

Advanced Arcana

Volume VII



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Credits

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References to Other Products

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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. I anymaer Koleplaying Game. Oltimate Magic

My Dearest Student,

S'm sure that with the recent revelations about your mentor, Wintaris Sulimar, and the difficult trials that you recently endured, the beginning of the new school year is the last thing on your mind. S assure you that your mother and S had no idea that Wintaris was capable of such terrible things, least of all to students at the academy. S understand that Sean Revis has declared what you have done to be a heroic service to all of Aubergrave academy, and S must say that S agree. As harrowing as the last year must have been for you, you should take great pride in the fact that you were responsible for not only uncovering terrible happenings occuring at your school, but putting a stop to them, and saving many lives in the process, S'm sure.

Sy all accounts, the way in which you handled the matter is almost as impressive as the results, and S understand that you used more than one spell from the previous books that S have sent you in your final confrontation with Vintaris. Truly, it seems that you have surpassed your former mentor in every conceivable way, and in defeating a full-fledged mage (and a faculty member, at that!) you have made quite a name for yourself not just as a hero, but also as an accomplished and gifted mage. Anyone who may have had even the slightest doubts about your skills after previous years must surely stand up and take notice now.

In fact, I have spoken with Dean Revis, and convinced him that you have demonstrated that you truly do not need a mentor, now. I have no doubt that after your heroics at the end of the last year, you could have your pick of mentors, and of course if you choose to take another mentor when this year begins, I'm sure it will be for the best, but given the unfortunate tragedies of your last two mentors, I thought that perhaps it would be best to give you the option to go a different route, which might be a bit less troubling for you.

You have demonstrated yourself more than capable when it comes to your studies, and Dean Revis has consented that, if you choose, you can present him with your own curriculum plan for the year, and, assuming it meets with his approval, you will be able to set the tone and pace of your studies yourself, a type of learning which has proven very successful at the progressive academies that have chosen to allow it to date, or so S am told. S think this is an excellent opportunity for you to develop your understanding of the arcane arts, as you have so far demonstrated a much faster pace of learning than your peers, and it would seem that in addition to his other crimes, Wintaris was most likely holding you back from your full potential.

Condita

Katurally, mentors perform other functions, as S explained in the letter S wrote you at the beginning of your last school year, but S am more than happy to provide you with connections and introductions to the arcane community, and would be honored to serve in this capacity for you, if you will have me. Your mother tells me that she has received some rather unusual communications from you of late, and S truly hope that you do not believe that S was aware of or condoned S intraris's actions, simply because S recommended him as your mentor. Rease know that S would never wish any sort of harm upon you.

Directing your own studies will also give you more time to focus on the most important task ahead of you this year at Aubergrace: developing, testing, and presenting your arcane thesis. Your knowledge of magic is now great enough that you can go beyond simply absorbing the knowledge that has been developed by others, and can begin to expand the boundaries of arcane knowledge yourself. While not always the case, a mage's thesis often sets the tone for much of his or her studies later in life, and many mages keep revisiting their thesis over the decades, refining it and further developing it.

In fact, the very book that I included with this letter is an example of that. Rerhaps you remember all the way back in the first Advanced Arcana I gave you all those years ago, that the author's focus was to disprove the theory of spell slots? Well, several years later, he wrote this tome, which revisits that work and expands upon it, with a variety of new challenges to level against the established understanding of spells. I think you will find it to be an interesting and informative work.

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

Sincerely, Alastro

ACG: Pathfinder Roleplaying Guide

B5: Pathfinder Roleplaying Game: Bestiary 5

UM: Pathfinder Roleplaying Game: Ultimate Magic

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A Foreword by the Compiler of this Tome

There comes a certain time in everyone's life when their mind becomes inexorably drawn to their legacy, to the things that they accomplished in this life, and to the way that they shall be remembered once they are gone. For some, it is simply a matter of ensuring that they left a mark upon this world, some undeniable evidence that they existed, a boulder set resolutely and unyieldingly in the middle of the rushing river of time that blindly washes away all traces of our existence. For others, and I consider myself among this group, it is not so much an attempt to defy the natural order of life and death, but specifically a desire to know that our lives in some way improved this world, making it a better place, even if only for a time. For if we can consider the purpose of our lives to improve the world around us, then it is not until this task is done that we can lay ourselves wearily to rest.

