any negative conditions, spells, or poisons affecting you, and you remain afflicted by them.

Finally, if you are able to reach the threshold for this spell's intricate emotional components in a single check, you can choose up to 3 conditions, poisons, or negative spell effects that you are currently suffering from, instead of one, and the target suffers all three of them.

#### PAINT PORTAL

School conjuration (creation); Level bard 6, occultist 6 Casting Time 8 hours Components V, S, M (special paints, oils, and canvas worth at least 500 gp), F (a painting of a specific location handmade by the caster) Range see text Effect see text Duration 1 min./level Saving Throw none; Spell Resistance no

You paint a realistic and lifelike image of a real place on the same plane of existence as the one from which you're casting the spell, and transform that painting into a portal to the place depicted within. The success or failure of the portal depends on the quality of the painting, which must be painted by you as part of casting the spell, or the spell fails automatically. When you cast the spell, make a Craft (painting) check. The GM should make this check for you in secret. The DC depends on your familiarity with the location in question, as outlined on the table below.

#### Table 1-2: Paint Portal Familiarity

Familiarity	DC
Very familiar	20
Studied carefully	25
Seen casually	25
Viewed once	30
Have not been to	35

The categories of familiarity are the same as those used for *teleport*, except for places that you have not been to. In these cases, you must have a very accurate description of the location to work from, or the spell fails automatically. Further, even if you are very familiar with a location, if it has changed dramatically since you last saw it, and your painting does not reflect its new appearance, the spell fails. At the GM's discretion, particularly complex locations may have their DC increased by up to +5, beyond the normal DC. In all cases where the spell fails automatically, it is treated as getting a result of 5 or more lower than the DC.

If you succeed, the portal is created successfully, and any creature that touches the painting is immediately transported to the desired location as though by the spell *greater teleport*. The spell also creates a portal in the air in the desired location, and touching this portal causes a creature to be transported to the painting in the same fashion.

If you fail by less than 5, the painting instead becomes a portal to an area with a similar appearance or theme, typically the nearest such area to the intended destination. If you fail by more than 5, anyone attempting to use the portal suffers 5dio points of damage, and is transported to a location determined by rolling a d% and consulting the table below.

#### Table 1-3: Paint Portal Mishaps

<b>d%</b>	Result
01 - 50	No transport (nothing happens)
51 - 80	Random location on the Astral Plane
81 - 95	Random location on the Ethereal Plane
96 - 99	Random demiplane similar to painting
100	GM's choice

#### Intricate Component: Perfect Recall

In order to east *perfect recall*, the easter must create a mind palace, imagining in great detail a mansion, eastle, or similar structure in which each piece of knowledge recorded as part of the spell will be stored in the form of some kind of representative object. This mental construct must be imagined with such clarity that it is burned indelibly into his mind.

#### PERFECT RECALL

**School** divination; **Level** alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, mesmerist 2, occultist 3, psychic 2, shaman 3, sorcerer/wizard 3, witch 3

Casting Time varies; see components

**Components** IT (Knowledge [arcana] DC 18; threshold 40) **Range** personal

**Target** you **Duration** 1 round/level (D)

You heighten your ability to create and retain strong memories, allowing you to perfectly preserve each thought and sensation you experience during the spell's duration. No matter how much time passes, you are able to recall with perfect detail everything that occurred during the spell's duration. If you casually glance over a page while under the effects of this spell, for example, even if you don't read it carefully, you are able at a later time, after the spell's duration ends, to recall exactly what that page looked like, allowing you to read it then, at your leisure, in your mind's eye. In addition to this ability, you gain a +4 bonus on saving throws made to resist any spell or effect that would alter or remove your memories of these events.

One creature's mind is only capable of holding so many memories of this level of detail and clarity, however, and you can maintain a total number of hours of memories with this spell equal to your Intelligence modifier. If you would store more hours of memories than that in this way, you must choose to lose existing memories created by this spell.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, the spell's duration increases to 10 minutes per level.

#### PERSISTENT FREEZE

School evocation [cold, curse]; Level cleric 7, druid 6, magus 5, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, En (1) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent; see text (D) Saving Throw Fortitude negates and Fortitude half; Spell Resistance yes

You surround the target in a cloying aura of arctic chill, which becomes more exacerbated the more excited the target is. If the target is participating in combat, then at the beginning of his turn each round, he suffers 3d6 points of cold damage. If the target is awake and active, but is not

#### **Intricate Component: Phase Ray**

In order to cast *phase ray*, the caster must perfectly calculate the resonant frequency of all objects between herself and her target, including the target's armor and other gear. Then she must mentally determine an equation that will allow the created ray of energy to match each of those frequencies at just the right moment, allowing it to pass through each of them as though they were not there.

in combat, he suffers 3d6 points of cold damage every 10 minutes. If the target is sleeping or is otherwise relaxing and not active, he suffers 3d6 points of cold damage every 4 hours (this damage does not prevent him from resting, and does not awaken him if he is asleep). In either case, a successful Fortitude save halves this damage. While affected by the spell, the target is insulated from heat, and gains resist fire 5.

The spell's effects can be removed with *break* enchantment, or more powerful magic, but can also be removed if the target suffers 10 or more points of fire damage in a single round (damage resisted by the target's fire resistance does not count towards this amount).

#### PHASE RAY

School evocation [force]; Level magus 4, sorcerer/wizard 4 Casting Time varies; see components Components IT (Spellcraft DC 19; threshold 45) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw none; Spell Resistance yes

This spell creates a bolt of energy which deals 1d6 points of force damage per caster level (to a maximum of 12d6 at 12th level) and strikes the target unerringly. Unlike most spells, you do not need line of effect to your target.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, this spell deals an additional 1 point of damage per caster level.

#### POINT THE WAY

School divination; Level bard 1, druid 1, inquisitor 1, medium 1, occultist 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1 Casting Time 10 minutes Components V, S, F (a finely-carved dowsing rod, worth at least 15 gp) Range long (400 ft. + 40 ft./level) Duration concentration, up to 1 hour/level Saving Throw none; Spell Resistance no

You fill the dowsing rod with spiritual energy, allowing it to magically guide you to a creature or object that you specify. This functions as the dowsing occult skill unlock from *Pathfinder Roleplaying Game: Occult Adventures*, except that you gain a bonus on the Survival check equal to 1/2 your caster level, and you can also use the process to search for some things that cannot be found with normal dowsing. *Creatures (DC 25* + *Hit Dice):* You can look for a specific individual, if you have met that person or have an item that once belonged to them, or you can look for any creature matching a certain description, which can be as broad or specific as you like (including "orcs," "blue-eyed men with red hair over the age of 30," or "people with more magical talent than I have"). The dowsing rod points in the direction of the nearest creature that meets this description.

*Exit (DC* 30): If used within a maze or other complex with a confusing and confining layout (such as most dungeons), you can use dowsing to look for an exit from the structure. The dowsing rod points in the direction of the shortest unobstructed path to the exit (because the path may not be straight, the rod may change the direction in which it is pointing as you move; noticing this is part of concentrating on the spell). The dowsing rod ignores any creatures that may block this path or render it dangerous, but avoids paths that are blocked by rubble, locked or stuck doors, or similar obstacles. Successfully using the spell for this purpose allows you to escape a *maze* spell in 1 round.

*Objects (DC 25):* You can look for a specific object that you have touched or handled previously, or for any object matching a certain description. This otherwise functions identically to dowsing for creatures.

#### PRESERVE BRAIN

School transmutation; Level alchemist 2, inquisitor 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, witch 2 Casting Time 1 minute Components V, S, M (a withered pickle) Range touch Target touched creature with a brain; see text Duration 1 day/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You allow the target's brain to sustain itself, even if removed from the rest of its body. In order for the spell to have any effect, the target's brain must be specially removed from its body. Doing so requires 1 hour, and a successful Heal check (DC 15 + Hit Dice for living creatures, or 10 + Hit Dice for undead creatures). The creature whose brain is being removed must be either helpless or willing during this time, and this counts as a suicidal action for the purposes of spells like *charm person* and *dominate person*. Failure on the Heal check indicates that the procedure fails, the target suffers 2d10 points of damage, and the brain is not removed. Success indicates that the brain is successfully removed. If you fail three consecutive Heal checks within 24 hours, you are unable to try again that day. Other means of removing the target's brain, such as *steal brain*, may be used, as well.

If you succeed, the target's brain is removed from its body. Unless the target is able to survive without a brain (such as undead creatures, creatures with multiple brains, etc.), the target's body dies, but their brain (including their mind and their spirit) lives on. The brain retains the target's Intelligence, Wisdom, and Charisma scores, as well as any skill ranks and feats the target has, and any class features, including spellcasting, although it is unable to make use of many of them. The brain has no senses of any kind, and can take no actions other than purely mental ones (note that

#### Intricate Component: Prismatic Hurricane

In order to cast *prismatic hurricane*, the caster must form a series of rapid hand seals, forming the fingers of both his hands into the shapes of arcane runes which correspond with each of the seven colors of the prismatic spells, in rapid succession and without errors.

when it comes to spell-like abilities, psychic spellcasting, and similar purely mental actions, that unless the brain gains some sort of vision, such as *brain sight*, it cannot cast spells that require line of sight, and cannot find or identify targets). The brain has 1 hit point per Hit Dice the creature possessed. If the target was able to communicate telepathically, it retains that ability as a brain, and it also retains all languages that it knew.

If the target dies or is destroyed before its brain can be safely removed, the spell ends, and the brain can no longer be preserved. This spell can be cast on a living disembodied brain that is currently benefitting from this spell, or a similar effect, in order to extend the duration of its preservation by 1 day per caster level.

#### PRISMATIC HURRICANE

School illusion (pattern); Level bard 6, mesmerist 6, sorcerer/wizard 7, witch 7 Casting Time varies; see components Components V, IS (Spellcraft DC 22; threshold 50) Range 120 ft. Area 2 cone-shaped emanations Duration concentration Saving Throw Will negates; Spell Resistance yes

As you form the final gestures, your hands erupt with brilliant colors, shining in thousands of hues which can bamboozle those caught in the spell's area. When you finish casting the spell, choose which two directions the coneshaped emanations face. For as long as you concentrate on the spell, these cones move with you, and you can change their directions with a single move action. Creatures within the spell's area must succeed on a Will save or be dazed for 1d4 rounds. A creature who is already dazed who fails this saving throw also suffers 1 point of Wisdom damage.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the light stuns affected creatures instead of dazing them.

#### **PROBABILITY FIELD**

School divination; Level psychic 9, sorcerer/wizard 9 Casting Time varies; see components Components IT (Knowledge [planes] DC 24; threshold 55) Range 30 ft. Area 30-ft.-radius emanation, centered on you Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You fold the fabric of reality in a localized area, allowing you to manipulate probability to ensure that certain things come to be, or fail to be realized. Whenever a creature in the area makes a d20 roll of any kind (such as an attack roll, saving throw, skill check, or ability check), he rolls twice,

#### **Intricate Component: Probability Field**

In order to cast *probability field*, the caster must envision all possible futures for the next few moments, envisioning each possible action that could be taken and each possible result of each action, mapping out all of the possible branching future states, and determining with perfect accuracy the likelihood of each.

and you choose which result he uses. A creature is entitled to a Will save to resist this effect the first time he enters the spell's area (or when the spell is cast, if he is in its area at that time), and if he succeeds on this saving throw, he is not subject to this effect, and rolls normally. Leaving and re-entering the area does not allow a new saving throw or another attempt to resist the spell with spell resistance.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, then once per round, as an immediate action, you can choose to have a creature roll three times, instead of twice. You still choose which result he uses. You must declare that you are using this ability before the roll is made.

#### RATTLESNAKE WARD

School abjuration [chaos, mind-affecting]; Level alchemist 3, antipaladin 3, bard 3, bloodrager 3, druid 3, magus 3, mesmerist 3, psychic 3, shaman 4, sorcerer/wizard 3, spiritualist 3, summoner 3, witch 3 Casting Time 1 standard action Components V, S, AL (chaos) Range personal Target you Duration 1 hour/level (D) Saving Throw see text; Spell Resistance see text

You lay a potent trap on your own mind, so that any who would attempt to mentally control you are sure to suffer for it. You gain a +4 bonus on saving throws made to resist charm and compulsion effects. Additionally, whenever you succeed on a saving throw to resist a charm or compulsion effect, if the source of that effect is within 60 feet, a spectral serpent made of psychic energy lashes out from you to strike at the originator of that effect. The spectral serpent makes a touch attack, using your caster level as its base attack bonus and your primary spellcasting ability score modifier as its Strength modifier. If the attack hits, the originator of the charm or compulsion effect that triggered the spectral serpent suffers 2d6 points of damage per caster level, and must succeed on a Will save or be stunned for 1d4 rounds. Spell resistance applies to this backlash effect.

#### **READ BRAIN**

School divination; Level alchemist 2, inquisitor 3, mesmerist 3, occultist 3, psychic 2, sorcerer/wizard 2, witch 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 min./level (D)

You gain the ability to telepathically communicate with living, disembodied brains, and to probe through their memories. You gain telepathy 60 feet, which can only be used to communicate with preserved brains that are either living or undead, such as those under the effects of a *preserve brain* spell. By concentrating on a particular brain within 60 feet, you can read its surface thoughts, as the spell *detect thoughts*, except that the brain is not entitled to a saving throw to resist the effect. This effectively allows two-way communication between yourself and up to one preserved brain at a time.

Additionally, you can probe deeper into a brain's knowledge by concentrating on it. Essentially, you ask the brain a question, and compel it to provide you with a truthful answer. For each such question, the brain can make a Will save. Success allows it to refuse to answer, or to provide false information (which can be detected by a Sense Motive check opposed by the brain's Bluff check). If the brain succeeds on a Will save to resist answering a question, it automatically succeeds on all further Will saves to resist that question made as part of that casting of the spell.

Finally, you can attempt to use the brain as a resource for making a Knowledge check, similar to a library. Doing so requires 1 full hour of telepathic communication with a single brain, and grants a bonus on the Knowledge check equal to 1/4 the bonus that that brain has on that type of Knowledge checks (including bonuses from a high Intelligence score, feats like Skill Focus, favored class bonus, and so on). If the brain does not wish to grant this bonus, it may make a single Will saving throw to resist being used this way (if it succeeds, the hour is not spent).

#### **RECALL DEATH**

School necromancy [death]; Level psychic 9, sorcerer/ wizard 9, witch 9 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one living creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You force the target to see horrible visions of his death in order to kill him. The target suffers 15 points of damage per caster level. A creature targeted by this spell suffers a penalty on his saving throw equal to twice the number of times he has been returned to life in the last week. Certain exceptional means of returning a character to life, such as reversing time so that the character's death never occurred, may be ignored when calculating this penalty, at the GM's discretion.

#### **RECALL SOUL**

School necromancy; Level cleric 6, shaman 7, sorcerer/ wizard 8, spiritualist 6, witch 7 Casting Time 1 hour Components V, S, M (special incense and herbs worth 50 gp per Hit Dice of the creature whose soul is to be recalled) Range see text Target one marked soul Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes Using a special bond between yourself and the target, established with a *brand soul* spell, you reach out across the veil of death to pluck the disembodied soul back from the afterlife. The exact effect of the spell depends on the state of the target when the spell is cast.

If the target is currently alive, the spell fails automatically.

If the target is dead, and his soul has freely passed on to the afterlife, it is transported across the planes to appear in front of you as a wispy, transparent version of the creature as it appeared moments before its death. It remains there, unable to speak or act, for the spell's duration. While in this state, it can be targeted by *soul bind* as though it were a corpse that had died on the round that the spell was cast. If the soul is willing, it can even be captured with *receive soul*.

If the target is dead, and his soul is imprisoned (such as with *soul bind* or *receive soul*), you must succeed on a caster level check (DC 16 + the caster level of the spell or effect that imprisoned the soul). If you succeed, the soul is freed, and appears before you as described above. Otherwise, the spell fails, and the soul remains trapped. If you fail the check, any further attempts by you to free that soul from that imprisonment automatically fail until the next time that you gain a level.

If the target is dead, and his soul has been completely consumed or destroyed, the spell fails automatically.

#### **RECEIVE SOUL**

School necromancy; Level bard 6, cleric 4, inquisitor 4, shaman 4, sorcerer/wizard 5, spiritualist 4, summoner 5, witch 4 Casting Time 1 minute

Components V, S, F (see text) Range close (25 ft. + 5 ft./2 levels) Target one willing creature Duration instantaneous Saving Throw none; Spell Resistance no

This spell allows you to accept the soul of another creature who is freely willing to give it up, placing it in a specially prepared receptacle for safekeeping. The receptacle serves as the focus for this spell, and can be any object, as long as it meets both of the following criteria: one, it must be worth at least 100 gp per Hit Dice of the creature whose soul is to be stored within it, and two, it must be a container or vessel of some kind, which both has an empty interior space that can be used to store something, and can be closed and fastened in some fashion (such as a box with a latch, a bottle with a stopper, a locket, and so on).

The creature's soul is stored within the receptacle. While stored in this way, the soul can be used as a component for spells with the soul component. If the creature that gave up his soul later dies, he cannot be resurrected unless his soul is first freed (either by destroying the receptacle, opening it, or using a *wish* or *miracle* spell to free the soul from the receptacle). On the other hand, any effect which would trap, imprison, consume, or otherwise affect the creature's soul in a similar fashion automatically fails, as the creature's soul is already held in the receptacle.

A creature that is magically compelled to offer up his soul (such as with *suggestion* or *dominate person*) is not considered willing for the purposes of this spell, as his soul rebels against the magic at a level that such compulsions cannot reach. A creature that is charmed (such as with *charm person*) is considered willing, but directing him to agree to this spell grants him a new saving throw to resist the charm effect, even if he wouldn't otherwise be entitled to one, and he gains a +5 bonus on this saving throw.

#### RESHAPE

School transmutation (polymorph); Level alchemist 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, T (optional) Range touch Target living creature touched Duration 1 min./level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

As polymorph, except that the spell can also be used to transform into the forms of monstrous humanoids (in which case it replicates monstrous physique I), undead (in which case it replicates undead anatomy I), and vermin (in which case it replicates vermin shape I).

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional thought component to the spell. If you do, you may choose two forms, and the creature takes on a form that is a hybrid of both of them. He gains all benefits that would be granted by both of the forms, using the appropriate spells. In the case of multiple versions of the same benefit (such as two different fly speeds or if both creatures had claw attacks, for example), the target only gains one of the two. You choose which one.

#### **REUSABLE IMAGE**

School illusion (figment); Level bard 6, psychic 6, sorcerer/ wizard 6 Casting Time 1 standard action Components V, S, En (1) Range long (400 ft. + 40 ft./level) Effect visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S) Duration permanent; see text (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no

This spell functions as *programmed image*, with a few exceptions. First, once the *programmed image* is triggered and plays out, the spell does not end, and the *programmed image* remains ready to be triggered again, though it takes 1 minute for it to reset in this way. Second, any time that you are within long range of the *reusable image*, you can spend a full-round action to alter its triggers and/or the nature of the illusion, as though you had cast the spell again.



#### SAND FORM School transmutation [earth]; Level druid 4, sorcerer/ wizard 5 Casting Time 1 standard action Components V, S, TR (desert) Range personal Target you Duration 1 round/level

You become living sand, making you immune to weapon damage and causing you to suffer half damage from energy attacks. You also gain a +40 bonus to Stealth in sandy environments. While under the effects of this spell, you cannot take actions except to move, and your movement speed is reduced to 10 feet.

#### SERVICE SEEKER

School divination; Level bard 1, cleric 1, medium 1, mesmerist 1, occultist 1, psychic 1, ranger 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, TR (urban) Range 10 miles Effect one magical beacon Duration 10 minutes/level Saving Throw Will negates, see text; Spell Resistance no

You reach out into the city, tapping into the heartbeat of the community to point you towards the perfect person or place to fulfill your need. When you cast this spell, you must indicate a specific service you are looking for (for example, you could specify "wagon seller," or "cleric capable of casting 5th-level spells," or any other service you might desire). If the service is available in the area, a special beacon appears before you, which is invisible to everyone but you. This beacon typically takes the form of a small glowing orb, but other forms are possible. The beacon then moves through the area, guiding you towards the closest location where the service you are searching for can be found. If you are looking for a specific proprietor of a service (such as John the blacksmith), this spell can be used to guide you to that service. In these cases, the proprietor chosen receives a Will save to resist the effect and immediately becomes aware that someone is trying to find him with this spell. This spell only allows you to locate the service, and you must still negotiate for the service on your own.

#### SHRIEK

School evocation [sonic]; Level bard 1, magus 1, medium 1, sorcerer/wizard 1 Casting Time varies; see components Components IV (Intimidate DC 16; threshold 35) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous and 1 round/level; see text (D) Saving Throw Fortitude partial; Spell Resistance yes

You emit an ear-shattering screech that deals sonic damage and causes serious discomfort. The target suffers an amount of sonic damage equal to 1d6 + 1 per caster level (maximum +10), and becomes dazzled for 1 round per caster

#### **Intricate Component: Shriek**

In order to cast *shriek*, the caster must emit an earpiercing shriek, so high in pitch that it is only just barely discernable to the human ear, and hold that sound for as long as possible.

level. Additionally, the target must succeed on a Fortitude save or be deafened for 1d3 rounds.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the target is also dazed for 1 round if he fails his Fortitude save.

#### SLAYER'S VEIL

School illusion (glamer); Level alchemist 3, antipaladin 3, bard 3, bloodrager 3, inquisitor 3, magus 3, medium 3, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S, M (invisible ink) Range personal Target you Duration 1 round/level; see text

As invisibility, but rather than ending if you take a hostile action, the spell only lasts so long as you continue to attack. At the end of any round in which you fail to make an attack (including attacks made as part of casting a spell), the spell ends.