This is no less the case for mages than it is for anyone else, and I would argue that we perhaps feel this urge more strongly than many others. One could argue that because our lives are generally extended by the magic we wield, we have the weight of more years pressing behind us when the time finally comes to take stock of what we have accomplished in all those years. Those who are opposed to the practice of magic would no doubt say that it is because we are, by our nature, possessed of a great hubris, asking how anyone capable of manipulating the very fabric of reality could possibly come to terms with the stark reality of their own finite nature. Perhaps there is something to this: even I cannot pretend that there my profession does not attract an undue number of egocentric individuals, and perhaps it is not so hard to believe that someone capable of speeding or slowing time, and of bridging the boundaries between life and death, or even creating whole new planes of existence might have difficulty accepting the inevitable fact that death claims us all, in the end.

Of course, it is that last bit that carries the sting, which makes death so feared: "the end." We know of course that death is not the end. I, myself, have travelled to several planes of existence where the souls of the living carry on their afterlives. I have conversed with the souls of the damned and the choirs of the heavens, in pursuit of magical knowledge and lore. It is said that beyond even this afterlife, there is yet another stage of existence, and perhaps more, beyond that. Yet still we fear the "end." The tragic realization that our story is told, our time is up, and there shall be no more from us.

This, I think, is the ultimate reason why we concern ourselves with our legacy, and what shall be left after our passing. If we can ensure that we have something to pass on, some mantle to bestow upon a protégé, or found some institution that can carry on our work in our absence, then in a way, our death is not the end of the story, but merely the ending of a chapter, with the story continuing on in the hands of another. And perhaps, if we are lucky, we may be blessed to watch that next chapter unfold from wherever our soul resides.

I bring up the topic of legacies and passing on because I am coming to believe that these books, the Advanced Arcana compendium, will assuredly be the thing for which I am remembered when I am gone, and certainly they are the work that I would most like to see continued once my age forces me to retire. I must admit that I am not the spry young man I was when I began compiling these tomes, and years of hard travel in search of esoteric arcane lore has begun to take its toll upon me.

It is my profound hope that the Advanced Arcana books have inspired all of you, my gentle and curious readers, with a desire to gain a greater understanding of the ways in which magic works, beyond simply memorizing and regurgitating standardized spells. I hope that you will dig deeper into the workings of the cosmos, and find new ways to channel and harness magical energy. If even one person is inspired by my writings to take up the study of the arcane, to advance our knowledge of what we can do, and to share that knowledge with others, then I will consider my life's efforts to be worthwhile. It is you, my dear readers, to whom I pass on my mantle, and who I encourage to take up my good works.

But, if an old man can be allowed a little self-indulgence, there is another particular legacy that I should also like to concern myself with, in this installment of *Advanced Arcana*, another facet of my life's work in these tomes that forms the core of this tome. As you will already know, if you have read any of the previous installments in the series, each *Advanced Arcana* volume concerns itself with a single academic question or topic of inquiry, attempting to push forward the boundaries of magical learning in that resolve. In the last volume, the focus was on spell components, both delving deeper into the most commonly known components, and exploring for new components that may yet be undiscovered. Prior to that, *Advanced Arcana* explored the concept of spells, and magic in general, as a sentient, quasi-living thing with a will of its own, and before that the fourth volume challenged the very definition of schools of magic as we currently understand them. But in this volume, which I fear may be my last, there was a particular topic of inquiry which I felt was worth revisiting, and a topic that I should like to lay to rest before I retire.

In the original Advanced Arcana, I asked the question "what is the cost of a spell," and challenged the widely accepted theory that spells occupy mental "slots" or "nodes" of varying levels of power. I pointed out that even though there could be no argument that two spells of the lowest tier, such as *burning hands* and *magic missile*, could hardly be mistaken for being as powerful as a spell of the highest tier, such as *astral projection*, there was no known way to use the same high-level slot to cast both of those lesser spells, and that the current theory, which argued that these "slots" represented the expenditure of mental and magical energy, failed to adequately explain this phenomenon. To support my point, the book was filled with a variety of different spells with unusual properties, some of which I had found in my studies, and others of which I developed myself with the help of a variety of talented mages. I was certain that, armed with these spells as fresh information, the academic community would abandon the existing understanding of spellcasting.