#### SOCIOPATHIC GLEE

School enchantment (compulsion) [emotion, mindaffecting; see text]; Level bard 6, cleric 8, inquisitor 6, shaman 8, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S, E (optional) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 day/level (D) Saving Throw Will negates; Spell Resistance yes

You fill the target with a compulsive need to kill and destroy everyone that he cares about. The target attempts to kill his allies and other loved ones to the best of his ability, prioritizing those that are close by over those that are harder to reach. Other than being compelled in this fashion, the target remains in control of himself, and can act as he pleases, taking whichever course seems most appropriate to kill his allies (though he always pursues the course he thinks will be most effective at killing them). The target is free to handle any obstacle that stands between himself and killing his allies (including any hostile creatures) in any manner he deems appropriate. Each time the target kills one of his allies or loved ones, he is entitled to a new Will save to end the effects of this spell.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an additional emotion component to the spell. If you do, the target feels an immense glee at the prospect of murdering his allies, in addition to being compelled to do it, and gains a +4 morale bonus on attack and damage rolls made against his allies for the spell's duration. Additionally, each time he kills one of his allies or loved ones, the target suffers a -2 penalty on the saving throw made to end the effects of this spell. If you do not add the emotion component, the spell loses the emotion descriptor.

#### SOUL OF THE STEPPE

School transmutation; Level druid 2, paladin 2, ranger 1, shaman 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, TR (plains) Range touch Target horse or horse-like creature touched Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You grant a single horse or horse-like creature a great sense of power and internal strength, stemming from the plains around it. The affected creature gains a +50-foot enhancement bonus to its movement speed and gains a number of temporary hit points equal to 1d8 + 1 per caster level. Additionally, you never need to make Handle Animal checks to control the affected creature. Finally, you may take 10 on all Ride checks made with the affected creature. The GM is the final arbiter of what does and does not constitute a "horse-like" creature, but creatures such as centaurs, nightmares, pegasi, and unicorns should all be considered horse-like for the purposes of this spell.

#### SOULCRAFT

School conjuration (creation); Level cleric 9, shaman 8, sorcerer/wizard 8, spiritualist 6, witch 8 Casting Time 1 minute Components V, S, SL Range close (25 ft. + 5 ft./2 levels) Effect one non-magical object, up to 1 cubic ft./level Duration instantaneous Saving Throw none; Spell Resistance no

You spin the energy of the soul used as a component into physical form, transforming its spirit into a mundane object. The object created with this spell can be anything that you like, up to the maximum size allowed by the spell, although it must have a market price of no greater than 50 gp per Hit Dice of the soul. Complex items require successful Craft checks. Other than these restrictions, and the fact that the created item lasts indefinitely, this spell functions as *major creation*.

#### SOULSONG

School enchantment [emotion, mind-affecting]; Level bard 4, cleric 6, shaman 6, spiritualist 6, summoner 6, witch 6 Casting Time 1 standard action Components V, S, SL Range medium (100 ft. + 10 ft./level) Targets up to 1 creature/2 levels, no two of which may be more than 30 feet apart Duration 1 round/level (D)

Saving Throw Will negates, see text; Spell Resistance yes

You release the soul into the ether, unraveling it and using it to empower your allies, or weaken your foes. If the soul that is used as a component for this spell was imprisoned against its will (such as with a *soul bind* spell), the soul unleashes a scream of existential agony and ultimate despair as it is erased from existence, and the spell causes all affected creatures to suffer a morale penalty to attack rolls, saving throws, skill checks, and ability checks. This penalty is equal to 2 + 1 per 6 Hit Dice the soul possesses (to a maximum penalty of -5).

If the soul that is used as a component for this spell was imprisoned willingly (such as with a *receive soul* spell), the soul unleashes a bittersweet melody, wishing victory upon you and your allies in a willing sacrifice as it fades from existence, and the spell causes all affected creatures to gain a morale bonus on attack rolls, saving throws, skill checks, and ability checks. This bonus is equal to 2 + 1 per 6 Hit Dice the soul possesses (to a maximum bonus of +5).

#### SPELLBINDING BURDEN

School enchantment (compulsion); Level bard 1, cleric 2, inquisitor 1, medium 1, mesmerist 1, psychic 2, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a single unbroken link from a chain) Range close (25 ft. + 5ft./level) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You bend the laws of magic, requiring the target to overcome more hurdles in order to cast his spells. Each spell the target casts gains emotion, somatic, thought, and verbal components, if it did not already have them. This overrides effects that would normally allow the target to ignore such components (such as the Silent Spell and Still Spell feats).

#### SPIRIT WARD

School abjuration; Level alchemist 2, bloodrager 2, cleric 3, magus 3, paladin 2, psychic 3, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S, En (1 or 2) Range touch Target creature touched Duration 10 min./level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You pour out your spiritual energy into a protective bubble around the target, using it to reduce the effect of attacks directed against him. The target gains DR 1/- if you spent 1 point of energy on the spell's energy component, or DR 2/- if you spent 2 points of energy on the spell's energy component. Because the spell requires a constant influx of spiritual energy from you, if you ever move out of close range from the target (25 ft. + 5 ft./2 levels), the spell ends immediately.

#### SPREADING FIRE

School evocation [fire]; Level bloodrager 4, druid 5, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, TR (plains) Range close (25 ft. + 5ft./2 levels) Area 5-ft.-radius spread; see text Duration concentration, up to 1 round/level Saving Throw Reflex half; Spell Resistance yes

You cause super-hot flames to appear in a 5-footradius area within the spell's range, dealing 4d6 points of fire damage to any creature that begins its turn within the spell's area. Each round, the fire spreads to a number of adjacent squares equal to your caster level (limited by the number of adjacent squares to the fire), incorporating those squares into the spell's area. You choose which squares the fire spreads to. This fire never produces smoke and does not light flammable objects on fire.

#### STEAL BRAIN

School conjuration (teleportation) [death]; Level psychic 9 Casting Time 1 standard action Components T, E, S (optional) Range close (25 ft. + 5 ft./2 levels) Target one creature with a brain Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

You psychically rip the target's brain from his body and transport it into your outstretched hand. If the target fails his Fortitude save, he suffers 2d10 points of damage per caster level (to a maximum of 40d10 at 20th level). If this damage is sufficient to kill the target, then his brain is teleported into your hand. If the damage is not sufficient to kill the target, part of his brain remains in place, and the spell rips out a portion of it, inflicting 1d6 points of Intelligence, Wisdom, and Charisma drain to the target. If the target succeeds on his Fortitude save, only minor damage is done to his brain, and he suffers 5d6 points of damage and 1d3 points of Intelligence, Wisdom, and Charisma damage.

This spell can be used on undead creatures with a brain, but they do not suffer any damage, ability score damage, or ability drain as a result of the spell; it merely allows you to take possession of their undead brain, which is not the source of their mind. Some creatures with unusual anatomy may possess multiple brains (such as an ettin or a neh-thalggu<sup>B2</sup>), or may be nothing but a brain (such as a brain ooze<sup>B3</sup>). The GM must determine the spell's exact effects on such creatures on a case-by-case basis, but, in general, if the creature can survive without its brain, it should suffer half the listed damage, or less, even if the brain is successfully removed.

When you cast this spell, if you are not an arcane or divine spellcaster, you may choose to add an optional somatic component to the spell. If you do, the brain is transported whole, undamaged, and alive (provided the target fails his Fortitude save). It remains alive for 1 minute per caster level, after which time, if it has not been placed in some sort of container suitable for sustaining it, it dies.

#### STONE CIRCLE TELEPORTATION

School conjuration (teleportation); Level druid 8, shaman 8 Casting Time 10 minutes Components V, S, F (a stone circle at least 40 feet in diameter) Range personal and touch Targets you and touched objects or touched willing creatures Duration instantaneous Saving Throw none; Spell Resistance no

You magically separate the area within the stone circle from the area outside it, and create a link between the ground inside the circle and the globe at large, turning the inside of the circle into a miniature map of the globe. Then, walking inside the circle to the area that corresponds to the place that you would like to travel to, you complete the spell standing over the desired location, and are instantly transported there.

Because the representation of the globe is so much smaller than the real thing, it is all but impossible to arrive exactly on location. By default, you arrive 5d100 miles away from your intended target. You can reduce this margin of error in two ways. First, if you double the diameter of the stone circle, the number of d100's rolled is reduced by one. You can continue to double the diameter multiple times to further reduce the number of d100's rolled (to a minimum of 1d100 for a 640-foot-diameter circle). Second, by succeeding on a Knowledge (geography) check (DC 25), you can reduce all d100's rolled to d20's. For every 5 points by which your result beats the DC, the dice size is reduced by one (to a minimum of d4's with a result of 50).

This spell cannot be used to travel off the planet (or similar celestial body) that you are currently on.

#### SUMMON ALTERED CREATURE I

School conjuration (summoning) [see text]; Level antipaladin 1, bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 round Components V, S, T (optional), F/DF (a rune-covered stone) Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no

As summon minor monster<sup>UM</sup>, except you can apply a single 1-point evolution to the summoned creature or creatures. All summoned creatures must meet all prerequisites for the chosen evolution, and you cannot choose any evolutions that would cause the summoned creatures to have more natural attacks than the maximum number of attacks an eidolon belonging to a summoner of your caster level could have. You choose a single evolution, and that evolution is applied to all creatures summoned by this spell.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional thought component to the spell. If you do, you may apply two separate 1-point evolutions to the summoned creatures, instead of only one.

#### SUMMON ALTERED CREATURE II

**School** conjuration (summoning); **Level** antipaladin 2, bard 2, cleric 2, sorcerer/wizard 2, summoner 2, witch 2

As summon altered creature I, except it replicates summon monster I instead of summon minor monster, and you can apply two 1-point evolutions to the summoned creature or creatures.

If you add the optional thought component, you can add three 1-point evolutions to the summoned creature or creatures, instead.

#### SUMMON ALTERED CREATURE III

**School** conjuration (summoning); **Level** antipaladin 3, bard 3, cleric 3, sorcerer/wizard 3, witch 3

As summon altered creature I, except it replicates summon monster II instead of summon minor monster, and you can apply three 1-point evolutions to the summoned creature or creatures.

If you add the optional thought component, you can add one 2-point evolution and one 1-point evolution, instead.

#### SUMMON ALTERED CREATURE IV

**School** conjuration (summoning); **Level** antipaladin 4, bard 4, cleric 4, sorcerer/wizard 4, summoner 3, witch 4

As summon altered creature I, except it replicates summon monster III instead of summon minor monster, and you can apply four points of evolutions as you choose from amongst 1-point and 2-point evolutions.

If you add the optional thought component, you can apply a total of five points of evolutions, instead.

#### SUMMON ALTERED CREATURE V

**School** conjuration (summoning); **Level** bard 5, cleric 5, sorcerer/wizard 5, summoner 4, witch 5

As summon altered creature I, except it replicates summon monster IV instead of summon minor monster, and you can apply five points of evolutions as you choose from amongst 1-point and 2-point evolutions.

If you add the optional thought component, you can apply a total of six points of evolutions, instead.

#### SUMMON ALTERED CREATURE VI

**School** conjuration (summoning); **Level** bard 6, cleric 6, sorcerer/wizard 6, witch 6

As summon altered creature I, except it replicates summon monster V instead of summon minor monster, and you can apply six points of evolutions as you choose from amongst 1-point and 2-point evolutions.

#### Intricate Component: Thoughtscry

In order to cast *thoughtscry*, the caster must repeat the target's name five times fast, pronouncing it with the exact inflection, cadence, and tone that the target himself uses when speaking his own name.

If you add the optional thought component, you can apply a total of six points of evolutions from amongst 1-point, 2-point, or 3-point evolutions, instead.

#### SUMMON ALTERED CREATURE VII

**School** conjuration (summoning); **Level** cleric 7, sorcerer/ wizard 7, summoner 5, witch 7

As summon altered creature I, except it replicates summon monster VI instead of summon minor monster, and you can apply seven points of evolutions as you choose from amongst 1-point, 2-point, and 3-point evolutions.

If you add the optional thought component, you can apply a total of eight points of evolutions, instead.

#### SUMMONED ALTERED CREATURE VIII

School conjuration (summoning); Level cleric 8, sorcerer/ wizard 8, summoner 6, witch 8

As summon altered creature I, except it replicates summon monster VII instead of summon minor monster, and you can apply eight points of evolutions as you choose from amongst 1-point, 2-point, and 3-point evolutions.

If you add the optional thought component, you can apply a total of nine points of evolutions, instead.

#### SUMMON ALTERED CREATURE IX

**School** conjuration (summoning); **Level** cleric 9, sorcerer/ wizard 9, witch 9

As summon altered creature I, except it replicates summon monster VII instead of summon minor monster, and you can apply nine points of evolutions as you choose from amongst 1-point, 2-point, and 3-point evolutions.

If you add the optional thought component, you can apply a total of nine points of evolutions from amongst evolutions of any point cost, instead.

#### THOUGHTSCRY

School divination (scrying); Level bard 4, cleric 6, inquisitor 4, mesmerist 4, occultist 5, psychic 5, sorcerer/wizard 5, witch 5 Casting Time varies Components IV (Spellcraft DC 20; threshold 50), S Range see text Effect see text Duration 1 min./level (D) Saving Throw Will negates, see text; Spell Resistance yes You are able to monitor a creature's surface thoughts remotely, at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how strong your knowledge of the subject is and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, he gets a +5 bonus on its Will save.

#### Table 1-4: Thoughtscry Familiarity

	Will Save
Knowledge	Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
	Will Save
Connection	Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

\*You must have some sort of connection to a creature of which you have no knowledge.

If the subject fails his save, you are able to mentally listen to his surface thoughts, as the spell *detect thoughts*. You are only able to listen to these thoughts, not influence them, and you do not gain any ability to see, hear, or otherwise sense the subject's surroundings. The constant stream of thoughts makes it difficult to focus, increasing the DC of any Concentration check you make by +5 for the spell's duration.

If the subject succeeds on its save, you can't attempt to use this spell on that subject again for at least 24 hours.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, the subject suffers a -4 penalty on his saving throw.

#### TONGUE THEFT

School enchantment (compulsion) [mind-affecting]; Level antipaladin 3, bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, psychic 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (optional); see text Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

You cause the target to forget how to use his tongue, preventing him from making intelligible speech. The target cannot form understandable words with his mouth, although he can write and understand words normally. This also imposes a 60% spell failure chance on all spells with verbal components.

Optionally, you can choose to use the severed tongue of any still-living humanoid creature as a material component when you cast this spell. If you do, then for the spell's duration, you can cause the target to say whatever you wish, at a rate of up to 25 words per round. The target is otherwise free to act as he pleases during this time, including attacking you, running away so his words cannot be heard, and so on.

#### TOUCH OF THE SAINT

**School** conjuration (healing) [good]; **Level** alchemist 5, bard 5, cleric 5, druid 6, inquisitor 5, paladin 4, spiritualist 5, witch 6

Casting Time 1 standard action Components V, S, AL (good), DF Range touch Target creature touched Duration instantaneous Saving Throw none; Spell Resistance yes (harmless)

You channel positive energy into the target, curing 5d8 points of damage + 2 points per caster level (maximum +40). Additionally, if you cast this spell on a creature who is not your ally, and you do not benefit from healing him in any meaningful way, then you can choose to suffer an amount of nonlethal damage equal to 1/4 the amount of damage that the target was cured of (rounded down). If you do, this spell is not expended, and can be cast again.

In order to qualify as not benefitting from the healing in a meaningful way, the target must not be you, or any of your allies. The target must not be paying for the healing (whether directly, or indirectly in the form of donations or gifts, or trading goods or services in exchange for the healing). The GM is the final arbiter of what does and does not constitute benefitting from the healing, but generally speaking, benefits such as the satisfaction of seeing the target recover, gaining the goodwill of those who are not in a particular position to aid you, and spreading the word of your deity or philosophy do not qualify as benefitting for this purpose.

If you choose to retain the spell in this way, and then later gain benefits that are directly related to the casting of this spell (such as if the target leaves payment on your doorstep the next morning), you suffer a -2 morale penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks for 24 hours unless you refuse these benefits. If you receive multiple benefits from different castings of this spell on the same day, the penalties stack.

#### TRANSFER ENERGY

School transmutation; Level alchemist 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, En (1) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 10 min./level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You transfer your energy to the target, giving them a boost of speed and strength. The target gains a +2 enhancement bonus to Strength and Dexterity, and their movement speed increases by 20 feet for all forms of movement. Because the spell requires a constant influx of energy from you, if the target ever moves out of close range from you (25 ft. + 5 ft./2 levels), the spell ends immediately.

#### TRANSPLANT BRAIN, LESSER

School conjuration (healing); Level alchemist 4, mesmerist 4, occultist 4, psychic 5, sorcerer/wizard 5, witch 5 Casting Time 1 hour Components V, S, M (specially prepared oils which help bond living tissue, worth at least 4,000 gp), F (laboratory with materials worth 1,000 gp) Range touch Target living brain and body touched; see text Duration permanent Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You implant a disembodied brain (one affected by *preserve brain* or a similar effect) into a brainless corpse, allowing the brain to use the body as though it were its original body. The body in question must be intact and whole, other than having its brain removed, or the spell fails. The body must be of the same creature type and size as the one the brain originally came from, or the spell fails. The brain ceases to exist as an independent entity and becomes part of the body, forming a single creature. It takes 2d4 hours for the brain to properly connect to the body and gain control of it, during which time the new creature is comatose.

The new creature retains the Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities of the brain, and the Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities of the body. If the body has more limbs than the body from which the brain came originally, these extra limbs do not allow the new creature to make more attacks (or more advantageous two-weapon attacks) than normal, although the creature may be eligible for the Multiattack or Multiweapon Fighting feats. Taking the Multiattack feat allows the new creature to make full use of its body's natural attacks, as though it had been born with them. The new creature cannot use any of the body's extraordinary or supernatural abilities at first, but after each month in its new form, the creature may select a single extraordinary or supernatural ability that its body possesses, and gain access to that ability. The new creature cannot make use of any spells or spell-like abilities that its body possessed prior to the spell being cast.

The new creature suffers a permanent –2 penalty to each of its ability scores, and is constantly staggered. If this spell is dispelled, the brain's connection to the body is severed, and the brain and body become separate entities again, and each is reduced to o hit points and dying. If they are stabilized, and prevented from dying, this spell must be cast on the targets again in order for them to resume being a single creature.

An alchemist who prepares this spell as an extract can use it on other creatures by pouring the extract onto the targets.

#### Intricate Component: Verbeck's Clockwork Minions

In order to cast *Verbeck's clockwork minions*, the caster must mentally envision the schematics of the clockwork creatures to be created, intricately imagining each individual component, and then, in his mind, maneuvering each component into place as though assembling them in his head.

#### TRANSPLANT BRAIN, GREATER

School conjuration (healing); Level psychic 8, sorcerer/ wizard 8, witch 8 Casting Time 1 hour Components V, S, M (specially prepared oils which help bond living tissue, worth at least 8,000 gp), F (laboratory with materials worth 3,000 gp) Range touch Target living brain and body touched; see text Duration instantaneous Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

As lesser transplant brain, but the effect is instantaneous, rather than permanent, so it cannot be dispelled, and the resulting creature only suffers the -2penalty to its ability scores and the staggered condition for 2 hours per Hit Dice it possesses.

#### TREESIGHT

School divination; Level druid 9, shaman 9, witch 9 Casting Time 1 round Components V, S, T (optional) Range long (400 ft. + 40 ft./level) Target you Duration 1 min./level (D)

You extend your senses into nearby trees, effectively allowing you to sense the world through each tree within the spell's range, simultaneously. Each tree within the spell's area grants you blindsight with a range of 30 feet, centered on the tree. You are able to receive sensory input from all of these trees simultaneously, but focusing on all of that information requires concentration, and you must spend a move action each round to search for a specific person or individual within the area. While affected by this spell, your body is considered blinded, and you are flat-footed, even if you are within the blindsight range of one or more trees, and able to see an attacker through that fashion.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional thought component to the spell. If you do, your body is not considered blinded, and you can receive sensory input from both nearby trees and from your own body.



#### VERBECK'S CLOCKWORK MINIONS

School conjuration (creation); Level psychic 4, sorcerer/ wizard 4, summoner 4 Casting Time varies; see components Components IT (Knowledge [engineering] DC 19; threshold 45) Range close (25 ft. + 5 ft./2 levels) Effect one or more greated clockwork greatures

Effect one or more created clockwork creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You conjure a cloud of clockwork pieces, which form in mid-air before you to create one or more clockwork creatures. This spell creates your choice of 1 clockwork soldier (*Bestiary* 3), 5 clockwork servants (*Bestiary* 3), or 10 clockwork spies (*Bestiary* 3). Creatures created by this spell are fully wound, and obey your spoken commands. At the end of the spell's duration, they disintegrate into a fine powder.

Finally, if you are able to reach the threshold for this spell's intricate thought components in a single check, the spell's duration increases to 1 minute per caster level.

#### Intricate Component: Verbeck's Eradication Field

In order to cast *Verbeck's eradication field*, the caster must make detailed and precise movements with her fingers, pantomiming in detail the act of disassembling the various objects to be affected by the spell.

#### VERBECK'S ELDRITCH UNRAVELER

School abjuration; Level cleric 8, druid 8, shaman 8, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S Range touch Area 40-ft.-radius emanation centered on the touched point Duration 10 min./level (D) Saving Throw none; Spell Resistance no

The air fills with shimmering waves of magical energy, which draw ongoing spell effects out of the bodies of those within the area. Whenever a creature enters the area, or begins his turn within the area, 1d4 active spell effects on that creature immediately end, as though they were successfully dispelled with *dispel magic*. Spell effects with the lowest caster level are lost first. Among spells tied for the lowest caster level, spells with the lowest spell level are lost first. If two or more spells have the same caster level and spell level, determine which is lost first randomly. Magic items are unaffected by this spell.

#### VERBECK'S ERADICATION FIELD

**School** evocation; **Level** cleric 9, occultist 6, sorcerer/wizard 9, witch 9

Casting Time varies; see components

Components V, IS (Sleight of Hand DC 20; threshold 45)

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

Area 5-ft.-radius spread

**Duration** instantaneous

Saving Throw Fortitude negates (object), Reflex partial; Spell Resistance yes

You cause 1d4 randomly determined magic items in the spell's area to fall to pieces, becoming useless scrap. Cursed items which are destroyed in this way also explode, dealing 10d6 points of force damage per cursed item to creatures in the area. A successful Reflex save halves this damage. Artifacts are unaffected by this spell.