While that first Advanced Arcana was an unmitigated success in terms of its popularity, and I consider the fact that so many mages proved interested in its unusual spells and the questions that it raised to be a much greater success than dislodging an outdated model of spell hierarchy in any event, I was disappointed with the lack of interest that my peers in the arcane community took in the challenge that I laid before our current understanding of the nature of spell slots. Though I am very proud of what was accomplished in that first volume of Advanced Arcana, and all the volumes that came afterwards, I cannot help but be just a little bit disappointed, and, dare I say, vexed at that particular result.

And so, in this installment of Advanced Arcana, I have decided to come full circle, and attempt once and for all to force the world to reexamine its understanding of spell slots and the mental energy that is used to cast spells. This time, I am armed with a much wider breadth of knowledge than was available to me in the original Advanced Arcana, and a good deal more experience, as well. I have expanded my research on the fountain spells introduced in the first volume of this series, which restore mental energy and allow additional spells to be prepared and cast. This tome also contains a selection of bonded spells, a new phenomenon wherein a spell can be prepared using the same mental energy as a second spell, allowing either to be cast, although it can prove somewhat more taxing on the caster. You will also find composite spells, a selection of spells which can be cast using either one high-level spell slot, or multiple lower-level slots. There are spells which are simultaneously also rituals, and can potentially be cast without expending any mental energy at all. But perhaps the most serious blow against the commonly accepted model of spellcasting that I have been able to muster are what I have dubbed divisible spells, which are spells whose effects can be divided up amongst multiple different castings.

I am confident that the spells which I have amassed in this tome will demonstrate beyond a shadow of a doubt that the currently accepted model of spell "slots" and "levels" is outdated, a house built upon a rapidly eroding foundation. Though I must admit that I have not found a new model to explain how these various spells can work the way that they do, I fear that I have carried this torch as far as I am able, and it is time for another to take over, to continue pushing back the darkness of ignorance and unlock the boundless secrets of the cosmos. If even one of you, my gentle readers, takes up this mantle, then my work shall have been worthwhile. But it is my hope that my works on these tomes will inspire many of you, from hedgewizards and self-taught magicians to the ivory-towered collegiate mages, to take nothing for granted, to drink deep of the well of knowledge and question everything that you think you know about magic. It is only by doing this that we can become true masters of this great gift that we have been given.

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

Introduction

With each progressive installment of *Advanced Arcana*, we attempt to do our best to live up the series' name, by being more than simply a collection of a little over 100 spells. There are, after all, plenty of places that one can go to pick up books that contain random assortments of spells, and there's certainly nothing wrong with that: even in *Advanced Arcana*, a good portion of the spells we include are along those lines. But we also like to use these books to experiment with some of the rules of magic, the way that the *Pathfinder Roleplaying Game* handles spellcasting and spellcasters, picking things apart and attempting to improve upon what's there.

This began in the very first Advanced Arcana, and ever since, each book has focused on a new theme, developing special spell mechanics that tie into that theme and threading them throughout the book. The first installment explored the various costs of spellcasting, from the time required to cast them (a cost in actions) to the expended spell slots, with spells that cost both more and less than a single spell. For the second installment, the theme was spells that did not always have the same effect each time they were cast. The third book questioned the very idea of what a spell is, and featured metamagic spells that could be cast to augment another spell, and spells that granted you lesser benefits for as long as they were prepared and uncast. From here, the fourth book challenged the idea of the schools of magic, and the fifth book attempted to make spells that felt more like they had a mind of their own. Finally, last year, inspired by Pathfinder Roleplaying Game: Occult Adventures, we focused on spell components, both adding several new types of components, and reimagining the game mechanics behind verbal and somatic components.

This year, we have decided to revisit, at least in part, the theme at the heart of the very first *Advanced Arcana*, by experimenting with the nature of spell slots. Vancian spellcasting, the system of spell levels and spell slots, has been a part of *Pathfinder* and *Dungeons and Dragons* since the beginning. There have been attempts to bypass them, presenting systems like spell points (or power points, when the system is applied to psionics), carefully-crafted selections of spell-like abilities that can be used more or less at will, and other, more revolutionary ideas, but Vancian spellcasting has endured through it all. While we don't want to do away with Vancian casting, it seems like it could use a fresh coat of paint.

Our first attempt at tinkering with the concept of spell slots comes straight from the original Advanced Arcana, a recurring fan favorite from the series, **fountain spells** make a return. These spells have effects that are somewhat weaker than one might expect from a spell of their level, but make up for it by allowing the caster to regain one or more spells he had previously cast, in addition to the spell's effect. Typically, the regained spell is of a lower level, but sometimes it can even be a spell of a higher level, provided it meets certain criteria, allowing spellcasters to squeeze more value out of their daily allotment of spells.

In much the same way that a fountain spell can be said to be two spells bundled into the same spell slot, another new mechanic introduced in this book, **bonded spells**, allow casters to cram a second spell into a spell slot that's already being used, for extra versatility. When preparing spells, the caster can prepare a bonded spell in the same slot as a normal spell. If either is cast, the other is expended as well. Of course, casters must be careful, for they pay for this versatility in the form of a spellbond, a negative effect that they suffer if they wind up casting the other spell prepared in the same slot.

Another new mechanic, **composite spells** take more or less the opposite approach, allowing the caster to spread out a higher level spell among multiple lower-level spell slots. While the caster certainly can use a sixth-level spell slot to cast a sixth-level composite spell, for example, he also has the option to expend three fourth-level slots, instead, giving high-level characters the ability to cash in several of their less-useful lower-level slots in order to have more high-level firepower.

Perhaps the most unusual mechanic of them all is the new **divisible spells**, which allow the caster to parcel out the spell's energy into as many different doses as he likes: he can expend the entire spell all at once to gain its full effect, as one does with most spells, or he can use only a small fraction of it at a time, allowing him to use the rest of the spell at a later time. In effect, this lets the caster subdivide each and every spell slot, allowing him to bring exactly the right amount of magic to the table at any given time, and avoid any unnecessary waste of spellpower.

Finally, it would be impossible to look at the role of spell slots in magic without examining occult rituals, introduced in *Pathfinder Roleplaying Game: Occult Adventures*, which provided a framework for non-spellcasters to access magic without spell slots. This book introduces **ritual spells**, a collection of spells that are simultaneously standard spells and also occult rituals, and can be cast in either fashion.

Beyond all of these, there are of course a wide variety of spells that don't tie specifically into these themes, but which stand on their own as flavorful and interesting spells, or which address common problems that spellcasters may face. And, as has become tradition for Advanced Arcana books, there are several appendices, including a brief selection of feats that allow players and GMs to make the most out of the new mechanics featured in the book, a selection of five new fantastic familiars that can easily serve as either standard or improved familiars, a treasure trove of magic items that are designed to work with the mechanics introduced in this book and provide a little something extra for those who use them. There is also an exploration of miscast spells, the effects that occur when spellcasting goes awry, and finally, a brief look at the four fictional spellcasters that lend names to spells in this book.

Spell Mechanics

Advanced Arcana Volume VII contains a variety of different spells. While a number of these spells simply stand alone, a significant portion of them tie into greater themes that run throughout the book. Some of these spells use special mechanics, which were created for this book, created in a previous installment of Advanced Arcana, or 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 detailing the rules which govern them.

Bonded Spells

Bonded spells are spells which can be prepared in the same spell slot as another spell. While the two spells occupy the same spell slot, only one of them can ever be cast: once one of the pair is cast, the spell slot is expended, and the other spell prepared in the slot is lost. This gives spellcasters a certain level of flexibility, as they can prepare two spells that are useful in different situations in the same spell slot, leaving them better equipped for whatever perils they may face. However, if the caster winds up casting the non-bonded spell prepared in that slot, she suffers a penalty, which varies from spell to spell. The penalty for casting the spell prepared in the same spell slot as a bonded spell is described at the end of the bonded spell's description, in a section labeled spellbond. The penalty applies only if the other spell is cast. If the bonded spell itself is cast, the penalty does not apply.

Bonded spells only allow for up to two spells to be prepared in any given spell slot. If the caster desires, both of these spells can be bonded spells, but in this case, if the caster casts either spell, she will suffer the penalty for the other bonded spell prepared in that slot.

Bonded spells have the bonded descriptor.

Bonded Spells and Expending Spell Slots

At times, a spellcaster may be called upon to expend an unused spell or spell slot, such as in order to meet the spell requirements of crafting a magic item, or when an arcanist makes use of her consume spells class feature. Expending a spell slot containing a bonded spell ensures that neither of the spells prepared in that spell slot can be cast. If there are restrictions on what spell slot must be expended for the effect (such as meeting the spell requirements to craft a magic item, where the slot must contain or be able to be used to cast a specific spell, or if the effect requiring the caster to expend a spell slot states that the slot must contain a spell of a certain school, for example), the slot can count as containing either of the two spells prepared in it, and the caster chooses which of the two spells is treated as being prepared in the slot for this purpose. If the caster chooses to treat the slot as containing the spell other than the bonded spell, then the bonded spell's penalty applies when the spell is expended, as though the other spell prepared in that slot had been cast, rather than expended.