Finally, if you are able to reach the threshold for this spell's intricate somatic components in a single check, the target objects suffer a -4 penalty on their saving throws.

#### VERBECK'S INSTANT ACCLIMATION

School divination; Level alchemist 1, bard 1, inquisitor 1, medium 1, mesmerist 1, occultist 1, psychic 1, ranger 1, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, TR (urban) Range personal Target you Duration 10 minutes/level You become as a local, learning how to speak the language and read the street signs. You instantly become able to speak and understand the two most common languages spoken in the urban environment in which this spell is cast. In addition to being able to speak and understand the language, you learn the local methods of speech and mannerisms, granting you a +2 bonus on Diplomacy checks with creatures native to that environment.

#### VERBECK'S NESTED PRISON

School conjuration (creation); Level occultist 6 Casting Time 1 round Components V, S, M (a set of metal nesting dolls worth at least 3,000 gp) Range close (25 ft. + 5 ft./2 levels) Target one creature of Medium size or smaller Duration instantaneous Saving Throw Reflex negates; Spell Resistance yes

You create a series of metal sarcophagi which imprison the target in several layers of imprisonment. There are three layers of imprisonment, with an iron sarcophagus being the outermost, a lead sarcophagus within that, a tin sarcophagus within that, and the target in the middle. Each layer of the prison has a lock, and can also be forced open. The information for doing so is included below.

#### Table 1-5: Verbeck's Nested Prison

Laver	Lock DC	Break DC	Hardness	<b>Hit Points</b>

Iron (outer)	20	25	10	60
Lead (mid)	25	20	8	45
Tin (inner)	30	15	7	30

Gaps in the locks and along the seams of each layer allow the target to breathe within the prison. As with any other lock, a creature can attempt to disable the lock on one of the layers as a full-round action. Alternatively, the creature can attempt to burst the lock by making a Strength check against the layer's Break DC, or can attempt to destroy the layer entirely by damaging it. Creatures outside the prison can only affect the outermost remaining layer, while creatures inside the prison can only affect the innermost remaining layer. Nothing prevents the target from exiting the prison via teleportation or similar effects.

If the target succeeds on his saving throw, the prison's creation is interrupted, and the prison does not appear at all. If the target fails, the prison is completely mundane once created, and persists even if all of the locks are disabled. If undamaged, the three prisons can be sold, and have a total market price of 1,000 gp.

#### VIEW FROM ABOVE

School divination (scrying); Level bard 5, cleric 5, druid 5, medium 3, occultist 5, shaman 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, TR (mountain) Range 5 miles + 1 mile for every 1,000 ft. you are above sea level Effect magical sensor Duration concentration, up to 10 minutes/level

Saving Throw none; Spell Resistance no

You create a scrying sensor that allows you to observe in detail all that you can survey from your high vantage point. This scrying sensor functions as the one created by *clairaudience/clairvoyance*, with the following exceptions: the sensor can only be used to see, not to hear. Additionally, as a swift action, you can cause the sensor to teleport to any location within the spell's range (including teleporting it to the top of the spell's vertical range, allowing you to survey the area with a bird's-eye view). A creature which cannot be observed by *scrying* cannot be seen with this spell.

#### VISION OF GREATNESS/DEPRAVITY

School divination; Level antipaladin 3, bard 4, cleric 4, inquisitor 4, medium 4, mesmerist 4, paladin 3, psychic 4, sorcerer/wizard 5, spiritualist 4, witch 5 Casting Time 1 standard action Components V, S, M (optional); see text Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You peer into the target's soul and see either his greatest act of good, or his greatest act of evil (your choice). In either case, you experience the act in the first person, seeing through the target's eyes and even feeling the emotions that the target felt. The experience subjectively lasts for up to 5 minutes of time, which may or may not be enough to show the deed in full context, but it takes you only an instant to relive the act. The exact act that you experience is the one that the target considers to be his most evil or his most virtuous moment, and so the criteria may change slightly from one target to the next (for example, one person might value a relatively easy charitable act with a great effect, such as a large donation to a good cause, to be their greatest good act, while another might consider the same act to be less important than a good act that accomplished less, but required much more effort to perform). Regardless of the target's alignment, the definitions of good and evil do not change: using this to show an evil character at his worst would not reveal him performing good deeds.

Optionally, you can choose to use a vial of demon tears as a material component when you cast this spell. If you do, you see both the target's best and worst moment, instead of choosing one.

#### VISION OF PARADISE

School illusion (phantasm) [emotion, mind-affecting]; Level bard 6, cleric 9, druid 8, shaman 8, sorcerer/wizard 8, witch 8 Casting Time 1 minute Components V, S, E (optional) Range medium (100 ft. + 10 ft./level) Area one 10-ft. cube/level (S) Duration 1 day/level (D) Saving Throw Will disbelief (if interacted with), Will partial, see text; Spell Resistance yes

You transform the spell's area into a wondrous paradise, in which the desires of each and every observer are perfectly fulfilled, and it takes incredible willpower to resist the siren song of this mirage. The exact nature of the illusion in the affected area is drawn from the subconscious of the observer, and so each person experiences the illusion differently. The illusion applies to all senses, including visual, audible, olfactory, taste, tactile, thermal, as well as more exotic senses, such as blindsight and tremorsense.

By default, you do not sense the illusion at all, but by concentrating on the spell, you can allow yourself to perceive the illusion as it is portrayed to an individual creature that is currently experiencing it, allowing you to view that creature's idea of paradise.

This illusion is extremely tempting, and any creature that comes within 60 feet of the spell's area must succeed on a Will save or be compelled to enter the spell's area and remain within the false paradise created by the spell, indulging in whatever luxuries he imagines. Creatures that have successfully disbelieved the spell gain a +4 bonus on their saving throw to resist this effect. Creatures that are immune to emotion effects are immune to this compulsion, although they still perceive the illusion and do not necessarily disbelieve it.

Once inside the illusion, whether compelled to enter or entering of their own volition, creatures find it all but impossible to leave. For each 24 hours spent within the spell's area, a creature can make a Will save to disbelieve the illusion, and a Will save to attempt to leave its area. Once a creature has successfully disbelieved the illusion, he gains a +4 bonus on saving throws made to leave the spell's area. The compulsion to stay, like the compulsion to enter the area, is an emotion effect.

Though the spell can provide any amount of illusory food or drink, such things do not provide the target with nourishment, and the creature may begin to starve or die of thirst. The spell prevents the creature from feeling the effects of hunger or thirst for as long as they remain within its area, although the creature suffers nonlethal damage, as normal.

You can cast this spell on an existing vision of paradise to extend the spell's duration by 1 day per 2 caster levels you possess.

When you cast this spell, if you are not a psychic spellcaster, you may choose to add an optional emotion component to the spell. If you do, the spell's saving throw DC to leave the spell's area is increased by +2 (the saving throw DC to disbelieve the illusion, and to resist entering the area in the first place, remain the same).

#### Intricate Component: Voice of Stone Power

In order to cast *voice of stone power*, the caster must speak ancients words of power in Terran, his voice great and mighty enough to sound like the rumbling of a distant earthquake, causing the very stones beneath his feet to tremble.

#### **VOICE OF STONE POWER**

School enchantment (compulsion) [earth, mind-affecting]; Level druid 9, shaman 9, sorcerer/wizard 9 Casting Time varies; see components Components IV (Linguistics DC 21; threshold 50) Range medium (100 ft. + 10 ft./level) Area 30-ft.-radius spread Duration 1 minute Saving Throw none; Spell Resistance yes

You speak in a mighty voice, stunning those who hear your words. This spell causes 500 hit points' worth of creatures to be petrified for 1 minute. Creatures with the most hit points are affected first. If two creatures are tied for hit points, the one nearest to the center of the area is affected first, and if two creatures with the same number of hit points are equidistant from the center of the spell's area, determine which one is affected first randomly. Creatures with 150 or more hit points are immune and do not count against the number of hit points' worth of creatures the spell can affect. Only a creature's current hit point total applies for the purposes of this spell.

Finally, if you are able to reach the threshold for this spell's intricate verbal components in a single check, you may affect up to 1,000 hit points' worth of creatures instead, and only creatures with 300 or more hit points are immune.

#### WIND/UNWIND CLOCKWORK

School transmutation; Level occultist 2, psychic 2, sorcerer/ wizard 2 Casting Time 1 standard action Components V, S, F (a brass key) Range close (25 ft. + 5 ft./2 levels) Target one clockwork creature or object Duration instantaneous Saving Throw none; Spell Resistance no

This spell allows you to either store energy in a tightly wound clockwork mechanism, or cause that energy to suddenly unleash. If the target of the spell does not need to be regularly wound in order to continue functioning, this spell has no effect. Otherwise, you can choose to either wind the clockwork, allowing it to continue to function for an additional number of days equal to twice your caster level without needing to be wound again, or you can unwind the clockwork, reducing the number of days until it needs to be wound again or else stop functioning by an amount equal to 1/2 your caster level (rounded down). If this reduces the number of days before the target needs to be wound again or else stop functioning to o, the target immediately stops functioning, as though it had wound down on its own over time.

#### WRATH OF THE WEARY

School transmutation; Level alchemist 3, bard 3, bloodrager 3, cleric 3, druid 3, inquisitor 3, magus 3, medium 3, mesmerist 3, occultist 3, paladin 3, psychic 3, ranger 3, spiritualist 3, summoner 3 Casting Time 1 standard action Components V, S, M/DF (a tulip bulb) Range touch Target living creature touched Duration 1 round/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You transform the target's fatigue and exhaustion into energy, providing a temporary boost of power at the cost of a sharp decline at the spell's conclusion. The target gains a number of bonus hit points equal to the amount of nonlethal damage he was currently suffering from at the time the spell was cast. These are not temporary hit points, and are treated as though they were gained from an increased Constitution score, meaning that they are not lost first. Additionally, if the target was fatigued at the time the spell was cast, he gains a +4 bonus to his Strength and Dexterity scores, and can run and charge as though he were not fatigued. If the target was exhausted at the time the spell was cast, he gains a +10 bonus to his Strength and Dexterity scores, and can move at his full speed, run, and charge as though he were not exhausted.

When the spell ends, whether because the duration elapses, it is dismissed, or it is dispelled, the target's condition worsens dramatically, as his body is forced to pay for the energy that the spell borrowed. If the target was neither fatigued nor exhausted, he becomes fatigued. If the target was already fatigued, he becomes exhausted. If the target was already exhausted, he falls unconscious for 2d4 hours, and awakens exhausted.

# Appendices



# Appendix 1: New Feats

This section presents a variety of new feats that provide players with more ways to interact with the new spell mechanics introduced in this book. They are presented in alphabetical order.

#### Cerebral Spell [Metamagic]

You are able to cast a spell partially in your mind, making it more difficult to identify or counter.

**Prerequisite:** Arcane or divine spellcaster.

**Benefit:** A cerebral spell has thought and emotion components, in addition to its other components. If the spell already has a thought or emotion component for any reason, this feat has no effect. Cerebral spells are more difficult to identify and counter. The DC for Spellcraft checks made to identify the spell as it is being cast increases by +5. Additionally, any attempt to counter the spell requires that the other caster succeed on a caster level check (DC 11 + your caster level). If the method of countering the spell that he is using would already require that he succeed on a caster level check, the DC of that check increases by +5, instead. A cerebral spell takes up a spell slot of the same level that it otherwise would.

#### Conservative Spell [Metamagic]

# You use additional magical power to compensate for a lack of personal energy.

**Benefit:** A conservative spell reduces the number of energy points that must be spent on its energy component by 2 (to a minimum of o). If the spell does not have an energy component, this feat has no effect. A conservative spell takes up a spell slot 1 level higher than the spell's actual level.

#### Ensouled Spell [Metamagic]

#### You can use souls to empower nearly any kind of spell. **Prerequisite:** Evil.

**Benefit:** An ensouled spell gains a soul component. For the purposes of the spell, your caster level increases by an amount equal to 1 + 1 per 4 Hit Dice the soul possesses. Additionally, the spell's saving throw DC, if any, increases by an amount equal to 1 + 1 per 6 Hit Dice the soul possesses. An ensouled spell takes up a spell slit 1 level higher than the spell's actual level.

#### Esoteric Spell [Metamagic]

You add arcane gestures to spells that don't normally require them, allowing you to cast the spell with less expenditure of effort.

#### Prerequisite: Psychic spellcaster.

**Benefit:** An esoteric spell has verbal and somatic components, in addition to any other components the spell might normally have. Unlike most verbal and somatic components cast by psychic spellcasters, these components are not exchanged for thought and emotion components. Thus, a spell like *dimension door*, which normally has a thought component when cast by a psychic spellcaster, would have a thought, verbal, and somatic component when cast with this feat. Only spells with a casting time of 1 round or

less can be cast with this feat. If the spell already had verbal or somatic components somehow, this feat has no effect. An esoteric spell takes up a spell slot 1 level lower than it otherwise would (to a minimum spell level of 1).

#### Fracture Soul

You can break off a small portion of your own soul in order to empower a spell that normally requires a complete soul. Prerequisite: Able to cast 5th-level spells. Benefit: Whenever you cast a spell with a soul component, you can break off a portion of your own soul, and use that as a component, instead. In order to do so, you must accept 1 or more permanent negative levels. The spell is treated as though you had provided the soul of a creature that is identical to you in every way, except that its Hit Dice are equal to 3 times the number of negative levels that you accepted as part of casting the spell. These negative levels cannot be removed by any means until a number of days equal to the spell's level have passed, after which they can be removed through the normal means of removing permanent negative levels. This ability cannot be used on the souls of other creatures, even if they are willing.

#### **Intricate Caster**

# You are accomplished at performing the delicate maneuvers required by spells with intricate components.

**Benefit:** You gain a +4 bonus on skill checks made as part of casting a spell with an intricate component. Additionally, if you cast a spell that has an augmented or altered effect if you meet the spell's threshold with a single skill check, you may choose to have the spell have that augmented or altered effect even if you do not meet the spell's threshold until your second skill check.

#### Intricate Spell [Metamagic]

# You can add intricate components to any spell that you cast, empowering it in the process.

Benefit: An intricate spell has an intricate emotion, somatic, thought, or verbal component, chosen by you when you prepare it. The DC is equal to 10 + the spell's level, and the threshold is equal to 10 + five times the spell's level. If you are able to reach the threshold for this spell's intricate component in a single check, you may choose one of the following benefits to apply to the spell: increase the caster level by +4, increase the saving throw DC by +2, increase the spell's range by one step (touch becomes close, close becomes medium, medium becomes long; spells with other ranges are unaffected), or increase the spell's duration by one step (spells with durations measured in rounds increase to a duration measured in minutes instead, similarly, minutes increase to tens of minutes, tens of minutes increase to hours, and hours increase to days; spells with durations not measured in this way are unaffected). An intricate spell takes up a spell slot of the same spell level it otherwise would.

#### Mental Spell [Metamagic]

You mentally perform the verbal and somatic components of a spell, transforming those components into thought and emotion components.

**Prerequisite:** Arcane or divine spellcaster.

**Benefit:** A mental spell uses a thought component in lieu of its verbal component, and an emotion component in lieu of its somatic component. If the spell has neither a verbal or a somatic component, this feat has no effect. A mental spell takes up a spell slot one level higher than it otherwise would.

#### Simplistic Spell [Metamagic]

Rather than perform intricate components required by a spell, you expend additional magical energy to empower the spell. Benefit: A simplistic spell's intricate emotion, somatic, thought, and verbal components are ignored. You are not required to make a skill check in order to cast the spell, and the normal restrictions applied to standard versions of that component do not apply (ie., arcane spell failure for somatic and verbal components, the inability to cast spells with an emotion component while under the influence of a nonharmless emotion or fear effect). You are treated as having met the spell's threshold on the first skill check, and if the spell has an additional or altered effect that only applies when you meet the spell's threshold on the first skill check, that additional or altered effect applies. If the spell does not have an intricate emotion, somatic, thought, or verbal component, this feat has no effect. A simplistic spell takes up a spell slot 3 levels higher than the spell's actual level.

#### Soul Empowerment

You know how to make the most of souls used in spellcasting. **Benefit:** Whenever you cast a spell that uses a soul or a sacrifice as a component, you treat that soul or sacrifice as though it had 4 more Hit Dice than it actually did when determining the spell's effect.

#### Taxing Spell [Metamagic]

You pour your life energy into the spell, allowing you to cast it more easily, at a long-term cost.

**Benefit:** A taxing spell gains an energy component with a 1 point energy cost. A taxing spell takes up a spell slot 1 level lower than it otherwise would (to a minimum spell level of 1).

#### **Terrain Specialist**

appropriate type of terrain.

You are able to simulate the presence of any terrain, effectively bringing that terrain with you wherever you go.

**Prerequisite:** Able to cast 1st-level spells. **Benefit:** Choose a number of terrain types, from among those listed for the ranger's favored terrain class feature, equal to your primary spellcasting ability score modifier for whichever spellcasting class serves as the prerequisite for this feat. You can cast spells with terrain components that correspond to the chosen terrains, even if you are not in the



#### Terramorphic Spell [Metamagic]

You are able to cast spells with terrain components as though they did not have those components.

**Benefit:** A terramorphic spell can be cast as though it did not have a terrain component. Spells without terrain components are not affected. A terramorphic spell uses up a spell slot one level higher than the spell's actual level.

#### Traditional Spell [Metamagic]

You use rote words and gestures to cast a spell without need for intense concentration or emotional stability. **Prerequisite:** Psychic spellcaster.

**Benefit:** A traditional spell uses a verbal component in lieu of its thought component, and a somatic component in lieu of its emotion component. If the spell has neither an emotion nor a thought component, this feat has no effect. A traditional spell takes up a spell slot one level higher than it otherwise would.

# Appendix 2: Archetypes

While much of this book's focus is on spell components, a sub-theme that runs throughout the book is the difference between arcane, divine, and psychic magic. Because each of these types of spellcasters is affected by spell components in different ways, the difference between arcane, divine, and psychic spells can potentially make a big difference. For some spellcasting classes, it seems obvious what type of magic they should cast, but for others, there seems to be room for interpretation: witches get their spells from otherworldly patrons and have access to powerful healing magic, while occultists bind outsiders and interact heavily with magic items. What might these classes look like if they were viewed through the eyes of divine and arcane magic, respectively? What might a psychic version of the alchemist look like?

This section addresses these questions by presenting an archetype for each of the spellcasting classes found in Paizo products, from alchemist to wizard, which reimagines the class from the viewpoint of a different type of magic. Each of these archetypes is presented in alphabetical order based on the name of the class that they modify.

#### Student of the Strange (Alchemist)

Not all alchemists accept that alchemy is limited to potions and small trinkets. Some believe that alchemy is a mindset, a state of being, or something else more difficult to explain. Some alchemists are simply so curious and eager to learn that they are always pushing the boundaries of their understanding one step further. Whatever the reason, these alchemists push their studies into unknown (and some would argue unnatural) territory, and are known as students of the strange.

**Spell Casting:** A student of the strange casts psychic spells drawn from the alchemist spell list. He must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the student of the strange must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a student of the strange's spell is 10 + the spell level + the student of the strange's Intelligence modifier.

A student of the strange can cast only a certain number of spells of each spell level per day. His base daily allotment is identical to the number of extracts that a standard alchemist can prepare and use each day. In addition, he receives bonus spells per day if he has a high Intelligence score. A student of the strange may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the student of the strange decides which spells to prepare. A student of the strange begins play with a spellbook containing two 1st-level spells of his choice, plus a number of additional spells equal to his Intelligence modifier. At each new class level, he gains one new spell of any level that he can create. A student of the strange can also add spells to his book, just like a wizard, using the same costs and time requirements.

This ability replaces the alchemy class feature.

Alchemical Inclinations (Ex): When using Craft (alchemy) to create an alchemical item, a student of the strange gains a competence bonus equal to his class level on the Craft (alchemy) check. In addition, a student of the strange can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to make such a check.

**Psychic Dabblings:** At 2nd level, a student of the strange can select a single spell from the psychic spell list, of a spell level that he can currently cast (he can select o-level spells, but must prepare them in a 1st-level spell slot). He treats the chosen spell as though it appeared on the alchemist spell list at the same spell level that it appears on the psychic spell list, and adds the spell to his spellbook. At 5th level, and every 3 levels thereafter, he may select an additional spell from the psychic spell list of a spell level that he can currently cast, and he learns this spell in the same way.

This ability replaces the poison resistance and poison immunity class features.

# Miracle Worker (Arcanist)

Most arcanists, unsurprisingly, concern themselves with the study of arcane forces. Some, however, whether through particular genius or because they were chosen from on high for this purpose, are able to turn that same discipline towards the forces of the divine, shaping and controlling divine power.

**Divine Spellcasting:** A miracle worker casts spells drawn from the cleric spell list. Further, a miracle worker uses her Wisdom score, rather than her Intelligence score, to determine the highest level spells she can cast, the saving throw DCs of her spells, and the number of bonus spells she can cast per day. A miracle worker does not keep a spellbook, and may choose from the entire cleric spell list when preparing her spells each day. A miracle worker is a divine spellcaster, and therefore not subject to arcane spell failure from wearing armor. Like other divine spellcasters, the miracle worker must provide a holy symbol or other divine focus in order to cast a spell that requires one. Other than these changes, the manner in which the miracle worker prepares and casts spells remains unchanged.

This ability modifies the spellcasting class feature.

**Domain (Su):** At 3rd level, the miracle worker must select a single domain. She gains the benefits of that domain as though she were a cleric of the same level as her arcanist level. This does not grant her additional spell slots for domain spells, but she does treat all spells associated with the domain as though they were on the cleric spell list at the indicated levels, and can prepare those spells in the same way that she would prepare other spells. In order to choose a domain associated with a particular alignment, the miracle worker must be of that alignment.

This ability replaces the arcanist exploits gained at 3rd and 7th level.