Bonded Spells and Magic Items

Bonded spells can be made into magic items such as potions, scrolls, staves, and wands, just as other spells can. However, only the bonded spell itself is included in the item, and the item's user cannot choose to use a different spell instead. Effectively, a bonded spell made into a magic item ceases to be a bonded spell.

Bonded Spells and Metamagic

Metamagic effects can be applied to bonded spells in the normal fashion. Any metamagic effect applied to the bonded spell is independent of the spell it is paired with, and affects the spell level of the slot the bonded spell must occupy, but has no impact on the other spell in that slot. For example, tumultuous thunder is a 3rd-level bonded spell. If Silent Spell is applied, it would need to occupy a 4th-level spell slot, because Silent Spell increases the spell level of the slot affected spells take up by 1. Since bonded spells share a spell slot with another spell, a silent tumultuous thunder can occupy the same spell slot as a 4th-level spell with no metamagic effect, such as dimension door, or the spell slot it shares might be occupied by another lower-level spell with metamagic applied, such as a *lightning bolt* affect with Still Spell. In either case, the Silent Spell effect would apply only to the *tumultuous thunder*, and would not apply to the other spell. Similarly, if the other spell had a metamagic effect, that effect would not apply to the *tumultuous thunder*.

Bonded Spells and Spontaneous Casters

Bonded spells can be cast spontaneously by spontaneous spellcasters. Spontaneous spellcasters are able to learn bonded spells, if desired. However, because of the versatility that bonded spells grant to prepared casters, they are typically weaker than other spells of the same spell level, and since spontaneous casters enjoy a greater level of versatility than even bonded spells offer, amongst the limited spells that they know, few spontaneous casters choose to learn bonded spells.

Composite Spells

Composite spells are spells that can be cast in one of two ways: they can either be cast in the normal fashion by using up a single spell slot of the appropriate level, or they can be cast in a composite fashion, by using up two or more spell slots of a lower spell level. The exact spell level and number of spell slots required to cast a composite spell using the composite method varies from spell to spell (and sometimes depending on which spell list the spell is being cast from), and is listed under the level section for the spell.

For example, the spell *total hallucination* is listed as bard 4 (or three 3rd-level spell slots), meaning that a bard casting the spell could either use a single 4th-level spell slot or three 3rd-level spell slots to cast it. The same spell is listed as sorcerer/wizard 5 (or three 4th-level spell slots), meaning that a wizard would need to use either a single 5th-level spell or three 4th-level spells to cast it. Many composite spells have an additional effect or benefit if the spell is cast using the composite method. These benefits vary from spell to spell, and are outlined at the end of the spell's description, under a section labeled "composite." Sometimes, this is simply an additional effect that applies any time the spell is cast using the composite method. Other times, in order to gain the benefit, the caster must choose to expend additional spell slots, beyond the required number, in order to gain the benefit. For example, the spell aegis's composite section states that if the spell is cast using the composite method, the caster can choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level that the caster uses to cast the spell, she may choose a single 1st-level spell, which aegis renders her immune to. Since the composite listing for mage shield requires two 1st-level spell slots, this benefit would apply only if the caster chose to expend at least three ist-level spell slots (gaining immunity to a 1st-level spell in addition to aegis's other effects). Expending four 1st-level spell slots would allow her to gain immunity to two 1st-level spells, and so on. Certain composite spells grant these benefits based on the total number of spell slots used to cast the spell, rather than the number in excess of the required amount.

Spontaneous spellcasters may choose to expend these spell slots when they cast the spell, but a prepared spellcaster who wishes to cast a composite spell using the composite method must prepare the spell in each spell slot it will use. For example, if Thomas Quinn, a 7th-level wizard, wanted to cast *aegis* using four 1st-level spell slots, he would need to prepare *aegis* using all four of those slots when he prepared spells. It would not occupy a 2nd-level spell slot, but would simultaneously occupy all four 1st-level spell slots. If he chose to prepare it using only two 1st-level spell slots, he would not have the option, upon casting it, to expend other unused spell slots in which *aegis* had not been prepared. Similarly, if he did choose to devote four 1st-level spell slots to aegis when preparing spells, he would need to declare when the spells were prepared whether those four slots were two separate instances of *aegis* using two 1st-level spell slots each (the minimum for casting aegis in the composite fashion), or whether those four slots were a single instance of *aegis* with two additional 1st-level slots set aside to gain the additional composite bonus.

A composite spell's effective spell level remains the same whether it is cast in the composite method or not. For example, *aegis* is a 2nd-level spell, regardless of whether it is cast with one 2nd-level spell slot or two or more 1st-level spell slots. Similarly, the spell's saving throw DC is based on its spell level, not the spell level of the spell slots used to cast it. Finally, a spellcaster must be able to cast spells of the composite spell's actual spell level in order to cast the spell, even if using the composite method. A 1st-level wizard cannot learn or cast *aegis*, even if she has two 1st-level spell slots she could use to cast it. Only when she can cast 2ndlevel spells can she cast mage shield, even if she only ever does so using 1st-level spell slots.

Composite spells have the composite descriptor.

Composite Spells and o-Level Spell Slots

Certain low-level composite spells can be cast in the composite method using o-level spell slots. While most spellcasters are able to cast o-level spells at will, and they are not expended once cast, spell slots used to cast a composite spell in this way are expended when the spell is cast, meaning that the composite spell cannot be cast multiple times using the same spell slots, nor can those spell slots later be used to cast other o-level spells until the next time the caster rests and regains her daily spells.

Composite Spells and Magic Items

Composite spells can be made into potions, scrolls, staves, and wands, just as other spells can. The creator of such a magic item can expend spell slots as though casting the spell in either the traditional or composite fashion. However, a magic item replicating a composite spell never grants the additional composite benefit listed in the spell's description, and is treated as though it were cast in the traditional method, regardless of how the spell was actually applied to the magic item.

Composite Spells and Metamagic

Metamagic effects can be used normally in conjunction with composite spells. When a composite spell is cast in the traditional way, this functions identically to casting any other spell with metamagic. When the composite spell is cast in the composite method, however, it is slightly more complex. If a metamagic effect that increases the spell level of the spell slot a spell uses by 1 or more is applied to a composite spell cast in the composite method, that adjustment applies to each spell slot used to cast the spell. For example, Quicken Spell typically increases the spell slot required to cast a spell by +4. In order to cast a quickened *aegis* in the traditional fashion, the caster would need to expend a single 6th-level spell slot, rather than a single 2nd-level spell slot. In order to cast a quickened *aegis* in the composite fashion, the caster would need to expend two 5th-level spell slots, rather than two 1stlevel spell slots. In order to gain the benefits of the composite entry in the spell (immunity to a single 1st-level spell for each additional spell slot used to cast the spell), the caster would need to expend additional 5th-level spell slots.

Divisible Spells

Typically, each spell slot represents a single individual spell effect. A spell slot containing a *fireball* can be expended in order to produce a single *fireball* effect. A divisible spell is one that is prepared in a single spell slot, like most other spells, but whose effect can be divvied up amongst multiple castings, as the caster chooses, giving the caster the ability to use just enough magical power to suit her needs, while retaining the remainder for later use.

Each divisible spell's description identifies a single aspect of the spell that is able to be divided up amongst multiple different castings of the spell. For some divisible spells, this is the effect's duration. In other cases, it is an amount of damage dice, a number of targets, or the numerical value of a bonus. The spell's description outlines the total value of this variable that the caster has available to work with for each instance of the spell that is prepared. Each time the spell is cast, the caster must choose what amount of that value to draw from that pool. Most divisible spells have both a minimum and maximum value that can be drawn upon each time the spell is cast, but otherwise, the caster can choose any amount she likes, provided that at least that much remains in the pool. A divisible spell is not considered to be expended until whichever value of the spell is divisible has been completely used up, reducing the pool granted by preparing the spell to o.

For example, Noorana, a 5th-level witch, prepares the divisible spell *lightning strokes*. When she does so, she gains a total pool of electricity damage equal to 1d6 points of electricity damage per caster level, for a total of 5d6 points of electricity damage. She can choose to divide these damage dice amongst as many different castings of the spell as she chooses, although she must use at least one damage dice each time the spell is cast. If desired, she can expend the entire pool in a single casting to deal 5d6 points of electricity damage. Alternatively, she can cast the spell a total of five times, dealing 1d6 points of electricity damage each time. Or, she can choose some combination in between (1d6 and 4d6, 2d6 and 3d6, 2d6 twice and 1d6 once, etc.).