#### Celestial Lyrist (Bard)

Many bards are referred to as having voices or music that are "heavenly" or "divine," but some bards are truly deserving of the title, their musical talents a gift from on high, which they can use to serve heavenly purposes in the mortal world.

**Divine Spellcasting:** A celestial lyrist is a divine spellcaster. As a result, he does not suffer arcane spell failure as a result of wearing armor, but must provide a holy symbol or other divine focus when casting spells that require them. Other than these changes, the way in which the celestial lyrist casts spells is unchanged.

This ability modifies the spells class feature.

**Inspire Awe (Su):** At 8th level, a celestial lyrist can use his performance to strike his foes with a feeling of awesome wonderment, which weakens their resolve to fight, causing them to suffer a -2 penalty on attack rolls made against the celestial lyrist and his allies, as well as a -4 penalty on damage rolls made against the celestial lyrist and his allies. To be affected, an enemy must be within 30 feet and able to see and hear the celestial lyrist's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues the performance. This is a mindaffecting emotion effect, and it relies on audible and visual components.

This ability replaces the dirge of doom bardic performance.

**Serene Serenade (Sp):** A celestial lyrist of 14th level or higher can use his performance to instill an overwhelming sense of peace in his enemies. To be affected, an enemy must be within 30 feet and able to hear the celestial lyrist perform. Each enemy within range receives a Will save (DC 10 + 1/2 the celestial lyrist's class level + the celestial lyrist's Charisma modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target is prohibited from taking any hostile action against the celestial lyrist's performance. This prohibition includes casting spells that deal damage, or which allow a saving throw that is not denoted as harmless, as well as harmful supernatural abilities. Any hostile action taken against an affected creature immediately ends the effect, and grants that creature immunity to this ability for 24 hours.

This ability replaces the frightening tune bardic performance.

Song of Banishing (Su): A celestial lyrist of 20th level or higher can use his performance to lay the restless dead to sleep, or to send extraplanar creatures back to their place of origin. This performance affects all extraplanar creatures and undead creatures within 15 feet of the celestial lyrist that can currently hear him. Each creature receives a Will save (DC 10 + 1/2 the celestial lyrist's class level + the celestial lyrist's Charisma modifier) to negate the effect. On a failed save, an undead creature is destroyed, as though reduced to o hit points. If the creature had the rejuvenation ability, that ability does not apply if the creature is destroyed in this way. An extraplanar creature that fails its saving throw is returned to its home plane, and unable to leave that plane for a number of years equal to the celestial lyrist's Charisma modifier times 10 (a wish or miracle spell can circumvent this restriction). On a successful save, the creature (whether extraplanar or undead) becomes immune to this ability for 24 hours. The celestial lyrist can choose to exempt one or more creatures within range from the effects of the performance.

This ability replaces the deadly performance bardic performance.

#### Divine Scion (Bloodrager)

While all bloodragers can trace their power back through their blood to one or more unusual ancestors, some have even stranger ancestors than others, and a spark of the divine flows in their veins. These bloodragers can call upon divine magic that lies dormant within them, rather than the arcane magic used by others of their kind.

**Divine Protection (Su):** Beginning at 3rd level, a divine scion can call upon his deific heritage to protect him in a time of need. Whenever he makes a saving throw, he can draw upon this power to gain a bonus on that saving throw equal to his Charisma modifier. He must declare that he is using this ability before the saving throw is made. Using this ability is a free action that can be made even when it's not the divine scion's turn. The divine scion can use this ability once per day at 3rd level, plus an additional time per day at 8th level and every 5 levels thereafter.

This ability replaces the blood sanctuary class feature.

**Divine Spell casting:** A divine scion is a divine spellcaster. As a result, he does not suffer arcane spell failure as a result of wearing armor, but must provide a holy symbol



or other divine focus when casting spells that require them. Other than these changes, the way in which the divine scion casts spells is unchanged.

This ability modifies the spell casting class feature.

**Domains (Su):** At 7th level, a divine scion selects two domains. For the purposes of the benefits that he gains from these domains, his effective cleric level is equal to his class level minus 3. In order to select a domain associated with an alignment, the divine scion's alignment must match the domain. The divine scion does not receive any bonus spell slots to cast domain spells; however, whenever he would gain a bloodline spell, he may choose to instead add a spell from one of his domains of the same spell level to his list of spells known instead. If he does, he treats that spell as though it were on the bloodrager spell list at the same spell level that it appears on his domain list.

This ability replaces the damage reduction class feature.

#### Cosmic Font (Cleric)

Rather than servants of particular deities, cosmic fonts tap directly into the will of the multiverse itself, serving as a conduit for cosmic power.

**Psychic Spellcasting:** A cosmic font is a psychic spellcaster. As a result, she replaces all verbal and somatic components in spells that she casts with thought and emotion components, respectively. Unlike other psychic spellcasters, she must still provide a holy symbol or other divine focus if the spell she is casting calls for one. Other than these changes, the way in which the cosmic font prepares and casts spells is unchanged.

This ability modifies the spells class feature.

**Psychic Font (Sp):** Once per day, the cosmic font can tap into the will of the cosmos, funneling its raw power and shaping it in a way that suits her needs. The cosmic font can spontaneously cast any single spell from the cleric or psychic spell lists, provided that it is of a spell level that she can cast. She must still provide any and all components required by the spell.

This ability replaces the domain class feature.

Channel Psychic Energy (Su): As the positive or negative energy that a cosmic font channels passes through her, she imbues it with psychic essence, empowering her allies or weakening her enemies. If the cosmic font channels positive energy, then whenever she channels energy to heal living creatures, each creature healed by the channeled energy also gains a +2 enhancement bonus to two ability scores of the cosmic font's choice. If the cosmic font channels negative energy, then whenever she channels energy to harm living creatures, each creature that fails its saving throw to reduce the damage inflicted by the channeled energy also suffers a -2 penalty to two ability scores of the cosmic font's choice. In both cases, the cosmic font must choose the same two ability scores for all affected creatures, and the bonus or penalty lasts for a number of rounds equal to the cosmic font's Charisma modifier. At 7th level, the bonuses or penalties increase to 4, and at 14th level they increase to 6.

This ability modifies the channel energy class feature.

#### Master of the Elements (Druid)

There are many different ways one can connect to nature. Rather than a spiritual connection with plants and animals, some druids have a psychic connection with the very building blocks of creation themselves; the four classical elements air, earth, fire, and water.

**Psychic Spellcasting:** A master of the elements is a psychic spellcaster. As a result, she replaces all verbal and somatic components in spells that she casts with thought and emotion components, respectively, and she ignores any divine focus components required by spells she casts. Other than these changes, the way in which the divine scion casts spells is unchanged.

This ability modifies the spells class feature.

**Psychic Spells (Sp):** At 3rd level, the master of the elements may select a single spell from the psychic spell list of a spell level that she can cast. She treats the chosen spell as though it appeared on the druid spell list at the same spell level that it appears on the psychic spell list. At 5th level, and every 2 levels thereafter, she may select an additional spell to add to her spell list in this way.

This ability replaces the trackless step class feature.

Elemental Blasts (Su): At 4th level, a master of the elements gains the ability to channel the power of the elements in order to harm her foes. Each day, when she regains her daily allotment of spells, she can meditate on the power of one of the four classical elements (air, earth, fire, or water), in order to attune herself with that element. As long as she is attuned to the power of air she gains the ability to manifest the air blast simple kinetic blast. Similarly, as long as she is attuned to the power of earth she gains the ability to manifest the earth blast simple kinetic blast, as long as she is attuned to the power of fire she gains the ability to manifest the fire blast simple kinetic blast, and as long as she is attuned to the power of water she gains the ability to manifest the water blast simple kinetic blast. As long as the master of the elements is attuned to one element, she cannot cast spells with a descriptor associated with any of the other three elements. By meditating uninterrupted for 10 minutes, the master of the elements can change which element she is currently attuned to.

As a standard action, the master of the elements can unleash the kinetic blast she currently has access to at a single target up to a range of 30 feet. She must have at least one hand free to aim the blast (or one prehensile appendage, if she doesn't have hands). All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as Weapon Focus. The master of the elements is never considered to be wielding or gripping the kinetic blast (regardless of effects from form infusions), and she can't use Vital Strike feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage to swarms of any size (though only area blasts deal extra damage to swarms). Unlike kinetic blasts used by kineticists, the master of the elements cannot counter spells with a readied kinetic blast. A kinetic blast that deals energy damage of any type has the corresponding descriptor. The various kinetic blasts are described in Pathfinder Roleplaying Game: Occult Adventures. Regardless of the type of simple blast that she uses, each simple blast is treated as though it had an effective spell level equal to 1/2 the master of the elements's class level (rounded down), minus 1.

Each simple blast is either a physical blast or an energy blast. Physical blasts are ranged attacks that deal an amount of damage equal to 1d8 + the master of the elements'sWisdom modifier, increasing by 1d8 for every 2 druid levels beyond 4th. Spell resistance doesn't apply against physical blasts. Energy blasts are ranged touch attacks that deal an amount of damage equal to 1d6 + 1/2 the master of the elements's Wisdom modifier, increasing by 1d6 for every 2 druid levels beyond 4th.

Unlike a kineticist, the master of the elements does not gain any infusion wild talents, and is not capable of voluntarily taking burn.

This ability replaces the wild shape class feature.

**Elemental Resistance (Su):** Beginning at 9th level, as long as the master of the elements is attuned to a particular element, she gains resist 10 against the energy type associated with that element (electricity for air, acid for earth, fire for fire, and cold for water).

This ability replaces the venom immunity class feature.

#### Arcane Hunter (Hunter)

All hunters form close bonds with their animal companions, but for some, these bonds are arcane in nature, and they use raw magical talent to hunt down their prey. These rare hunters are known as arcane hunters.

**Skills:** The arcane hunter adds Knowledge (arcana) to her list of class skills.

Arcane Spellcasting: An arcane hunter casts arcane spells drawn from the magus spell list. As an arcane spellcaster, the arcane hunter does not need to provide a divine focus for spells that require it, but she does suffer arcane spell failure for wearing armor. However, she can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an arcane hunter wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass arcane hunter still incurs the normal arcane spell failure chance for arcane spells received from other classes.

To learn or cast a spell, an arcane hunter must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against an arcane hunter's spell is 10 + the spell's level + the hunter's Charisma modifier. The arcane hunter gains bonus spells per day for having a high Charisma score, rather than a high Wisdom score. The arcane hunter treats all spells from the magus spell list as being on her spell list for the purposes of using spell trigger and spell completion magic items, and she is not restricted from casting spells with any alignment descriptor. Other than these changes, the way in which the arcane hunter prepares and casts spells remains unchanged.

This ability modifies the spell casting and orisons class features.

Arcane Tracking (Su): An arcane hunter can draw upon her magical talents when tracking, allowing her to accomplish feats mundane trackers would not be able to. The arcane hunter is able to follow tracks with DCs higher than 10, even if she is not trained in the Survival skill. Additionally, if the creature being tracked is a spellcaster or is capable of using spell-like or supernatural abilities, the arcane hunter gains a +4 bonus on Survival checks made to track them.

This ability replaces the wild empathy class feature.

Arcane Jump (Su): At 5th level, as a move action, an arcane hunter can teleport up to 10 feet per class level, disappearing from her current location and immediately appearing at the desired location. The arcane hunter must have line of sight and line of effect to her destination. Alternatively, as a move action, the arcane hunter can teleport her animal companion from anywhere within 10 feet per class level (even if she doesn't have line of sight or line of effect) to a space adjacent to herself. The arcane hunter can use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces the woodland stride class feature.

# Eldritch Juror (Inquisitor)

Not all inquisitors rely on divine power in order to pursue their foes. Others, especially those who concern themselves with magical malefactors, make use of arcane tools, instead.

Arcane Spellcaster: An eldritch juror is an arcane spellcaster. As an arcane spellcaster, the eldritch juror does not need to provide a divine focus for spells that require it, but she does suffer arcane spell failure for wearing armor. However, she can cast inquisitor spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an eldritch juror wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass eldritch juror still incurs the normal arcane spell failure chance for arcane spells received from other classes. Other than these changes, the way in which the eldritch juror prepares and casts spells remains unchanged.

This ability modifies the spells class feature.

**Detect Magic (Sp):** At will, an eldritch juror can use *detect magic*. At 7th level, this ability improves to function

as arcane sight, instead. At 16th level, this ability improves to function as greater arcane sight, instead.

This ability replaces the detect alignment class feature.

**Spell Lore (Ex):** The inquisitor adds her Wisdom modifier, in addition to her Intelligence modifier, on all Knowledge (arcana) and Spellcraft checks. Additionally, she gains a bonus on concentration checks equal to 1 + 1 per 5 inquisitor levels.

This ability replaces the monster lore class feature.

# Psychic Investigator (Investigator)

Though many investigators rely on cold logic and empirical evidence in order to solve the mysteries that they undertake, some are willing to look beyond those methods in order to find the answers they seek. These investigators turn to the world of hidden phenomena in order to uncover the secrets concealed therein.

**Spell Casting:** A psychic investigator casts psychic spells drawn from the alchemist spell list. He must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the psychic investigator must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a psychic investigator's spell is 10 + the spell level + the psychic investigator's Intelligence modifier.

A psychic investigator can cast only a certain number of spells of each spell level per day. His base daily allotment is identical to the number of extracts that a standard investigator can prepare and use each day. In addition, he receives bonus spells per day if he has a high Intelligence score. A psychic investigator may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the psychic investigator decides which spells to prepare.

A psychic investigator begins play with a spellbook containing two 1st-level spells of his choice, plus a number of additional spells equal to his Intelligence modifier. At each new class level, he gains one new spell of any level that he can create. A psychic investigator can also add spells to his book, just like a wizard, using the same costs and time requirements.

This ability replaces the alchemy class feature.

**Object Reading (Su):** At 2nd level, a psychic investigator learns how to read information from items he examines. Examining an item in this way requires him to spend 1 minute handling the item. If the item is a magic item, the psychic investigator learns its properties and command word as if he had successfully examined the item using *detect*  *magic* and succeeded at a Spellcraft check. This ability does not reveal whether the item is cursed unless the psychic investigator's class level is equal to or greater than the caster level of the item. If the item has any historical significance, the psychic investigator learns one piece of information about its past (as determined by the GM). Finally, if the item was last used no longer than 1 day ago per the psychic investigator's class level, the psychic investigator learns one piece of information about the last creature to use the item. This information might be a glimpse of the creature's appearance, a brief vision of what it saw while using the item, or perhaps its emotional state when it last used the item. The GM determines what information is gained in this way. This functions like the psychometry occult skill unlock, but doesn't require a skill check and can be used at will.

This ability replaces the poison lore class feature.

Aura Reader (Su): At 3rd level, a psychic investigator becomes an expert at reading auras. He is treated as being trained in Perception for the purposes of using the read auras occult skill unlock. Additionally, he gains a +1 bonus on Perception checks made to read auras, and can attempt to read auras 1 additional time per day. At 6th level, and every 3 levels thereafter, the bonus on Perception checks and the number of additional daily uses of reading auras each increase by 1 (to a maximum of +6 and 6 additional uses at 18th level).

This ability replaces the trap sense class feature.

#### Crusader (Magus)

Not all magi blend arcane magic with steel. Instead, some are envoys of the divine who battle with the power of their faith, making righteous, deific magic manifest through their conviction to smite their foes.

**Divine Spellcasting:** A crusader is a divine spellcaster. As a result, he does not suffer arcane spell failure as a result of wearing armor, but must provide a holy symbol or other divine focus when casting spells that require them. Further, a crusader uses his Charisma score, rather than his Intelligence score, to determine the highest level of spell that he can learn or prepare, and the saving throw DCs of spells that he casts, and he receives bonus spells per day for a high Charisma score, rather than a high Intelligence score. Other than these changes, the way in which the crusader casts spells is unchanged.

This ability modifies the spells class feature.

**Power of Faith (Su):** A crusader's abilities come from his intense faith rather than a reservoir of mystical arcane energy. This functions identically to an arcane pool, except that it has a number of points equal to 1/2 his magus level (minimum 1) + his Charisma modifier.

This ability modifies the arcane pool class feature.

**Divine Inspiration (Su):** At 7th level, when a crusader prepares his spells, he can decide to expend 1 or more points from his faith pool, up to his Wisdom bonus. For each point he expends, he may prepare a single spell from the cleric spell list, as though it appeared on the magus spell list at the same spell level, and was included in his spellbook. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares them again.

This ability replaces the knowledge pool class feature.

**Armored Adept** (Ex): At 7th level, a crusader gains proficiency with medium armor. Additionally, while wearing light armor, the crusader reduces the armor's armor check penalty by 2 (minimum o), and treats the armor as though its maximum Dexterity modifier were 2 higher than it actually is.

This ability replaces the medium armor class feature.

**Armored Master** (Ex): At 13th level, a crusader gains proficiency with heavy armor. Additionally, while wearing medium armor, the crusader can move at his full speed, and he reduces the armor's armor check penalty by 2 (minimum o), and treats the armor as though its maximum Dexterity modifier were 2 higher than it actually is.

This ability replaces the heavy armor class feature.

**Greater Spell Access (Su):** At 19th level, when the crusader gains the greater spell access class feature, he selects the spells he learns from the cleric spell list, rather than the wizard spell list.

This ability modifies the greater spell access class feature.

#### Spirit Talker (Medium)

There are many kinds of spirits, and the spirit talker is not content to work with only a handful of them. These mediums channel not just the spirits of legends, but also the more primal spirits who normally interact with shamans, instead.

**Divine Spellcasting:** A spirit talker is a divine spellcaster. As a result, he does not use thought and emotion components, but rather uses verbal and somatic components, instead. Further, he must provide a divine focus for spells that require one. This divine focus need not be a holy symbol of a particular deity, but may instead be an item of special significance to the type of spirit that the spirit talker is currently channeling (such as a spent wand for a spirit of the archmage legend, or a chip broken from the weapon of a warlord for a spirit of the champion legend, etc.). Whatever form it takes, the divine focus must serve no other purpose, and must be ordained as a divine focus with a special ritual that takes 10 minutes to perform. Other than these changes, the way in which the spirit talker casts spells is unchanged.

This ability modifies the spellcasting class feature.

**Occult Knowledge (Su):** The spirit talker is attuned to the world of the occult, and is able to access some of its secrets. The spirit talker is treated as though he were a psychic spellcaster for the purposes of the following occult skill unlocks: automatic writing, prognostication, psychometry, and read aura. The spirit talker must still be trained in the associated skills in order to use these skill unlocks.

This ability replaces the shared séance class feature.

**Channel Wandering Spirit (Su):** Beginning at 7th level, the spirit talker can commune with a wandering spirit, of the sort that shamans typically interact with, in order to borrow some of that spirit's power. Doing so requires performing a brief 10-minute séance. At the end of the séance, the spirit talker chooses a single shaman spirit, and gains the spirit ability of that shaman spirit for as long as he continues to channel the shaman spirit. At 14th level, the spirit talker gains the shaman spirit's greater spirit ability, as well. The shaman spirit remains channeled for 24 hours, or until the next time the spirit talker rests and regains spells, or until the amount of influence that shaman spirit has over the spirit talker is reduced to 0. A spirit talker can only channel up to one shaman spirit at any given time.

Like the other spirits that the spirit talker deals with, a channeled shaman spirit can gain influence over him, and channeling the shaman spirit causes the spirit to gain 1 point of influence. Further, both shaman spirits and medium spirits are jealous things, and channeling one of each at the same time causes both spirits to gain 1 point of influence over the spirit talker. The effects of a shaman spirit gaining influence over the spirit talker are identical to the effects of a medium spirit gaining influence over him.

This ability replaces the connection channel and astral journey class features.

# **Deceptive Magician (Mesmerist)**

All mesmerists are deceptive, but not all rely on psychic abilities to do so. Some draw upon arcane magic, instead, focusing on illusion or enchantment and bamboozling their foes in a more traditional fashion.

Arcane Spellcasting: A deceptive magician is an arcane spellcaster. As a result, he does not use thought and emotion components, but rather uses verbal and somatic components, instead. Further, he must provide any material component or focus that is required by the spell, even if it is not costly. In the case of costly material components, he must provide the component listed, instead of being able to

provide any object with significant meaning and an equal or greater value in gold pieces. Further, a deceptive magician is subject to arcane spell failure from wearing armor while casting spells with somatic components. However, he can cast mesmerist spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a deceptive magician wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass deceptive magician still incurs the normal arcane spell failure chance for arcane spells received from other classes. Other than these changes, the way in which the deceptive magician casts spells is unchanged.

This ability modifies the spell casting class feature.

Arcane School: At 3rd level, a deceptive magician can choose to specialize in either enchantment or illusion. Whichever one he chooses, he gains the benefits of the associated wizard arcane school, and is treated as a wizard of his class level –2 for the purposes of the benefits that he gains. Additionally, at 3rd level, he may select a single spell from the sorcerer/wizard spell list of the same school that he chose for this ability, of a spell level that he can currently cast. He treats that spell as though it appeared on the mesmerist spell list at the same spell level that it appears on the sorcerer/wizard spell list, and adds it to his spells known. At 6th level, and every 3 levels thereafter, he may select an additional spell (with the same restrictions), and learn it in the same fashion.

This ability replaces the touch treatment class feature.

#### Thaumaturge (Occultist)

Thaumaturges are occultists who use arcane power, rather than psychic, to accomplish their goals. Though they still focus on the power of objects, and develop a large number of contacts amongst the outer planes, they do so in a more traditional arcane fashion.

Arcane Spellcasting: A thaumaturge is an arcane spellcaster. As a result, he does not use thought and emotion components, but rather uses verbal and somatic components, instead. Further, he must provide any material component or focus that is required by the spell, even if it is not costly. In the case of costly material components, he must provide the component listed, instead of being able to provide any object with significant meaning and an equal or greater value in gold pieces. Further, a thaumaturge is subject to arcane spell failure from wearing armor while casting spells with somatic components. However, he can cast occultist spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a thaumaturge wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass thaumaturge still incurs the normal arcane spell failure chance for arcane spells

received from other classes. Other than these changes, the way in which the thaumaturge casts spells is unchanged.