Note that many divisible spells express the aspect of the spell that can be divided amongst multiple castings in the form of dice, such as the example above, in which that aspect is damage dice. In these cases, the dice are not rolled until after they have been assigned to the spell. In the example above, if Noorana chose to cast *lightning strokes* once for 2d6 points of electricity damage, she would not learn the result of that 2d6 until after she had chosen that amount, and, after learning the result of the roll, it would be too late to add additional damage dice to that casting of the spell.

Divisible spells have the divisible descriptor.

Divisible Spells and Alchemist Extracts

Alchemists are able to create extracts of certain divisible spells. Once created, a single extract contains the full effect of the divisible spell. The alchemist can consume portions of the extract, rather than consuming the entire thing, in order to gain a partial benefit. This functions identically to a spellcaster casting a divisible spell and choosing to only apply a portion of whichever variable of the spell is able to be divvied up amongst multiple castings.

Divisible Spells and Consumable Magic Items

Divisible spells can be made into potions, scrolls, and wands, using the same process as creating such an item holding any other spell. However, a character using such an item is not able to benefit from its divisible nature, and the entirety of the spell's effect is used when the item is used.

Divisible Spells and Expending Spell Slots

At times, a spellcaster may be called upon to expend an unused spell or spell slot, such as in order to meet the spell requirements of crafting a magic item, or when an arcanist makes use of her consume spells class feature. For the purposes of these effects, a spell slot containing a divisible spell is only considered to be unused if the spell it contains has not been cast at all, and the pool of whatever value is divisible for that particular spell remains at its full amount.

Divisible Spells and Spontaneous Casters

A divisible spell must be prepared in advance in order to be cast. Spontaneous spellcasters can learn and cast divisible spells, but they are unable to cast them spontaneously. Instead, they must prepare the spell in advance, setting aside an unused spell slot for the spell to use. This functions identically to the normal process for preparing a spell, and spontaneous casters need no additional training or special ability in order to prepare a divisible spell in this way. Once prepared, the spontaneous caster is able to cast the divisible spell multiple times, in the same fashion as prepared spellcasters.

Multiple Instances of the Same Divisible Spell

Some casters may choose to prepare more than one instance of the same divisible spell per day. If this occurs, each spell slot used to prepare the spell creates its own pool of whatever aspect of the spell can be divided amongst multiple castings, and these pools must be tracked separately for the purposes of determining which spell slots can be considered to be expended or unused. However, whenever the caster casts the chosen spell, he can draw from each of these pools to power the spell, if desired, although the minimum and maximum amount that can be applied to each casting of the spell remains the same, regardless of how many times the spell was prepared.

Using the example from above, if Noorana prepared two instances of *lightning strokes*, she would have two pools of damage dice, each containing 5d6 points of electricity damage. Each time she cast the spell, she could choose to draw damage dice from either or both pools, but she would still need to apply at least one damage dice, and would still be unable to apply more than 5 damage dice.

Fountain Spells

One of the most popular mechanics from the original *Advanced Arcana*, fountain spells make a return in this book. In essence, a fountain spell is a spell that has a weaker effect than most other spells of the same spell level, but in addition to the spell's other effects, it also grants the caster a "rebate" of magic energy, which allows the caster to immediately regain a single expended spell slot. Most fountain spells place a restriction on what spells can be regained, either limiting the spell level or the type of spell, or both.

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

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

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

Fountain Spells and Alchemist Extracts

Some fountain spells can be prepared and used as alchemist extracts. In these cases, the spell slot that is regained by the alchemist recharges the magic siphoned from his magical aura by the process of extract creation, as explained in the alchemy class feature. The alchemist effectively gains the ability to create a new extract of the appropriate spell level, which can be done in the normal fashion, requiring 1 minute of work. Any restrictions the spell places on what sorts of spells could normally be cast using the regained spell slot also apply to what types of extracts can be made with this renewed energy.