This ability modifies the spell casting class feature.

**Occult Knowledge (Su):** By 2nd level, the thaumaturge is attuned to the world of the occult, and is able to access some of its secrets. The thaumaturge is treated as though he were a psychic spellcaster for the purposes of the following occult skill unlocks: automatic writing, dowsing, phrenology, and read aura. The thaumaturge must still be trained in the associated skills in order to use these skill unlocks. Additionally, he gains a bonus equal to 1/2 his class level on all skill checks made as part of an occult skill unlock.

This ability replaces the magic item skill class feature.

Contact Figurine (Su): At 16th level, the thaumaturge learns to create special figurines, or similar objects, which he can associate with one of his outside contacts, allowing him to call upon them in a less intrusive way. These figurines must be made in the image of the outsider to which they are to be associated (although it can be heavily stylized), it must have the name of the contact carved into it, and it must be worth at least 100 gp. Once per day per contact, the thaumaturge can hold the object and call upon the contact it is associated with, causing the spirit of that outsider to inhabit the object in a fashion similar to enter image<sup>APG</sup>. The thaumaturge can ask the contact for information, as though he had summoned it in the normal fashion, without needing to provide payment, and without causing the outsider to resent being used in this way. The thaumaturge cannot have the outsider deliver messages or objects when calling upon it in this way.

This ability replaces the fast circles class feature.

#### Seer into the Beyond (Oracle)

Not all oracles receive their visions and powers from divine sources. Some are simply tuned in to the mysteries of the occult. These oracles, known as seers into the beyond, bridge the gap between the world of the divine, and the world of the psychic.

**Psychic Spellcasting:** A seer into the beyond is a psychic spellcaster. As a result, she replaces all verbal and somatic components in spells that she casts with thought and emotion components, respectively. Other than these changes, the way in which the seer into the beyond prepares and casts spells is unchanged.

This ability modifies the spells class feature.



**Expanded Psychic Knowledge:** At 2nd level, the seer into the beyond can select a single spell of a spell level that she can cast from the psychic spell list. She treats this spell as though it were on the cleric spell list at the same spell level that it appears at on the psychic spell list, and adds the spell to her spells known. At 4th level and every 2 levels thereafter, she can select an additional spell from the psychic spell list to add to her spells known, in the same fashion.

This ability replaces the additional spells known gained from the mystery class feature.

**Skilled Occultist (Su):** At 3rd level, a seer into the beyond becomes a master of a variety of occult traditions. She is treated as being trained in Appraise, Diplomacy, Heal, Knowledge (arcana), Linguistics, Perception, Sense Motive, and Survival for the purposes of being able to use the automatic writing, dowsing, faith healing, hypnotism, phrenology, prognostication, psychometry, and read aura occult skill unlocks. Additionally, she gains a +1 bonus on skill checks made for the purposes of these skill unlocks. At 9th level, and again at 15th level, this bonus increases by 1.

This ability replaces the revelation gained at 3rd level.

#### Sanctifier of Mysteries (Paladin)

Some paladins know that in order to most effectively combat the dark forces hiding in the forgotten corners of the world, they must delve into the secrets of the occult. One particular order of paladins, the sanctifiers of mysteries, makes deals with spirits in order to fulfill their ends.

**Curse Resistant (Ex):** At 3rd level, a sanctifier of mysteries is immune to curses, including spells with the curse descriptor.

This ability replaces the divine health class feature.

**Psychic Spellcasting:** A sanctifier of mysteries is a psychic spellcaster. As a result, she replaces all verbal and somatic components in spells that she casts with thought and emotion components, respectively. Unlike other psychic spellcasters, she must still provide a holy symbol or other divine focus if the spell she is casting calls for one. Additionally, the sanctifier of mysteries casts spells drawn from the medium spell list, rather than the paladin spell list. Other than these changes, the way in which the sanctifier of mysteries prepares and casts spells is unchanged.

This ability modifies the spells class feature.

**Spirit (Su)**: At 5th level, a sanctifier of mysteries learns how to call upon the power of spirits—astral echoes of powerful souls from ages past that live on in myth and legend. Each day, a sanctifier of mysteries can channel a spirit through a ritual known as a seance. Seances take 1 hour to perform and require the sanctifier of mysteries's concentration. At the end of a seance, the sanctifier of mysteries invites a local spirit to inhabit her and serve as her spirit for that day. Each spirit arises from one of six legends, which are described in Pathfinder Roleplaying Game: Occult Adventures. Though the sanctifier of mysteries can choose the legend to which the spirit she channels belongs, she must channel that spirit from an appropriate location. Each spirit has a favored location it usually inhabits, though spirits may also be present at other locations appropriate to their legends; such locations are listed in each legend's Favored Locations entry. The sanctifier of mysteries gains the spirit's listed seance boon and lesser spirit power for 24 hours. The sanctifier of mysteries also gains the spirit's intermediate spirit power at 11th level, and its greater spirit power at 17th level. The sanctifier of mysteries does not normally gain her spirit's supreme spirit power at any level. After 24 hours, the sanctifier of mysteries loses contact with the channeled spirit and can perform another seance. Unlike a medium, a sanctifier of mysteries cannot invite her allies to participate in her séance.

In addition to granting power to the sanctifier of mysteries, a channeled spirit can influence the sanctifier of mysteries, as well. By channeling a spirit, the sanctifier of mysteries allows the spirit to gain 1 point of influence over her. If the sanctifier of mysteries loses that 1 point of influence, she loses contact with the spirit, though she is still unable to perform a new seance until the normal 24-hour period has elapsed since her last seance. When the spirit leaves after the 24-hour duration and before the next seance, the spirit's influence over the sanctifier of mysteries resets to o. Certain abilities allow the sanctifier of mysteries to gain additional power in exchange for allowing the spirit more influence over her.

When a spirit gains at least 3 points of influence over the sanctifier of mysteries, the dual impulses housed within the same body cause the sanctifier of mysteries to meld with her spirit's consciousness. The resulting muddled sense of self and struggle for control causes the sanctifier of mysteries to take a -2 penalty on initiative checks as well as a specific additional penalty listed in each spirit's entry. However, the spirit's mental presence grants the sanctifier of mysteries a +4 bonus against possession effects and a +2 bonus on saving throws against mind-affecting effects that are not related to possession.

If a spirit ever attains 5 or more points of influence over the sanctifier of mysteries, the sanctifier of mysteries completely loses control to the spirit. She effectively becomes an NPC under the GM's control until after she awakens the next day with the spirit gone.

This ability replaces the divine bond class feature.

**Spirit Bonus (Su)**: When a sanctifier of mysteries channels a spirit, she gains a bonus on certain checks and to certain statistics, depending on the spirit. A 5th-level sanctifier of mysteries's spirit bonus is +1; it increases by 1 at 10th level and every 5 levels thereafter.

**Taboos (Su):** While a sanctifier of mysteries is channeling a spirit, the compulsions of the spirit override the paladin's code of conduct, at least to an extent. Whenever the sanctifier of mysteries channels a spirit, she may choose to accept one of the spirit's taboos. If she does, she can ignore her code of conduct for as long as she continues to channel the spirit. If she violates the taboo, she is treated as though she had violated her paladin's code of conduct.

**Spirit Surge (Su)**: Beginning at 11th level, after failing a d2o roll that was modified by her spirit bonus, a sanctifier of mysteries can allow her spirit to gain 1 additional point of influence over her in order to add 1d6 to the check's result without taking an action. This can cause the check to succeed instead of fail. The sanctifier of mysteries must be conscious and aware to use this ability, and she can use this ability at most once per round. At 16th level, the sanctifier of mysteries's spirit surge die increases to 1d8.

This ability replaces the aura of justice class feature.

#### Telekineticist (Psychic)

Not all psychics are focused on mental bonds and probing the minds of those around them. Some prefer to use their powers in a more physically satisfying way. These psychics are telekineticists, and they focus on manipulating the physical world with their minds.

Arcane Spellcasting: A telekineticist is an arcane spellcaster. As a result, she does not use thought and emotion components, but rather uses verbal and somatic components, instead. Further, she must provide any material component or focus that is required by the spell, even if it is not costly. In the case of costly material components, she must provide the component listed, instead of being able to provide any object with significant meaning and an equal or greater value in gold pieces. Further, a psychic is subject to arcane spell failure from wearing armor while casting spells with somatic components. Other than these changes, the way in which the telekineticist casts spells is unchanged.

This ability modifies the spell casting class feature.

**Unseen Servant (Sp):** At 2nd level, a telekineticist can use *unseen servant* as a spell-like ability once per day. She can also expend any unused spell slot of 1st level or higher to cast *unseen servant*. If she does so, the *unseen servant*'s effective Strength score increases by 2 for each spell level beyond 1st. When a telekineticist gains this ability, if she knows *unseen servant*, she can learn a different 1st-level spell in place of *unseen servant*, losing the old spell in exchange for the new one.

This ability replaces the detect thoughts class feature.

**Telekinesis** (**Sp**): At 9th level, a telekineticist can use *telekinesis* as a spell-like ability once per day, using her psychic level as her caster level. She can also expend any unused spell slot of 4th level or higher to cast *telekinesis*. If she does so, she uses the level of the spell slot expended to determine the spell's saving throw DC. When a telekineticist gains this ability, if she knows *telekinesis*, she can learn a different 4th-level spell in place of *telekinesis*, losing the old spell in exchange for the new one.

This ability replaces the telepathic bond class feature.

**Defensive Telekinesis (Su):** At 17th level, a telekineticist's mastery of telekinesis allows her to reflexively protect herself from ranged attacks. She gains a +2 competence bonus to AC against ranged attacks. This only applies to standard projectiles, and does not affect rays or similar ranged attacks which are not physical objects, nor does it affect massive projectiles, such as thrown boulders or attacks made by siege engines.

This ability replaces the telepathy class feature.

#### Psychic Tracker (Ranger)

Rather than relying on a connection to nature to aid them in their endeavors, some rangers open their minds to the world of the unseen. Psychic trackers are one such type of ranger, whose psychic senses and second sight allow them to find enemies they wouldn't otherwise be able to.

**Psychic Sense** (Ex): At 3rd level, the psychic tracker gains his choice of either the Empath feat or the Spirit Sense feat, even if he does not meet the prerequisites.

This ability replaces the endurance class feature.

**Psychic Spellcasting:** A psychic tracker is a psychic spellcaster. As a result, he replaces all verbal and somatic components in spells that he casts with thought and emotion components, respectively. Other than these changes, the way in which the psychic tracker prepares and casts spells is unchanged.

This ability modifies the spells class feature.

**Second Sight (Su):** At 7th level, a psychic tracker gains a sixth sense that allows him to detect nearby creatures that he is unable to see. He gains Blind Fight as a bonus feat. Additionally, he gains a +20 bonus on Perception checks to detect the presence of invisible creatures, or creatures that he is otherwise unable to see, and once he has detected the presence of such a creature, he can spend a move action to pinpoint the creature's location.

This ability replaces the woodland stride class feature.

#### Spirit Binder (Shaman)

While many shamans live in harmony with the spirit world, other shamans seek to control it directly. These shamans tap into arcane power, rather than the mystical and divine energies most shamans use, and have the ability to create powerful magic circles to ward or trap spirits.

Arcane Spellcaster: A spirit binder is an arcane spellcaster. As an arcane spellcaster, the spirit binder does not need to provide a divine focus for spells that require it, but she does suffer arcane spell failure for wearing armor. However, she can cast shaman spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a spirit binder wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass spirit binder still incurs the normal arcane spell failure chance for arcane spells received from other classes. A spirit binder uses her Charisma score, rather than her Wisdom score, to determine the highest level spell she can learn or cast, and the saving throw DCs of her spells, and she gains bonus spells per day for a high Charisma score, rather than a high Wisdom score. Other than these



changes, the way in which the spirit binder prepares and casts spells remains unchanged.

This ability modifies the spell casting class feature.

**Force of Personality:** A spirit binder uses her Charisma score, rather than her Wisdom score, to determine the saving throw DCs of her hexes and any special abilities granted by her spirit. Further, any hex or spirit ability that references her Wisdom score in another way (such as being able to use an ability a number of times per day equal to her Wisdom score) uses her Charisma score, instead.

This ability modifies the hex and spirit class features.

**Spirit Circle (Su):** At 6th level, a spirit binder learns to make a magic circle that can be used to trap or ward off spirits and similar creatures. To draw a circle, she must have chalk, salt, blood, powdered silver, or some other appropriate substance at hand (although she can press a magic circle into a softer surface such as dirt or clay). Drawing a circle takes 1 minute, and the resulting circle can have a radius of anywhere from 2.5 feet (causing it to fill a single 5-foot square) to 20 feet. When she makes the circle, she must choose whether it will trap spirits, or ward against them.

If the circle traps spirits, then incorporeal creatures that enter the area of the circle are unable to leave it unless they succeed on a Will save (DC 10 + 1/2 the spirit binder's class level + the spirit binder's Charisma modifier). Failure on this save prevents the incorporeal creature from trying again for 24 hours. Incorporeal creatures trapped within the circle cannot use any spell-like or supernatural abilities to affect anything outside the circle. This version of the circle also interferes with the powers of certain characters who rely on spirits: shamans that are within the circle are unable to use the spirit ability, greater spirit ability, or true spirit ability of their spirit or wandering spirit to affect anything outside the area of the circle. The same restriction applies to any hex that is specific to her spirit (including wandering hexes from wandering spirits). The shaman is not restricted from leaving the circle, and doing so removes this restriction. By contrast, a medium who enters the circle while channeling a spirit is unable to leave the circle unless he succeeds on a Will save, as outlined above, or until he is no longer channeling that spirit. Further, a medium trapped in the circle cannot affect anything outside the circle with his lesser, intermediate, greater, or supreme spirit abilities.

If the circle wards against spirits, then incorporeal creatures cannot enter the area of the circle without succeeding on a Will save (DC 10 + 1/2 the spirit binder's class level + the spirit binder's Charisma modifier). Failure on this save prevents the incorporeal creature from trying again for 24 hours. Incorporeal creatures barred from entering the circle cannot use any spell-like or supernatural abilities to affect anything inside the circle. This version of the circle also interferes with the powers of certain characters who rely on spirits: shamans that are outside the circle are unable to use the spirit ability, greater spirit ability, or true spirit ability

of their spirit or wandering spirit to affect anything inside the area of the circle. The same restriction applies to any hex that is specific to her spirit (including wandering hexes from wandering spirits). The shaman is not restricted from entering the circle, but as long as she is within the circle, she loses access to these abilities entirely. By contrast, a medium cannot enter the circle while channeling a spirit unless he succeeds on a Will save, as outlined above, or until he is no longer channeling that spirit. Further, a medium barred from entering the circle cannot affect anything inside the circle with his lesser, intermediate, greater, or supreme spirit abilities.

Creatures that are barred from passing across the barrier of the circle (whether trapped inside or prevented from entry) are unable to disturb the circle. Any other creature can disturb the circle as a standard action, provided they are adjacent to it. Doing so ends the effect immediately. The spirit binder can create a number of circles per day in this fashion equal to her Charisma modifier, but can have only one circle active at any given time: creating a new circle renders the previous circle powerless.

This ability replaces the wandering hex gained at 6th level.

#### Ragecaller (Skald)

Many skalds share their rage with the world through song or the spoken word, but some have an innate empathic ability to share their rage directly with the hearts and minds of others, through purely psychic means. These skalds, called ragecallers, whip up their allies in a silent fury that is all the more deadly than their louder counterparts, for few ever hear the mob approaching.

**Psychic Spellcasting:** A ragecaller is a psychic spellcaster. As a result, he replaces all verbal and somatic components in spells that he casts with thought and emotion components, respectively. This overrides the normal restriction that all skald spells have verbal components. Because the spells a ragecaller casts do not have somatic components, he never suffers an arcane spell failure chance, regardless of what kind of armor he is wearing. Other than these changes, the way in which the ragecaller casts spells is unchanged.

This ability modifies the spell casting class feature.

Heartsong (Su): A ragecaller touches the hearts and minds of those around him not with stunning verbal performances, but with a psychic and empathic connection that taps directly into their psyche. As a result, a ragecaller's raging song has neither audible nor visual components. Instead, if any of the creatures to be affected by the ragecaller's raging song is affected by a non-harmless effect with the emotion or fear descriptor, which is not one of the ragecaller's raging songs, the raging song does not affect that creature (and if the creature becomes affected by such an ability while already under the influence of the ragecaller's rage song, he loses all benefits of the rage song for as long as he remains affected by that ability). Further, if the ragecaller himself is affected by a non-harmless effect with the emotion or fear descriptor, which is not one of the ragecaller's raging songs, he can't use the raging song ability. This removes the 20% chance that a deaf skald's ragesong will have no effect. Deaf creatures are not immune to a ragecaller's rage song.

This ability modifies the raging song class feature.

**Empath:** At 1st level, a ragecaller gains the Empath feat as a bonus feat, even if he doesn't meet the prerequisites.

This ability replaces the scribe scroll class feature.

**Strong Will (Ex):** At 2nd level, a ragecaller becomes resistant to emotion effects. He gains a +4 bonus on saving throws made to resist effects with the emotion or fear descriptor.

This ability replaces the well-versed class feature.

#### Divine Descendant (Sorcerer)

Divine descendants are sorcerers whose blood isn't just strange and magical, it's downright divine. These sorcerers are the descendants of the gods, and as such, divine power is theirs to wield.

**Divine Spellcasting:** A divine descendant is a divine spellcaster. As a result, she does not suffer arcane spell failure as a result of wearing armor, but must provide a holy symbol or other divine focus when casting spells that require them. Other than these changes, the way in which the divine descendant casts spells is unchanged.

This ability modifies the spells class feature.

**Divine Spells:** At 3rd level, a divine descendant may select a single spell from the cleric spell list of a spell level that she can cast, and add it to her spells known. She treats this spell as though it appeared on the sorcerer/wizard spell list at the same spell level that it appears on the cleric spell list. At 5th level and every 2 levels thereafter, she can select an additional spell from the cleric spell list to add to her spells known, in the same fashion.

This ability replaces the bonus spells granted by the divine descendant's bloodline.

**Divine Surge (Su):** A divine descendant can call upon inner reserves of deific might in order to overcome seemingly impossible situations. Whenever the divine descendant makes an attack roll, ability check, saving throw, or skill check, after making the roll but before learning whether the result is a success or failure, she may choose to expend a single spell slot in order to add an additional die to the result of the roll. The size of the die depends on the level of the spell sacrificed: a spell of 2nd-level or lower results in a bonus die of 1d6, a spell of 3rd or 4th level results in a bonus die of 1d8, a spell of 5th or 6th level results in a bonus die of 1d10, and a spell of 7th, 8th, or 9th level results in a bonus die of 1d12. The result of the bonus die is added to the initial result before determining whether the roll is a success or failure. This is a free action made as part of the attack roll, ability check, saving throw, or skill check to be modified, and can be performed even when it isn't the divine descendant's turn. The divine descendant can use this ability once per day at 1st level, and an additional time per day at 6th level and every 5 levels thereafter.

This ability replaces the bloodline power gained at 1st level. At 3rd level, the divine descendant gains the bloodline power normally gained at 1st level instead of the one normally gained at 3rd level, at 9th level he gains the bloodline power normally gained at 3rd level instead of the one normally gained at 9th level, and so on. The divine descendant never gains the bloodline power normally gained at 2oth level.

#### Devotee of the Dead (Spiritualist)

All spiritualists form close bonds with the world of the departed, but some are fascinated particularly with the state of undeath. These spiritualists, known to some as devotees of the dead, channel the powers of the divine, and are more likely to create restless dead than pacify them.

**Divine Spellcasting:** A devotee of the dead is a divine spellcaster. As a result, she does not use thought and emotion components, but rather uses verbal and somatic components, instead. Further, she must provide a divine focus for spells that require one. Other than these changes, the way in which the devotee of the dead casts spells is unchanged.

This ability modifies the spellcasting class feature.

Animate Dead (Sp): At 7th level, a devotee of the dead gains the ability to use *lesser animate dead* as a spell-like ability once per day, though she must still provide any necessary costly material components. At 11th level, this functions as *animate dead*, instead. At 15th level, the devotee of the dead need not provide any material components for this ability. At 19th level, the number of Hit Dice worth of undead that the devotee of the dead can control with *animate dead* at one time increases to be equal to 4 times her Hit Dice.

This ability replaces the calm spirit class feature.

**Ghoul Touch (Sp):** At 9th level, a devotee of the dead gains the ability to channel the touch of the grave through her hands. She gains the ability to cast *ghoul touch* as a spell-like ability once per day. The saving throw DC is equal to 10 + 1/2 the devotee of the dead's class level + the devotee of the dead's Wisdom modifier, instead of being based on the spell's level.

This ability replaces the see invisibility class feature.

**Suffocation (Sp):** At 16th level, a devotee of the dead can snuff the very life out of her foes. She gains the ability to use *suffocation*<sup>APG</sup> as a spell-like ability once per day.

This ability replaces the call spirit class feature.

# Heavenly Caller (Summoner)

While some summoners use raw arcane might to bind strange and alien entities to their will, others rely on their faith and purity to call down heavenly allies to aid them in their just and righteous causes. These summoners are known as heavenly callers, and the might of the heavens is theirs to command.

Alignment: Heavenly callers cannot be of evil alignment. A heavenly caller whose alignment changes to evil loses all class features (except for weapon and armor proficiencies), and he cannot gain further levels of summoner. If the heavenly caller later returns to a non-evil alignment, his class features are restored and he may resume gaining levels in summoner.

**Divine Spellcasting:** A heavenly caller is a divine spellcaster. As a result, he does not suffer arcane spell failure as a result of wearing armor, but must provide a holy symbol or other divine focus when casting spells that require them. Additionally, a heavenly caller uses his Wisdom modifier, rather than his Charisma modifier, to determine the highest spell level that he can prepare and cast and the saving throw DCs for spells that he casts, and he gains bonus spells per day for having a high Wisdom score, rather than a high Charisma score. Other than these changes, the way in which the heavenly caller casts spells is unchanged.

This ability modifies the spells class feature.

**Expanded Spell Knowledge:** A heavenly caller treats all spells on the cleric spell list that have the good descriptor as though they also appeared on the summoner spell list at the same spell level. The heavenly caller can learn these spells the same as he would any other spell on the summoner spell list, and is treated as having them on his class list for the purposes of activating spell trigger and spell completion items.

**Heavenly Eidolon (Su):** A heavenly caller's eidolon is a creature from the upper planes, a devoted paragon of good that answers the heavenly caller's call in order to provide aid to the mortal world. The heavenly caller's eidolon gains the good subtype. Additionally, as a swift action, the heavenly caller's eidolon can smite evil. It must select a single creature within 60 feet. If that creature is evil, the eidolon deals 1d6 additional points of damage to that creature with each successful hit. The smite lasts until the target is dead or the eidolon rests or is returned to its plane of origin. The eidolon can use this ability once per day at 1st level. At 4th level and every 3 levels thereafter, it gains an additional daily use of this ability.

At 4th level, the heavenly caller's eidolon gains acid, cold, and electricity resistance 5. These resistances increase to 10 at 14th level.

At 9th level, the heavenly caller's eidolon gains DR 5/evil. At 14th level, this increases to DR 10/evil, and at 19th level, it increases to DR 15/evil.

A 14th level, the heavenly caller's eidolon gains SR 11 + the heavenly caller's class level.

This ability replaces the evolution points the eidolon would normally gain at 4th, 8th, 9th, 13th, and 14th levels, as well as 2 of the 3 evolution points the eidolon would normally gain at 1st level.

**Summon Angelic Ally (Su):** A heavenly caller can only use his summon monster I class feature to summon good-aligned creatures (including animals with the celestial template). This restriction applies to all spell-like abilities granted as part of the summon monster I class feature, including *gate* at 19th level.

This ability modifies the summon monster I class feature.

#### Battlemage (Warpriest)

Not all warpriests are fonts for divine energy. Some are arcane practitioners, who harness the powers of the elements to mend wounds with the building blocks of life, and blast enemies with more concentrated energy.

Arcane Spellcaster: A battlemage is an arcane spellcaster. As an arcane spellcaster, the battlemage does not need to provide a divine focus for spells that require it, but he does suffer arcane spell failure for wearing armor. However, he can cast warpriest spells while wearing light or medium armor without incurring the normal arcane spell failure chance, and he suffers only half the normal spell failure chance from heavy armor and shields. A multiclass battlemage still incurs the normal arcane spell failure chance for arcane spells received from other classes. A battlemage uses his Charisma score, rather than his Wisdom score, to determine the highest level spell he can learn or cast, and the saving throw DCs of his spells, and he gains bonus spells per day for a high Charisma score, rather than a high Wisdom score. The battlemage casts spells from the sorcerer/ wizard spell list, rather than the cleric spell list, and cannot spontaneously expend spells in order to cast cure spells. Finally, the battlemage is not restricted from casting spells with alignment descriptors opposed to his own alignment. Other than these changes, the way in which the battlemage prepares and casts spells remains unchanged.

**Aura:** A battlemage's aura is not particularly powerful, unless one of the two blessings that he selects is an alignment blessing, in which case he does have a particularly powerful aura (as a cleric) corresponding to that alignment (see *detect evil*).

This ability modifies the aura class feature.

Energy Conduit (Su): At 2nd level, a battlemage can draw upon the power of the four elements to mend wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used a number of times per day equal to 1/2 his class level + his Wisdom modifier. By expending one use of this ability, a battlemage can touch a living creature to heal it of 1d6 points of damage, plus an additional 1d6 points of damage for every 3 class levels he possesses above 2nd (to a maximum of 7d6 at 20th level). Alternatively, he can use this ability offensively to inflict acid, cold, electricity, or fire damage to the target, dealing the same amount of damage he would otherwise heal with a successful melee touch attack. The energy type of the damage is determined randomly each time this ability is used. Whether used offensively or to heal, this ability is a standard action that does not provoke attacks of opportunity.

As a swift action, a battlemage can expend one use of this ability to cast any battlemage spell he has prepared. When cast in this way, the spell can target only the battlemage, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The battlemage does not need to have a free hand to cast a spell in this way.

This ability replaces the fervor class feature.

**Channel the Elements (Su):** Beginning at 4th level, a battlemage can release a wave of energy by channeling raw arcane might. Using this ability is a standard action that expends two uses of his energy conduit ability and doesn't provoke attacks of opportunity. It creates a 30-footradius burst of a randomly determined energy type (acid, cold, electricity, or fire), centered on the battlemage, which deals an amount of damage equal to the amount that the battlemage can heal with his fervor ability to each creature and unattended object in the area. A successful Reflex save (DC 10 + 1/2 the battlemage's class level + the battlemage's Charisma modifier) halves this damage. The battlemage himself is not included in this effect.

This ability replaces the channel energy class feature.

This ability modifies the spell casting class feature.



#### Servant of the Outer Realms (Witch)

Many witches are interested in their patrons only so far as what power they can provide to the witch, and do little, if anything, to return the favor. Others are as devoted to these mysterious and otherworldly entities as clerics are to their gods, and these devoted witches are known as servants of the outer realms.

**Divine Spellcasting:** A servant of the outer realms is a divine spellcaster. As a result, she does not suffer arcane spell failure as a result of wearing armor, but must provide a holy symbol or other divine focus when casting spells that require them. Other than these changes, the way in which the servant of the outer realms casts spells is unchanged.

This ability modifies the spells class feature.

**Domains:** Similar to the way in which a cleric's devotion to her deity grants her access to certain domains, a servant of the outer realm's devotion to her mysterious and otherworldly patron grants her access to domains, as well. At 1st level, the servant of the outer realms must pick two domains that are thematically appropriate for her patron. She gains those domains, and is treated as a cleric of her class level for the purposes of determining the abilities she gains from them. She does not gain bonus spell slots to prepare domain spells, but is treated as knowing all spells associated with her domains that are of a level that she can cast, and she can prepare these spells without needing to commune with her familiar.

This ability replaces the hexes gained at 1st, 4th, and 8th level.

## Mentalist (Wizard)

In recent years, a growing number of wizards have been challenging the conventional traditions of arcane magic, balking at speaking magic words or making odd gestures, instead insisting that magic is, and should be, a matter purely of the mind. These wizards bridge the gap between the psychic and the arcane, and are known as mentalists.

**Psychic Spellcasting:** A mentalist is a psychic spellcaster. As a result, he replaces all verbal and somatic components in spells that he casts with thought and emotion components, respectively. Other than these changes, the way in which the mentalist casts spells is unchanged.

This ability modifies the spells class feature.

Arcane School: A mentalist must select divination, enchantment, illusion, or universalist as his arcane school.

**Psychic Spells:** At 2nd level, a mentalist may choose a single spell from the psychic spell list of a spell level that he can currently cast. He adds that spell to his spellbook, and treats it as though it appeared on the sorcerer/wizard spell list at the same spell level that it appears on the psychic spell list. At 4th level, and every 2 levels thereafter, he may choose another spell from the psychic spell list of a level that he can currently cast, and he learns that spell in the same way.

This ability replaces the bonus feat gained at 5th level.

# Appendix 3: New Familiars

The following section presents several new familiars, each of which is tied in some way to one of the spell components or other themes explored in this book. Each of these familiars can be selected as either a standard familiar or as an improved familiar, with the Improved Familiar feat, and information is provided for each one on the additional benefits that they gain or grant to their master if taken as Improved Familiars. If a character has one of these familiars as a standard familiar, she may take Improved Familiar even if she is not able to acquire a new familiar; if she does, her existing familiar immediately gains the benefits of an improved familiar of its type.

# Brain in a Jar

This cylindrical jar is made of glass tinted faintly green, and filled with a transparent, foul-smelling fluid. Floating within is what appears to be a human brain, completely separated from its original body.

#### BRAIN IN A JAR

XP 65 N Tiny aberration Init -5; Senses insensate; Perception +0

DEFENSE

AC 7, touch 7, flat-footed 7 (-5 Dex, +2 size) hp 1 (1d8–5) Fort -5, Ref -5, Will +2

OFFENSE

Speed o ft. Melee — Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 1, Dex 1, Con 1, Int 10, Wis 10, Cha 10 Base Atk +0; CMB -7; CMD -12 Feats Skill Focus (Knowledge [arcana]) Skills Knowledge (arcana) +4, Knowledge (history) +1, Sense Motive +7, Spellcraft +4 Languages Common (cannot speak), limited telepathy SQ great intellect

#### ENCOUNTERS

Environment any ruins, underground, or urban Organization solitary or collection (2-20) Treasure none

SPECIAL ABILITIES

Aberrant Anatomy (Ex): A brain in a jar does not need to breathe, eat, or sleep. As long as the brain in a jar's jar remains sealed, it is not subject to airborne poisons or similar effects.

**Great Intellect** (Ex): A brain in a jar that serves as a familiar or improved familiar retains its Intelligence score of 10. Its Intelligence increases by 1 at 3rd level and every odd-numbered level thereafter.

**Insensate (Ex):** A brain in a jar has no sensory organs, and is therefore considered blind and deaf.

**Limited Telepathy (Su):** A brain in a jar familiar is capable of one-way telepathic communication with its master.

#### Ecology

A brain in a jar familiar is a humanoid brain which has been preserved through alchemy or magic and becomes in tune with its master. While immobile and conspicuous, rendering it somewhat inept at ordinary familiar duties, a brain in a jar familiar is capable of limited telepathic speech with its master and is far more intelligent than other familiars. Most brain in a jar familiars are taken by masters interested in the study of the physical brain, or in casting spells which have an effect on the brain. In addition to providing a convenient outlet for the spellcasting of eccentric wizards, a brain in a jar is a potent repository of knowledge, able to learn and recall all sorts of facts which might help its master.

#### Familiar

CR 1/6

**Standard Familiar:** A character with a brain in the jar familiar gains a +1 bonus on all Knowledge checks.

Improved Familiar: A brain in a jar can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a brain in a jar as an improved familiar, the character must be at least 5th level, but he may be of any alignment. As an improved familiar, the brain in a jar gains a +4 bonus to its Intelligence score and learns four knacks, or o-level psychic spells, which it can cast at will as spell-like abilities. A brain in a jar improved familiar uses its master's level in the class that granted it as a familiar for its caster level and uses its own Intelligence modifier to determine the saving throw DC of these spells. Additionally, the brain in a jar improved familiar loses the insensate ability and gains blindsight with a range of 5 feet per caster level its master possesses. The jar containing the brain in the jar does not block its line of sight or line of effect for the purposes of spells that it casts in this way.

# **Energy Ooze**

This bright pink blob is roughly two feet from end to end, and six inches deep. It slowly rolls along the ground, its entire rubbery body wriggling cutely as it moves.

# ENERGY OOZE CR 1/6 XP 65 N Tiny ooze Init -2; Senses blindsight 30 ft.; Perception +0 DEFENSE AC 13, touch 10, flat-footed 13 (-2 Dex, +3 natural, +2 size) hp 9 (1d8+5) Fort +2, Ref -2, Will +0 Immune ooze traits

OFFENSE **Speed** 15 ft. **Melee** slam +3 (1d3+1 plus 1d3 acid)

#### Space 2-1/2 ft.; Reach o ft.

#### STATISTICS

Str 12, Dex 6, Con 14, Int 1, Wis 10, Cha 1 Base Atk +0; CMB -1; CMD -3 Feats Toughness Skills Climb +2 Languages none

ENCOUNTERS

**Environment** any **Organization** solitary, pair, bundle (3–9) **Treasure** none

#### SPECIAL ABILITIES

Acid (Ex): An energy ooze's acid does not harm metal or stone. The energy ooze only inflicts acid damage with its slam attack; creatures that touch or handle the energy ooze do not suffer acid damage.

#### Ecology

An energy ooze is an unusual familiar often favored by those who use their physical bodies to power their spells. These strange, bright pink oozes are about the size of a cat and have a purely amorphous form. Created by a psychic mage with a deep understanding of the humanoid body and the metaphysical connection between living creatures which can be established by magic, these odd familiars have been popular choices for wizards and witches who master energy component spells. While for the most part, these oozes make somewhat more effective combatants than other familiars (due to their acidic bodies and natural immunities to certain attack forms), they are most prized for their ability to absorb fatigue in their arcane masters.

Energy oozes have curious personalities and a bad tendency to wander about, making caring for an energy ooze familiar somewhat challenging. They will eat just about anything, and if not closely observed, they can make meals out of the possessions of their master and his companions. For this reason, most keep a very close eye on their energy ooze familiar.

#### Familiar

**Standard Familiar:** Whenever energy ooze's master would become fatigued, if the energy ooze is within 10 feet, he may choose to have the energy ooze suffer a -2 penalty to Strength and Constitution for 1 hour, instead.

**Improved Familiar:** An energy ooze can be selected as an improved familiar by a character with the Improved Familiar feat. To gain an energy ooze as an improved familiar, the character must be at least 5th level, but he may be of any alignment. As an improved familiar, an energy ooze increases to Small size, granting it a +4 size bonus to Strength and Constitution and +2 natural armor. The damage for its slam attack increases as appropriate for its new size, and its acid damage increases to 1d4.

# Jewel Bird

This songbird appears to be made of living glass, and the sunlight sparkles off of its iridescent and reflective feathers. Its movements are so graceful that it appears almost liquid as it dances and flits about.

CR 1/6

#### JEWEL BIRD

#### XP 65

N Tiny animal Init +3; Senses low-light vision; Perception +0

#### DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 5 (1d8+1) Fort +3, Ref +4, Will +0

#### OFFENSE

**Speed** 5 ft., fly 50 ft. (good) **Melee** bite +4 (1d3-5) **Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

Str 1, Dex 14, Con 12, Int 1, Wis 10, Cha 9 Base Atk +0; CMB -8; CMD 5 Feats Weapon Finesse Skills Fly +14 SQ sound mimicry (voices)

#### ENCOUNTERS

Environment any Organization solitary Treasure none

#### Ecology

This beautiful bird appears to be made of living glass, but is in fact a biological creature, very similar to a common raven. Unlike a raven, however, a jewel bird is quite a friendly bird, attracted to magic users and quick to befriend them. While raven familiars can speak one language that the master knows, a jewel bird instead can replicate the master's voice and repeat things it has heard upon command.

#### Familiar

**Standard Familiar:** A jewel bird grants its master a +4 bonus on checks made to cast spells with intricate verbal components.

**Improved Familiar:** A jewel bird can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a jewel bird as an improved familiar, the character must be at least 5th level, but he may be of any alignment. As an improved familiar, the jewel bird's glass-like appearance becomes more evident in its physiology, granting it immunity to ability damage, ability drain, bleed, disease, death effects, fatigue, exhaustion, energy drain, necromancy effects, nonlethal damage, paralysis, poison, sleep effects, and stunning.

# Magic Mirror

This delicate hand mirror has an ivory frame and a silver handle. Its glass is well-polished, and everything reflected in it seems brighter and shinier than the real version.

#### MAGIC MIRROR

XP 65 N Tiny construct Init -5; Senses mirror sight; Perception -2

#### DEFENSE

AC 7, touch 7, flat-footed 7 (-5 Dex, +2 size) hp 5 (1d10) Fort +0, Ref -5, Will -2 Immune construct traits

OFFENSE

Speed oft.

Melee —

Space 2-1/2 ft.; Reach o ft.

#### STATISTICS

Str —, Dex 1, Con —, Int 10, Wis 7, Cha 16 Base Atk +1; CMB –1; CMD –6 Feats Skill Focus (Diplomacy) Skills Diplomacy +7, Sense Motive –1 Languages Common; limited telepathy SQ great intellect

#### **ENCOUNTERS**

**Environment** any ruins or urban **Organization** solitary, pair, gallery (3–13) **Treasure** none

#### SPECIAL ABILITIES

**Great Intellect (Ex):** A magic mirror that serves as a familiar or improved familiar retains its Intelligence score of 10. Its Intelligence increases by 1 at 3rd level and every odd-numbered level thereafter.

**Mirror Sight (Su):** A magic mirror familiar can see out of the reflective faces of all mirrors within 60 feet, including its own reflective face. Unlike most constructs, a magic mirror familiar does not have darkvision or low-light vision.

**Limited Telepathy (Su):** A magic mirror familiar is capable of one-way telepathic communication with its master.

#### Ecology

A magic mirror is an object with a high capacity for empathy, especially as it relates to magic, through which it has gained some semblance of sentience and intellect. These strange devices often reflect the world in a fashion similar to a more traditional mirror, but occasionally these mirrors reflect a world quite different from the world around it. Normally, a magic mirror familiar has some limited control over what is reflected in it, and the images of people reflected in the magic mirror provide it with its primary means of interacting with the world at large, with images of its master being the easiest to manipulate. Unlike other familiars, a magic mirror familiar is capable of intelligent speech, as well as a great deal of personal empathy, and many find that, when combined with its ability to view the world through other nearby mirrors, this more than makes up for its lack of mobility and utter uselessness in combat. Magic mirror familiars are most popular with wizards and witches who maintain large palatial homes or have other permanent bases, where the familiar's company and ability to provide an effective early warning system for intruders into their home are more important than their ability to scout out caves and underground tunnels.

#### Familiar

CR 1/6

**Standard Familiar:** A magic mirror familiar grants its master a +4 bonus on checks made to cast spells with intricate emotion components.

**Improved Familiar**: A magic mirror can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a magic mirror as an improved familiar, the character must be at least 5th level, but he may be of any alignment. As an improved familiar, a magic mirror gains 10 points of hardness and can turn spells cast upon its master back on the one who cast them, in a fashion similar to the *spell turning* spell. In order to use this ability, the magic mirror's master must hold the mirror, and must ready an action to use it if targeted by a spell or spell-like ability. A magic mirror can be used to turn a total number of spell levels worth of spells per day equal to 1d4 per 5 levels its master possesses in the class that granted him a familiar.

# Soul Doll

This porcelain doll has an incredibly detailed face, with one very realistic glass eye, which seems to follow nearby creatures, and one eye apparently replaced with a gaudy sapphire.

### SOUL DOLL CR 1/6 XP 65 NE Tiny construct Init +0; Senses low-light vision, darkvision; Perception +0 DEFENSE

AC 15, touch 12, flat-footed 15 (+3 natural, +2 size) hp 5 (1d10) Fort +0, Ref +0, Will +0 Immune construct traits

#### OFFENSE

**Speed** 15 ft. **Melee** slam +3 (1d3) **Space** 2-1/2 ft.; **Reach** o ft.

#### **STATISTICS**

Str 10, Dex 10, Con —, Int 8, Wis 10, Cha 10 Base Atk +1; CMB -7; CMD -12 Feats Improved Natural Armor Skills Acrobatics +1
#### Languages Common

# ENCOUNTERS

Environment any Organization solitary, pair, shelf (3–8) Treasure none

SPECIAL ABILITIES

Lifelike (Su): A soul doll counts as a living, humanoid creature for the purposes of determining whether or not it can be used as a live sacrifice for spells or abilities that require one.

# Ecology

A soul doll is a magical doll which has been empowered with a humanoid soul, trapped in a gem which is used for an eye in the doll. Each doll is specially crafted to house the soul that is embedded in it, and this magical eye and the doll's body are intrinsically linked, making separating them a difficult and dangerous process. A soul doll is an unusual entity, having much in common with a homunculus, though they are somewhat less combat ready than such creatures. A soul doll, however, does retain some memories and personality from the soul that is used to power it, potentially allowing it to offer wisdom and experience to its master.

Unfortunately, the processes used in creating one of these familiars often cause the former soul to become corrupt, more often than not becoming wicked and violent in nature, making all but the very finest soul dolls a poor choice for preserving the souls of fallen friends and loved ones, though sometimes desperation leads to soul dolls being created for this reason.

### Familiar

**Standard Familiar:** A soul doll familiar grants its master +2 bonus to his caster level for a single spell of his choice once per day.

**Improved Familiar:** A soul doll can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a soul doll as an improved familiar, the character must be at least 5th level, but he may be of any non-good alignment. A soul doll improved familiar gains 20 bonus hit points and proficiency with simple and martial weapons. Additionally, by performing a special ritual which costs 100 gp and takes 1 hour, a soul doll can be disassembled and the soul gem can be incorporated into a construct as it is being crafted, transferring the soul doll's mind and special powers into the new body. This effect functions identically to a *magic jar* spell, except that as the construct has no soul, no receptacle is required and the duration is permanent and cannot be dispelled.

# Terramorphic Sponge

This unusual plant resembles an oblong, grey-tan sponge. Its body is porous and soft, and several short rootlike tendrils extend from its body in various places.

CR 1/6

### TERRAMORPHIC SPONGE

# XP 65

N Tiny plant Init –5; Senses low-light vision; Perception +0 Aura terramorphic aura (20 ft.)

#### DEFENSE

AC 8, touch 7, flat-footed 6 (-5 Dex, +1 natural, +2 size) hp 4 (1d8) Fort +2, Ref -5, Will +0 Immune plant traits

# OFFENSE

**Speed** 5 ft. **Melee** slam -3 (1d2-5) **Space** 2-1/2 ft.; **Reach** o ft.

#### STATISTICS

Str 1, Dex 1, Con 10, Int —, Wis 10, Cha 2 Base Atk +0; CMB –7; CMD –4 SQ attune, take root

#### ENCOUNTERS

**Environment** any

Organization solitary, pair, colony (3-30) Treasure none

SPECIAL ABILITIES

Attune (Su): A terramorphic sponge that is rooted in soil with its take root ability can spend 24 hours absorbing the essence of that soil. If it does so, it becomes attuned to a single terrain type (from among those listed in the ranger's favored terrain class feature) that applies to the area in which it has currently taken root (if more than one terrain type applies, determine which one it gains randomly). This attunement affects its terramorphic aura class feature. Additionally, depending on which terrain type it is currently attuned to, the terramorphic sponge gains one of the following benefits:

Cold: Resist cold 2. Desert: Resist fire 2. Forest: +4 racial bonus on Stealth checks made in forest environments. Jungle: +1 racial bonus on saving throws made to resist diseases and poisons. Mountains: +2 racial bonus on Constitution checks. Plains: +2 racial bonus on Initiative checks. Swamp: Resist acid 2. Underground: Darkvision 10 feet (or the range of any existing darkvision increases by 10 feet). Urban: +1 racial bonus on damage rolls made against objects Water: +2 racial bonus on Swim checks.

A terramorphic sponge can only be attuned to one terrain type at a time. Whenever it becomes attuned to a new terrain type, it ceases being attuned to all previous terrain types. Take Root (Ex): A terramorphic sponge can take root in loose earth or soil over the course of an hour. Doing so reduces its movement speed to o, but causes the terramorphic sponge's terramorphic aura to activate. If a terramorphic sponge goes for 24 hours without taking root in soil, it begins to starve (see the *Pathfinder Roleplaying Game Core Rulebook* for more information about starvation). The terramorphic sponge can retract its roots over the course of an hour, which restores its movement speed and suppresses its terramorphic aura.

**Terramorphic Aura (Su):** When it is firmly planted in the ground with its take root ability, a terramorphic sponge radiates magical energy that warps the terrain around it, warping and twisting the area within 20 feet to match the type of terrain to which the terramorphic sponge is attuned. This change is mostly cosmetic: if the terramorphic sponge is attuned to desert terrain, the area might feel slightly warmer, and the ground in the area may seem sandier, for example, but it would not actually change the temperature in the area or cause the ground to be difficult terrain, or even substantially easier to dig through.

### Ecology

A naturally-occurring oddity, terramorphic sponges are plants that can absorb not only nutrients from the soil, but also some of its magical essence, and it transforms itself slightly depending on what sort of soil it is planted in. Even more amazingly, these absorptive plants can then use this stored energy to alter their surroundings, allowing it to transform any terrain into the same type in which it was originally planted.

# Familiar

Standard Familiar: A terramorphic sponge that becomes a familiar has an Intelligence score as normal for a familiar, and it gains a number of skill ranks per Hit Dice equal to 2 + its Intelligence modifier, and feats appropriate for its Hit Dice. Most terramorphic sponges take ranks in Perception, and take Toughness at 1st level. A terramorphic sponge familiar grants its master any benefits it is currently gaining from its attune ability, provided that the terramorphic sponge is within 20 feet of its master. Additionally, because of the close empathic bond that the master shares with the terramorphic sponge, he can direct it to take root as a standard action, allowing it to do so much more quickly than it would if left to its own devices. He can also direct it to retract its roots as a standard action. Finally, the terramorphic sponge's master can direct it to attune itself to its current terrain while it has taken root (and, if there are multiple possible terrains it could attune itself to, may choose which one it becomes attuned to), but the time that it takes for the terramorphic sponge to do so does not change.

**Improved Familiar:** A terramorphic sponge can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a terramorphic sponge as an improved familiar, the character must be at least 5th level, but he may be of any alignment. As an improved familiar, a terramorphic sponge can use *entangle* as a spell-like ability three times per day. Its caster level for this effect is equal to its master's class level in the class that granted the familiar, and the saving throw DC is equal to 10 + 1/2 its master's class level + its Wisdom modifier. The terramorphic sponge must have taken root with its take root ability in order to use this ability. Finally, the range of the terramorphic sponge's terramorphic aura increases to 60 feet.

# **Thought Bubble**

This transparent bubble floats ponderously in the air, its membranous body shimmering slightly, while a series of colorful images appear in rapid succession within it.

**CR 1/8** 

# THOUGHT BUBBLE

N Tiny outsider Init +0; Senses thought sight; Perception +1

#### DEFENSE

XP 50

AC 13, touch 12, flat-footed 13 (+1 natural, +2 size) hp 5 (1010) Fort +2, Ref +0, Will +2

#### OFFENSE

Speed fly 30 ft. (poor) Melee slam +3 (1d2) Space 2-1/2 ft.; Reach o ft.

#### STATISTICS

Str —, Dex 10, Con 10, Int 10, Wis 10, Cha 9 Base Atk +1; CMB +1; CMD 11 Feats Skill Focus (Perception) Skills Acrobatics +4, Fly +0, Linguistics +4, Perception +7, Sense Motive +4, Stealth +4 SQ bubble boddy

# ENCOUNTERS

**Environment** any **Organization** solitary, pair, brainstorm (3–9)

Treasure none

SPECIAL ABILITIES

**Great Intellect (Ex):** A thought bubble that serves as a familiar or improved familiar retains its Intelligence score of 10. Its Intelligence increases by 1 at 3rd level and every oddnumbered level thereafter.

**Thought Form (Su):** Thought bubbles need to maintain close proximity to their master in order to sustain their physical existence. At the end of each round, if the thought bubble is more than 30 feet away from its master, it suffers 1d4 points of damage.

A thought bubble cannot speak, though it can communicate by producing images within its form. Deciphering the meaning of these images requires a DC 15 Wisdom check, although the thought bubble's master gains a +4 bonus on such checks, and if the thought bubble has the speak with master ability, its master automatically succeeds on such checks.

A thought bubble that is reduced to o hit points for any reason, or which suffers a critical hit from a piercing or slashing weapon pops, causing its physical body to temporarily discorporate, and ceases to exist completely. Its master can cause it to return to existence by meditating for 8 hours, but cannot do so more than 3 times per week.

**Thought Sight (Su):** A thought bubble has no sensory organs, and is therefore considered blind and deaf. However, it can locate thinking creatures (those whose thoughts could be read with a *detect thoughts* spell) within 60 feet as though it had blindsense. Additionally, it can telepathically read any surface thoughts made by creatures within 60 feet, but only if those creatures willingly allow it to do so.

# Ecology

Perhaps the strangest of all familiars, thought bubbles stretch the definition of creature to its limit. Born from the minds of their spellcasting masters, thought bubbles are made of purely mental energy, contained in a shimmering, translucent field of magical power. Their very physical bodies are sustained by their link with their master and creator, and as a result, they cannot stray very far on their own.

Though they are born from their master's thoughts, they have their own separate consciousness, and often develop a variety of personality quirks. Communicating with a thought bubble can be a taxing process, as they are incapable of speech, and communicate by creating simple pictographic images.

# Familiar

**Familiar:** A thought bubble grants its master a +4 bonus on checks made to cast spells with intricate thought components.

**Improved Familiar:** A thought bubble can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a thought bubble as an improved familiar, the character must be at least 5th level, but he may be of any alignment. A thought bubble improved familiar can use *detect thoughts* as a spell-like ability at will.

# Vordis Graft

This strange contraption consists of a pair of tiny black metal arms, perhaps a foot long each, which glisten malevolently in the light. Each of them is attached to a skin-like membrane which resembles a burned, warped, and distorted humanoid face.

This is a highly unusual familiar made from mechanically animated undead flesh that actually burrows into the master's body, incorporating itself into his form. Unlike other vordis grafts, these familiars are easy to install in a character that forms an arcane bond with them. A vordis graft familiar resembles a pair of wicked, pincer-like arms connected to a membranous face. The graft goes into the master's stomach and becomes part of his body. For more information on the vordis, and different grafts and creatures relating to the vordis, see *Mythic Mastery: The Vordis Scourge Volumes* 1–3.

A vordis graft familiar cannot typically be targeted separately from its master by spells or attacks. It does not function in an *antimagic field*, and while it cannot be permanently dispelled, any effect which would dispel it causes it to be suppressed for 1d4 minutes. Its caster level is equal to its master's class level in the class that granted the familiar, for the purposes of determining whether dispel attempts are successful.

# Familiar

**Standard Familiar:** A vordis graft familiar cannot take actions on its own, but provides the master with two additional hands, which cannot wield shields or weapons, but can perform any other function of normal hands, including operating devices requiring manual precision or casting spells with somatic components. Unlike other familiars, a vordis graft familiar is part of the master's body and does not have its own independent statistics. It can, however, be attacked and killed separately from its master. A vordis graft familiar has AC equal to its master's AC and standard hit points for a familiar. The vordis graft familiar's master gains a +4 bonus on checks made to cast spells with intricate somatic components.

**Improved Familiar:** A vordis graft can be selected as an improved familiar by a character with the Improved Familiar feat. To gain a vordis graft as an improved familiar, the character must be at least 5th level, and his alignment must be within one step of neutral evil. As an improved familiar, the hands that the vordis graft grants to its master can be used to make two secondary pincer natural attacks which deal 1d6 points of slashing damage (or 1d4, if the familiar's master is Small). Additionally, the master adds his primary spellcasting ability score modifier as a bonus on attack rolls made with these pincer attacks. 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, Dean of Metamagic Ostudies, M. D. O

# Appendix 4: Contributors

The following section presents statistics and background information for the four spellcasters whose names appear in this book. They are presented with treasure appropriate for a player character of their level, rather than an NPC, and each has one or two unique abilities not derived from their race or class. Because of these two things, each of them has had their CR increased by 1.

Each stat-block also has a tactics section, giving advice on how the character acts before and during combat, and what they do when a fight begins to turn against them. Each stat-block also contains an encounters section, which includes an entourage listing, which describes creatures the character could potentially be encountered with, a gear section, which lists the equipment the character is likely to be wearing or carrying, and a boon section, which describes ways in which the character can provide aid or other benefits to player characters. There are several new spells introduced in this book which are listed in the following stat-blocks, and these are denoted with an asterisk (\*).

# Bertram Ollander

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 16

XP 76,800 Male human wizard (enchanter) 16 LG Medium humanoid (human) Init +5; Senses Perception +20

# DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dexterity) hp 90 (16d6+32) Fort +11, Ref +11, Will +16

#### OFFENSE

Speed 30 ft.

**Melee** +3 shocking dagger +11/+6 (1d4+3/19–20 plus 1d6 electricity)

Special Attacks aura of despair (16 rounds/day)

Arcane School Spell-Like Abilities (CL 16th; concentration +24)

11/day—dazing touch

Wizard Spells Prepared (CL 16th; concentration +24)

8th—abstract existence\* (DC 26), heightened dominate person (DC 28), memory exchange\* (DC 28), sociopathic glee\* (DC 28)

7th—archmage's lucubration\*, bonds of sorrow\* (DC 27), silent still dominate person (DC 25), power word blind (DC 27), silent still telekinesis

6th—chain lightning (DC 24), dismal cloud\* (DC 24), greater heroism, Ollander's unwilling puppet<sup>AA5</sup> (DC 26), permanent image (DC 24)

5th—dream, magnetic repulsion\*, mystic word\*, persistent image (DC 23), symbol of sleep (DC 25), telekinesis

4th—crushing despair (DC 24), extended heroism, Ollander's controlled confusion<sup>AA5</sup> (DC 24), Ollander's strip mind<sup>AA3</sup> (DC 24), obsessive fascination\* (DC 24), phantasmal killer (DC 22), rainbow pattern (DC 22)

3rd—deep slumber (DC 23), heroism, Ollander's mental doorway<sup>AA5</sup> (DC23), lightning bolt (DC 21), perfect recall\*, rage (DC 23), tongues

2nd—daze monster (DC 22), hideous laughter (DC 22), invisibility, Ollander's mental fortitude<sup>AA3</sup>, nonviolent resolution<sup>AA5</sup> (DC 22), scorching ray, spellbinding burden\* (DC 22)

1st—chains of regret\* (DC 21), charm person (DC 21), comprehend languages, hypnotism (DC 21), Ollander's inflated ego\* (DC 21), sleep (DC 21), spell lock<sup>AA5</sup> (DC 19)

o—acid splash, detect magic, flare (DC 18), ray of frost **Opposition Schools** conjuration, divination

#### TACTICS

**Before Combat** If Bertram expects combat, he casts *invisibility* in order to hide himself and assess the threat before committing to battle. He may even make use of *permanent image* to trick foes into wasting resources before he joins the fight. **During Combat** Bertram attempts to end the fight as quickly as possible with crushing mental attacks, using *dominate person* and *Ollander's unwilling puppet*, among other, similar spells, to turn enemies into allies. If possible, he tries to avoid killing his foes, stating that he hates unnecessary bloodshed. **Morale** If it becomes clear that Bertram's mental attacks are not working, or if his hit points are reduced to less than 45, he flees to the best of his ability.

#### STATISTICS

Str 10, Dex 12, Con 12, Int 27, Wis 10, Cha 12 Base Atk +8; CMB +8; CMD 19 Feats Alertness, Extend Spell, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative, Improved Iron Will, Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Sense Motive), Spell Focus (enchantment), Still Spell, Widen Spell

**Skills** Bluff +22, Diplomacy +22, Fly +20, Intimidate +22, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (local) +27, Perception +20, Sense Motive +26, Spellcraft +27, Swim +17

Languages Common, Dwarven, Elven, Giant, Gnome, Halfling, Orc

**SQ** arcane bond (bonded item [medallion of thoughts]), enchanting smile (+5), powerful personality

## ENCOUNTERS

Entourage solitary, or with servant (Bertram plus a dominated storm giant)

**Gear** +3 shocking dagger, bracers of armor +8, cloak of resistance +5, headband of mental superiority [Intelligence, Charisma] +4, medallion of thoughts, ring of invisibility, ring of mind shielding, ring of shooting stars, robe of stars **Boon** Bertram Ollander makes a great deal of friends, often with his winning personality alone, and so is in a position to help put the party in touch with a great deal of influential people, and may even be willing to call in various favors that those individuals remember owing him (even if they don't quite remember why) on the party's behalf.

# SPECIAL ABILITIES

**Powerful Personality (Ex):** Bertram Ollander gains a +4 bonus on opposed Charisma checks made to determine whether a creature under the influence of one of his charm or compulsion effects follows his commands (this includes opposed Charisma checks made to convince a creature affected by *charm person* to do something it would not normally do, as well as opposed Charisma checks made when two different spellcasters affect the same creature with spells like *dominate person*).

#### Background

Known in some circles as "Ollander the Blue," due in part, at least, to his preference for blue clothing, Bertram is a shining example of an enchantment expert who does not abuse his power. Beyond perhaps necromancy, enchantment seems to be the school of magic that most attracts those who wish to use magic in dark and immoral ways, and it seems that so many enchantment spells focus on stripping away the will of others, and enslaving them in some fashion to the caster, which is of course no less terrible a form of slavery than the kind that employs manacles and brute force. But the school of mental magic has the potential to be about so much more than petty power plays and crude domination, and Bertram is one of the foremost enchantment experts focused on expanding our knowledge of enchantment to uses that can benefit mankind, such as the recovery of lost memories, the healing of mental wounds and traumas, and enhancing our ability to learn, process, and understand new information, to name just a few. Even when mental intrusion proves necessary, Bertram is a strong proponent of spells that are as undamaging to the target's mind as possible.

Since the last Advanced Arcana volume that Bertram was kind enough to assist with, he has written two books of his own: The Maze of Memory, a fascinating treatise on memory recovery and the exploration of the mind, and Emotive Meditations, a collection of essays on various emotions and how best to evoke them with magic Both of these works shine lights on aspects of enchantme that are currently largely overlooked, and hint at practica applications of the school which could do a world of good Imagine spells which could potentially unlock eidetic memory in all of us, or which could implant knowledge directly from one mind to another. Such a spell could revolutionize the entire system of academic learning as w know it! And his work on emotions is no less tantalizing. Beyond the obvious recreational uses that the ability to evoke specific emotions offers, the potential therapeutic applications are staggering.

Of course, since the recent emergence of psychic magic into public knowledge, Bertram has understandably diverted his studies towards attempting to study psychic energy and psychic spellcasting principles, as much of the academic community has done. Being a specialist in mental magic already, Bertram is perhaps as close to an expert on psychic magic as the arcane community can be expected to have, under the circumstances, and, as it turns out, his specialization in emotional states made him even more predisposed to such research, as emotions feature prominently in psychic spellcasting.

Though the work is not yet quite finished, Bertram has been performing several case studies on a variety of psychic spellcasters, testing the way that psychic energies and routine use of psychic magic affects the mind of the user. From what little I have been able to coax from him on the study, it seems that we can expect some exciting and groundbreaking conclusions once the study is complete.

On a regrettable note, Bertram has recently come under fire from certain critics in the academic community who have made unsubstantiated, and frankly, in my mind, transparently false, claims of unethical behavior by Bertram, both in his studies and in his career. I will not lend any more credence to these vicious lies by repeating the details of them here, but allow me simply to say that I have worked closely with Bertram on both this and previous volumes of Advanced Arcana, and I certainly do not recall any instances of such behavior. Bertram is a credit to enchanters everywhere, and the sooner that these false claims can be laid to rest, the better it will be for the arcane community as a whole.

# Claire Verbeck

It is plain to see that this brown-haired woman is quite capable. Somewhat on the short side, her tan skin and fit physique reveal an active lifestyle. She dresses in plain and practical khakis beneath her breastplate, and carries a pack overflowing with books and notes.

ren	
rong	CLAIRE VERBECK CR 13
's	XP 25,600
	Female human occultist 13
	LG Medium humanoid (human)
	Init +8; Senses Perception +15
g	DEFENSE
6	AC 27, touch 15, flat-footed 23 (+11 armor, +1 deflection, +4
1	Dex, +1 natural)
ic.	hp 75 (13d8+13)
ent	Fort +13, Ref +13, Will +12
al	OFFENSE
od.	Speed 20 ft.
	<b>Melee</b> +1 adamantine longsword +14/+9 (1d8+5/19-20)
	<b>Ranged</b> +3 revolver +17/+12 (1d8+3/x4)
we	Special Attacks focus powers (aegis [+3], cloud mind,
	danger sight [+6], future gaze, legacy weapon [+3], mind
5.	barrier [26 damage], mind over gravity, minor figment, obey,
	sudden insight [+6], unraveling, unseen [13 minutes]), mental
	focus (12/day)
	Occultist Spell-Like Abilities (CL 13th; concentration +19)
с	At will—aura sight
bly	<b>Occultist Spells Known</b> (CL 13th; concentration +19) 5th (2/day)—communal stoneskin, commune, false vision,
2	greater forbid action (DC 21), telekinesis
	4th (4/day)—freedom of movement, hold monster (DC 20),
	planar adaptation <sup>APG</sup> , scrying (DC 20), shocking image <sup>UC</sup>
	3rd (5/day)—clairaudience/clairvoyance, haste, hold
P	Sia (Siau) chan addichec, chan voyanec, nasic, nota

3rd (5/day)—*clairaudience/clairvoyance, haste, hold* person (DC 19), major image (DC 19), nondetection

2nd (7/day)—blur, calm emotions (DC 18), locate object, resist energy, rope trick

1st (7/day)—alarm, charm person (DC 17), disguise self (DC 17), feather fall, Verbeck's instant acclimation\*

o (at will)—daze (DC 16), detect magic, ghost sound (DC 16), mage hand, resistance

**Implement Schools** abjuration, divination, enchantment, illusion, transmutation

#### TACTICS

**Before Combat** Claire divides her focus fairly evenly, putting 2 points in each of her 5 implement schools, and leaving 2 in reserve. She generally uses legacy weapon on her revolver when she expects combat is near, adding two weapon special abilities based on what she expects will be useful for the day. Claire prefers to avoid bloodshed, and will use spells like *hold monster* and *charm person* and focus powers like mind over gravity and unseen in order to avoid combat altogether, if able. If she has time to prepare, she casts *blur* and *shocking image* on herself for protection.

**During Combat** When facing serious opponents, Claire prefers to resolve the fight quickly and at a range using her revolver in conjunction with Rapid Shot and Deadly Aim. On longer expeditions, where she needs to conserve her ammunition, or when fighting at a range is not possible, she is not above switching to her longsword, however. **Morale** Claire is happy to both give and receive quarter, if she believes her opponent can be trusted to behave fairly and

honorably. If faced with an intelligent opponent who does not seem to be completely depraved, she offers to parley and discuss terms if she is reduced to less than 25 hit points. If she does not believe her opponent can be safely negotiated with, she attempts to flee, instead.

### STATISTICS

#### Str 18, Dex 18, Con 10, Int 22, Wis 9, Cha 12 Base Atk +9; CMB +13; CMD 28

Feats Deadly Aim, Exotic Weapon Proficiency (firearms), Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (revolver) Skills Appraise +18, Diplomacy +17, Disable Device +17, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (planes) +19, Linguistics +22, Perception +15, Sense Motive +15, Spellcraft +22, Use Magic Device +23 Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Dwarven, Elven, Giant, Gnome,

Ignan, Infernal, Sylvan, Terran, Undercommon SQ binding circles, curator, magic circles, magic item skill,

object reading, outside contact (2 questions), shift focus

#### ENCOUNTERS

**Entourage** solitary, or with bodyguards (Claire plus 1–4 7th-level fighters)

**Gear** +1 adamantine longsword, +3 revolver, +5 breastplate, amulet of natural armor +1, belt of physical might [Strength and Dexterity] +4, cloak of resistance +5, headband of vast intelligence +4, potion of cure serious wounds, ring of protection +1, 100 metal cartridges

**Boon** In addition to serving as a source of information, especially about lost relics and exotic planar locales, Claire can identify magic items, and can help deal with any cursed items that the party encounters, and is generally happy to do so free of charge. If the party proves themselves competent, she may offer to hire them on as bodyguards on one of her more dangerous and exciting adventures.

SPECIAL ABILITIES

**Curator (Su):** An expert in the handling of dangerous magical objects, Claire Verbeck is an expert at safely dealing with cursed items. As a standard action, Claire can touch a cursed item and expend 1 point of mental focus in order to temporarily nullify the cursed item's negative effects. This causes the cursed item to be treated as a nonmagic item, and, in the case of cursed objects that cannot be removed, allows them to be removed safely, as though they had been affected by *remove curse*. The effect lasts until the next time that Claire rests and regains her daily uses of focus. If desired, Claire can choose to expend 1 point of focus when she regains her daily focus in order to continue the effect for another day.

#### Background

The curator of the Resdain Museum of Artefacts and Relics, Claire Verbeck is an accomplished woman whose exploits of derring-do in seeking out and recovering lost relics are matched only by her impressive management of a large museum full of dangerous and magical exhibits.

Included on Claire's impressive archaeological resume is the recovery of the Three Golden Idols of Isohd, relics from an ancient civilization believed to be highly advanced in the arcane arts, possibly even more so than we are today. The golden relics, statuettes linked to verbal, somatic, and material components, and which are said to allow the one who holds them to be able to ignore such requirements when casting spells, were long believed to be little more than legend, until Claire successfully discerned their final resting place by correcting a previous misinterpretation of certain runes and hieroglyphs. The relics are currently on display in the Resdain Museum, and Claire's book chronicling the adventure had in recovering them is nearly as stimulating reading as her extensive analysis of them. Both books, Journey to the Heart of the Lost Temple of Isohd, and Examination of the Three Golden Relics of Isohd, are widely available, but I recommend that those with an interest in the relics purchase the books directly at the museum, after taking a look at the exhibit, and the many other wonders housed there.

As titillating as the tales of her fieldwork are (and indeed, Miss Verbeck regularly faces great dangers in the acquisition and recovery of the many archaeological finds she has uncovered; her efforts, and the risks that she takes, are, I think, greatly underappreciated in the academic community), I believe that the place that Claire shines most is the genius that she applies to unlocking the secrets of the things that she does find. Her work has revolutionized our understanding not only of the Isohd (who, prior to her work The Gods of the Isohd, were believed to have been strictly devoted to arcane magic, but who Miss Verbeck quite convincingly argued in that same work were, in fact, deeply religious in their spellcasting, and seem to have blended arcane and divine magic together), but she has also unlocked the secret workings of several magical artifacts and supposedly cursed items, giving us much greater understanding not only of those specific items, but of the magic that they employed.

Perhaps part of the reason why Claire makes such an excellent archaeologist is the fact that she is a practitioner of psychic magic, and in fact specializes in reading the psychic auras imprinted on objects. While Claire has of course been a psychic spellcaster since the beginning of her spellcasting career, she only became open about the type of magic she performed recently, after psychic magic was made common knowledge amongst the arcane community. Miss Verbeck has been very outspoken about psychic magic since that event, and has not only been a great help in increasing knowledge and understanding of psychic magic, but has also been a champion of psychic magic against those unfortunate and backwards members of our community who have spoken out against psychic spellcasters and attempted to demonize them.

Naturally, because this book began as an exploration of psychic magic, and many of the principles it explores would have remained hidden to us without the discovery of psychic magic, I reached out to Miss Verbeck early in the process of assembling this tome, and was delighted when she agreed to assist in my research. She has been my primary source about all things relating to psychic magic, and has been an invaluable help in the assembly of this tome.

# Heridus the Unassailable

A small man with neat brown hair and a clean-shaven face, this middle-aged man wears serviceable cream-colored clothing and speaks with a remarkably high voice.

#### HERIDUS THE UNASSAILABLE

XP 204,800

CR 19

Male human wizard (abjurer) 19 LN Medium humanoid (human) Init +4; Senses darkvision 120 ft.; Perception +24

#### DEFENSE

AC 34, touch 20, flat-footed 28 (+8 armor, +4 Dexterity, +5 deflection, +1 dodge, +5 natural) hp 126 (19d6+57)

# Fort +16, Ref +17, Will +23

**Defensive Abilities** energy absorption (57/day), evasion, protective ward 12/day (+4 deflection, 9 rounds); **Resist** fire 10; **SR** 21

#### OFFENSE

Speed 30 ft.

Melee +4 frost dagger +13/+8 (1d4+4 plus 1d6 cold/19-20) Wizard Spells Prepared (CL 19th; concentration +28)

9th—Heridus's final contingency<sup>AA4</sup>, Heridus's perfect protection<sup>AA2</sup>, imprisonment (DC 30), freedom, shades (DC 30)

8th—Heridus's invincible barrier\*, Heridus's shocking decoy<sup>AA4</sup> (DC 29), maze (DC 27), mindblank, protection from spells

7th—quickened dispel magic, Heridus's counterscry<sup>AA5</sup>, Heridus's panic room<sup>AA2</sup>, plane shift, sequester, spell turning

6th—globe of invulnerability, guards and wards (DC 27), Heridus's damning decoy<sup>AA4</sup> (DC 27), Heridus's invunerabilty<sup>AA2</sup>, Heridus's twin wards<sup>AA4</sup>, true seeing

5th—break enchantment, dismissal (DC 26), Heridus's instant retrieval<sup>ANA13</sup>, 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 <sup>AA4</sup> (2), Heridus's punishing ward\*, nondetection (DC 24), secret page

2nd—arcane lock, detect thoughts (DC 21), fog cloud, Heridus's emergency ward<sup>AA2</sup>, obscure object, protection from arrows, resist energy

1st—alarm, Heridus's personal asylum<sup>AAV</sup> (DC 22), hold portal, mage armor, magic missile, protection from chaos, protection from evil, shield

o—daze, detect magic, light, prestidigitation

Opposition Schools enchantment, transmutation

# TACTICS

**Before Combat** Heridus is almost never caught unprepared for combat, and does not hesitate to cast all of his defensive spells in advance if he expects a fight.

**During Combat** With few exceptions, Heridus rarely consents to combat for any period of time against any creature that could conceivably be a threat to him, preferring

instead to escape to safety, and rely on conjured bodyguards or assassins to deal with his opponent while Heridus himself remains at a very safe distance.

**Morale** At the first sign of a real threat, Heridus flees via magic. The only exceptions to this are if escape is not possible for some reason (a very rare occurrence for Heridus), or if fleeing will somehow leave him more vulnerable than if he remains (such as if his opponent may be able to search through any records he might leave behind and discover his secrets). Using his massive intellect, Heridus is able to instantaneously calculate the course of action that presents him with the least amount of long-term risk over a period of years, if not decades.

#### STATISTICS

### Str 10, Dex 19, Con 16, Int 28, Wis 20, Cha 10 Base Atk +9; CMB +9; CMD 29

Feats Alertness, Brew Potion, Craft Wondrous Item, Dodge, Great Fortitude, Greater Spell Focus (abjuration, illusion), Improved Iron Will, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (abjuration, illusion)

Skills Bluff +19, Craft (alchemy) +31, Craft (traps) +31, Fly +26, Knowledge (arcana) +31, Knowledge (dungeoneering) +31, Knowledge (engineering) +31, Knowledge (local) +31, Knowledge (religion) +31, Perception +24 (+28 on checks made to track while underground), Sense Motive +24, Spellcraft +31, Stealth +23, Survival +5 (+9 on checks made to track while underground)

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Sylvan SQ ageless, arcane bond (bat familiar), well-prepared

#### STATISTICS

**Entourage** solitary, or with bodyguards (Heridus plus 2–8 elder air, earth, fire, and/or water elementals summoned via *greater planar binding*)

**Gear** +4 frost dagger, amulet of natural armor +5, belt of physical might +6 [Dexterity, Constitution], boots of teleportation, bracers of armor +8, cloak of resistance +5, darksight goggles, headband of mental superiority +6 [Intelligence, Wisdom], instant fortress, mantle of spell resistance, ring of evasion, ring of protection +5, 5 1st-level scrolls, 5 2nd-level scrolls, 5 3rd-level scrolls, 5 4th-level scrolls, 5 5th-level scrolls, 3 6th-level scrolls, 3 7th-level scrolls

**Boon** In addition to his extensive collection of spellbooks and his impressive knowledge on a variety of topics, Heridus can grant the party sanctuary in one of his numerous safehouses throughout the planes, providing them with means of travelling there and knowledge of all of the passwords and special tricks required to enter safely.

SPECIAL ABILITIES

Ageless (Su): Heridus does not suffer the normal effects of aging. His true age is unknown, but he is clearly at least old enough to qualify as old for a human. He does not have any of the normal benefits or drawbacks of old age, however.

Well-Prepared (Su): Heridus is not just very intelligent, but also highly paranoid and constantly planning

and preparing for all sorts of threats, real and imagined. The collection of scrolls that he carries on his person reflects this preparation and the various contingencies he has prepared. Rather than determining the exact scrolls that Heridus has at any given time, assume that the various scrolls listed in his gear hold whatever sorcerer/wizard spell of the listed spell level would be the most useful at any given time.

# Background

Known by his detractors (regrettably including many of his contemporaries in the previous century, before he withdrew into his current reclusive lifestyle) as Heridus the Insecure, this enigmatic mage has shut himself off from the rest of the world for reasons that he has yet to share, even with me.

I have worked with Heridus closely on several previous installments of this series, ever since I first stumbled across him in one of his many safehouses while researching for *Advanced Arcana Volume II* (the story of which is included in that tome). While his concern for security is excessive even by the standards of reclusive, tower-bound wizards, there can be no denying that he is an expert on matters of defensive and protective magic; in fact, I do not believe it would be at all a stretch to claim that he is perhaps the single foremost authority on such matters.

I like to think that in the time that we have collaborated, I have managed to earn the man's trust, and certainly he has been gracious enough to allow me to see the inside of many of his safehouses (although I suspect that he abandons each one once it has been used). Despite our professional relationship, and what I, at least, consider to be a personal friendship, Heridus has shared little of his personal history with me. I can say with a fair degree of certainty that "Heridus" is not the name that he was born with, but rather one that he took for himself at some point in the past. Determining the man's age is a difficult feat as well: records of Heridus go back at least 100 years, but since the name is adopted, Heridus, who appears only to be in his mid-fifties, has clearly found some way to avoid the effects of aging.

Since he refuses to discuss either subject, and the records from that time period are incomplete at best, we may never know the answers to these questions for certain. Given his concerns for personal safety, however, it seems likely that whatever led Heridus into his current seclusion and paranoia is likely also the source of his name change, and perhaps even his agelessness.

Of course, since my relationship with Heridus is public knowledge, I have begun to receive some insight into what appear to be very real threats to his life. In the past year, I have been approached several times, sometimes diplomatically and sometimes hostilely, by members of a certain race of outsiders (which I will not reveal out of respect to Heridus's security) who were interested in using me to reach Heridus for what I am quite certain were not benevolent purposes. Luckily, I was able to fend off their advances, but I fear that my friend may see these events as too big a threat for further collaboration.

# Morticia Dreadmire

A pale-skinned beauty with long raven-black hair and ruby-red lips, this woman's sensuality is barely concealed beneath a cold and professional demeanor. She dresses in black robes lined with silver, of a very conservative cut, and wears her hair tightly braided.

**CR 16** 

#### MORTICIA DREADMIRE

#### XP 76,800

Female human cleric 3/wizard (necromancer) 3/mystic theurge 10 N humanoid (human) Init +2; Senses Perception +4

DEFENSE

AC 31, touch 17, flat-footed 29 (+6 armor, +5 deflection, +2 Dex, +5 natural, +3 shield) hp 65 (13d6+3d8+3) Fort +12, Ref +12, Will +22

#### OFFENSE

#### Speed 40 ft.

**Melee** +3 vicious flaming heavy mace +13/+8 (1d8+5 plus 2d6 plus 1d6 fire)

**Special Attacks** bleeding touch (7/day), channel negative energy 14/day, (DC 15, 3d6), grave touch (7/day; 1 round), power over undead (7/day)

**Cleric Spells Prepared** (CL 14th; concentration +18)

7th—destruction (DC 22), greater teleport<sup>D</sup>

6th—antilife shell, create undead<sup>D</sup>, harm (DC 21)

5th—Morticia's dark revival<sup>AA4</sup>, slay living<sup>D</sup> (DC 20), trueseeing, unhallow

4th—death ward, divination, dimension door<sup>D</sup>, freedom of movement, poison (DC 19), unholy blight (DC 18)

3rd—animate dead (2), bestow curse (DC 18), contagion (DC 18), fly<sup>D</sup>, speak with dead

2nd—death knell<sup>D</sup> (DC 17), fox's cunning, Morticia's corpseshape<sup>AA4</sup>, owl's wisdom, undetectable alignment, zone of truth (DC 16)

1st—bane (DC 15), cause fear<sup>D</sup> (DC 16), command (DC 15), curse water (DC 16), doom (2) (DC 16)

o—create water, detect poison, resistance, virtue

D Domain spell; Domains death, travel

Wizard Spells Prepared (CL 14th; concentration +18) 7th—finger of death (DC 22), Morticia's dark lightning<sup>AA4</sup> (DC 22)

6th—create undead, greater dispel magic, shadow walk 5th—magic jar (DC 20), nightmare (DC 19), wall of force, waves of fatigue

4th—dimensional anchor (DC 18), enervation (2), fear (DC 19), phantasmal killer (DC 18), scrying (DC 18)

3rd—dispel magic, halt undead (DC 18), Morticia's spirit séance\*, nondetection, protection from energy, vampiric touch

2nd—blur, command undead (DC 17), false life, invisibility, protection from arrows, spectral hand

1st—cause fear (DC 16), chill touch (DC 16), glimpse beyond, protection from good, shriek (DC 15), vampire's caress<sup>AA5</sup>

o—daze, detect magic, light, prestidigitation

#### **Opposition Schools** conjuration, transmutation

### TACTICS

**Before Combat** Morticia casts *blur, death ward*, and *freedom of movement* if she expects a fight, and if she knows combat is coming far enough in advance, she ensures that her various undead minions are available to protect her from mundane threats.

**During Combat** Morticia makes use of spells like *finger* of death and magic jar to deal with her foes, falling back on Morticia's dark lightning and destruction, as well as her mace, against foes whose saving throws are too good for such tactics.

**Morale** As a pragmatist, Morticia has little interest in fights that she isn't confident she can win. She flees if reduced to less than 30 hit points, or if it becomes clear that she is outmatched.

#### STATISTICS

#### Str 14, Dex 14, Con 10, Int 18, Wis 18, Cha 14 Base Atk +8; CMB +10; CMD 27

Feats Combat Casting, Command Undead, Extra Channel, Improved Channel, Improved Counter Spell, Improved Iron Will, Iron Will, Scribe Scroll, Skill Focus (Knowledge [religion]), Spell Focus (necromancy), Turn Undead Skills Craft (alchemy) +23, Diplomacy +21, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +29, Spellcraft +23

Languages Abyssal, Aklo, Common, Draconic, Infernal SQ agile feet (7/day), arcane bond (cat familiar), combine spells (5th), combined energy, spell synthesis

ENCOUNTERS

**Entourage** solitary, or with servants (Morticia plus 28 HD of skeletons and zombies, and a single 6 HD vampire) **Gear** +2 mithral buckler, +3 vicious flaming heavy mace, amulet of natural armor +5, belt of physical might +4 [Strength, Dexterity], bracers of armor +6, cloak of resistance +5, ioun stone (orange prism), ring of protection +5, robe of bones

**Boon** In addition to being a useful source of knowledge, Morticia has an impressive library of spells, including a particularly expansive selection of forbidden spells, "black magic," and other difficult to acquire information of pragmatic but amoral nature, and she can be a good source of such information for the party. Further, she can serve as a source of bodies and similar materials in places where they may be hard to come by.

SPECIAL ABILITIES

**Combined Energy (Ex):** Morticia is able to meld the negative energy from her cleric levels and from her arcane school into a single stream of energy more potent than either. She combines her daily uses of channel energy from these two sources, and adds her wizard and cleric levels together to determine the DC and damage dice of her channeled energy, as well as how many Hit Dice of undead she can control with Command Undead.

#### Background

Like many respectable practitioners of the arcane arts, I must admit that I occasionally feel certain reservations towards those who choose to devote their studies specifically to the school of necromancy. While few would argue that this school is without any merit at all, those who specialize in it tend to be drawn to it specifically because of its dark and immoral uses, and generally display a dramatic and reckless approach to magic, in the best cases, and downright evil inclinations in the worst. It was in part a desire to combat this perception of necromancy, and showcase the work of an upright and respectable necromancy specialist that led me to invite Morticia Dreadmire to be a featured contributor in *Advanced Arcana Volume IV*, and when she expressed an interest in working on this volume as well, I was more than happy to collaborate with her again.

Morticia is a Professor of Necromancy at Siribellion, the same magical institution at which I currently serve as the Dean of Metamagic Studies. She is a well-renowned and respected researcher in the field of necromancy, and specializes in the properties and applications of negative energy. Her work, *Channeling Nothing: The Art of Negative Energy Manipulation* is a ground-breaking and revolutionary treatise which challenges some of the basic precepts of negative energy, such as what it is and where it comes from, and raises some intriguing questions about the very nature of entropy, and the role that it has to play in the multiverse.

Morticia does not limit herself to theoretical metaphysics, however, and has also published several treatises on necromantic topics of a more hands-on and practically applicable nature, such as Anatomy of the *Undead*, a fantastic primer on the way that negative energy flows through and empowers corpses, which is not only informative, but explores ways to interrupt these energies, and is an excellent resource for those who may find themselves face to face with such vile creatures. She also recently released a fascinating case study, The Man With Two Souls, which tells the story of a man who had the misfortune to not only be raised as an undead, but to actually become two such creatures: his body becoming a vampire, and his soul separately becoming a ghost. Previously thought to be an impossibility, this document details Morticia's interviews and research with both versions of the man, and the results of a few humane experiments to learn more about his condition, before his unnatural existence was ended and his severed spirit was allowed to rest.

Morticia's aid was particularly valuable for this book, because, like myself, she has a love of knowledge, and an extensive collection of obscure spells, with a particular, and I think excusable, fondness for "forbidden" spells. Of course she would never dream of using them, any more than you or I would, but together we selected a few of the more appropriate ones for inclusion in this tome, for research purposes, and the majority of the spells involving souls and sacrifices come from Morticia's library, even if she did not invent them herself. 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.

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

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

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

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

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

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

**OPEN GAME LICENSE Version 1.0a** 

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**15. COPYRIGHT NOTICE** 

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

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid,

Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.
Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Bestiary. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Marle and Martin Mason Bhd Creary Cirk Mong Jacon Nelson Pairick Renie San Kenyolds. E Weelew Schneider

MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, MacLean, martin Masch, nob Micreany, Eliki Moha, Jason Nesson, Partick Reine, Jean R Reynologi, F. Wesley Schneder, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam

Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. **Pathfinder Roelpalying Game Bestiary** 4. © 2013, Paico Publishing, LLC, Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason

Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor. Pathfinder Roleplaying Game Bestiary 5. © 2015, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips,

Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike

Stephen Radney-MacFarland, Alistair Nigg, Alex Niggs, David N. Koss, Wes Schneider, David Schwartz, Mark Sentter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer. Pathfinder Roleplaying Game GameMastery Guide. @ 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Liss Stevens, James L. Sutter, Russ Taylor, Penny Williams, Steiw Williams, Teeuwynn Woodruff. Pathfinder Roleplaying Game Advanced Class Guide @ 2014, Paizo Inc; Authors: Dennis Baker, Ross Byers, Jesse Benner Savangah Broadware Jason Bulmahn Ling Grower. Tim Hitchcore, Tarcy Hurley. Jonatha H. Keith, Will McCardle

Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn Pathfinder Roleplaying Game Advanced Player's Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor. Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Paile Aley Codes Mark Fander Lander Lander Lander Lander Lander Lander, Jason Bulmahn, Adam Paile Aley Codes Mark Fander Lander Lander Lander Lander Lander Lander Lander, Jason Bulmahn, Adam

Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie

Daigle, Alex Greensniends, koo McCreary, Mark Moreiano, Jason Neison, Stephen Kaaney-MacFarlano, Patrick Kenie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jimi Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Russ Taylor

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Barthfider Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Nelson, John Philips, Patrick Reine, Sean K Reynolos, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tark Shaw, Owen KC Stephens, and Russ Taylor. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

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

Advanced Arcana Volume II Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume III Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua **Zaback** 

A Necromancer's Almanac: 2012 Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume IV Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Almanac: 2013 Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Marie Barnes, Joel Migas

Advanced Arcana Volume V Copyright 2014 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua **Zaback** 

A Necromancer's Almanac: 2014 Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume VI Copyright 2014 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua

END OF LICENSE

Two wizards face off against one another, both attempting to cast the same spell. Their hands go through the complex motions as quickly as they can, rading to finish first while struggling not to let a single finger fall out of place. An apprentice attempte to cast a difficult spell for the first time, and stumbles to a halt balfway abrough—what was the next word? Two vertice? — if he presses would be call may as hereful. word? Tros, or 150x?-if he guesses wrong, the spell may go horribly awry. A kindly old hedge witch tells a desperate client that there is a spell that does what he wants, but in order to cast it properly, she will need a fily that bloomed on a grave.

These are the kinds of exciting and dramatic moments that spell components have the potential to provide, but it's not something you see very often at the game table, where spell components are often glossed over as though they were nothing. Pathfinder Roleplaing Games Occult Adventures introduced two new types of spell components, and this book takes that idea to the next level by introducing spells with several new kinds of components, including:

. Intritate components, which take existing components like verbal and somatic to a dramatic new level in exchange for powerful returns. - Chergy components, which draw on the caster's own life force to cast.

- · Bacrifice components, which require a live, intelligent sacrifice to pe

. Boul components, where a captured soul is needed to power the spell (whose effect ofter depends on the soul & quality)

e Terrain components, found in powerful spells that can only be cast while in certain. types of terrain.

e .... and a whole lot more

Advanced Arcans Volume VI is more than just a collection of over 150 brand new. never-before-seen spells. It, like its critically-acclaimed predecessors, was specifically designed to challenge the status quo of the way that magic works in your game. But even above and beyond Advanced Arcana Volume VI's numerous groundbreaking new spells that will have you rethinking what you thought you knew about magic, the book contains a number of expansive appendices on such topics as

- . A selection of feats that allow casters to make the most of the new spell mechanics.
- · Several new and exotic familiars, including a brain in a far, a magic mirror, and more.
- e A new archetype for each and every Daizo spellcasting class.
- e ....and more

If you've already experienced one of the previous installments of Advanced Arcana, you know that this book is not to be missed. Dick up your copy of Advanced Arcana Volume VI. and change the way that you think about magic today