Fountain Spells and Consumable Magic Items

Fountain spells can be made into potions, scrolls, and wands, using the same process as creating such an item holding any other spell. A fountain spell cast using such an item grants its spell slot to the caster normally. If the item's user is not capable of casting spells, however, or does not have an appropriate spell slot to regain, then that aspect of the spell is wasted, and has no effect.

Ritual Spells

Bridging the gap between the esoteric occult rituals introduced in *Pathfinder Roleplaying Game: Horror Adventures* and more traditional spells, ritual spells can be cast in either fashion, and have similar effects regardless of which way they are cast. In effect, these spells are actually two spells in one: a ritual and a standard spell, each with the same (or at least very similar) effects.

Each ritual spell has the standard information for any spell's statistics entry, including its school, level, casting time, and so on, but it also has a separate set of information, under a section labeled ritual version, which provides all of the standard information for an occult ritual, including skill checks, backlash, and failure entries. Each of these blocks of information are completely separate from one another, and apply only when the spell is cast using that method of casting. For the most part, the spell's actual effect is the same regardless of how it is cast, although its range, duration, and other such information may be different. In some cases, the spell's description may state that it functions differently depending on how it is cast, but this is the exception, rather than the rule.

A ritual spell is learned as either a ritual or as a standard spell, and learning the spell in one way does not allow you to cast it the other way (although you can learn a ritual spell separately as both a ritual and as a spell, giving you access to both versions). When casting a ritual spell as a spell, it uses all the standard rules for spellcasting and functions as any other spell. When casting a ritual spell as a ritual, it uses all the standard rules for rituals and functions as any other ritual.

Ritual Spells and Consumable Magic Items

Ritual spells can be made into potions, scrolls, and wands, using the same process as creating such an item holding any other spell. When an item is made in this way, it uses the spell version of the ritual spell, rather than the ritual version. Only characters that know the spell as a spell, rather than a ritual, can craft items with the spell in this way.



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 Skill Points 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.

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.

This method is not without its hazards, not the least of which being that it is time consuming for the GM, and takes a great deal of control away from the players, as far as when and how they are able to make use of this book. As a result, this method is probably best used in cases where it is the GM, rather than the players, that is the driving force behind introducing new spells into the game.

That said, for GMs who are interested in using this method, but who lack the time and energy to hand-pick spells to scatter throughout the game, or who want to ensure that their players are still able to access the individual spells that they are looking to gain, it may be helpful to note where non-standard spells can be found, and how many, without necessarily determining exactly what spells those are.

For example, if the GM determines that the hedge wizard in a particular hamlet happens to know a total of 3 non-standard spells of 2nd-level or lower, rather than determine exactly

which spells those are, then when the PCs arrive and inquire what spells she has available, she can have whichever the first three non-standard spells they ask about happen to be. GMs can be as transparent or opaque about this as they like, stating up-front that players can pick and choose what nonstandard spells are there, or be more coy, perhaps even rolling a percentage chance that any given spell inquired about will be available, until all of the slots are filled. Obviously in the case of wands, scrolls, or spellbooks containing nonstandard spells, the GM must be more up-front about the flexible nature of the item, but could conceivably state that the players find "a wand containing and non-standard spell of your choice of 2nd-level, with 12 charges," for example, allowing the players to then decide exactly what spell they would most like the wand to store.

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

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 *bolster resolve*, 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 *court fate*, 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 *bolster resolve*. 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 *clarity of faith*, 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 *bolster resolve*, and would rather have access to *court fate*. 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 *bolster resolve* in the first place.

Non-Standard Spells Require Skill Points

You could require that players spend skill points in order to access the rarer and more exotic spells found in sources outside the core rulebook. Each time the character levels up, he could spend one or more skill points in order to gain access to a single non-standard spell whose spell level he can currently cast. At the GM's discretion, spending the skill point in this wya may or may not actually grant direct knowledge of the spell: for spontaneous spellcasters with highly limited amounts of spells known, it probably wouldn't, but for classes that automatically or easily gain access to any number of spells from their spell list (such as clerics, druids, and wizards), it might.

This essentially serves as a "tax" for players that want to make use of spells from various sources, forcing them to expend resources in order to gain access to the wider variety and versatility of non-standard spells. As a result, it is generally recommended that characters who expend resources to gain access to non-standard spells in this way not suffer any further penalties (such as having them cost more, or needing to find them, etc.).

Previous installments of *Advanced Arcana* have suggested a similar method whereby players must take a feat to access non-standard spells, instead. This remains a viable option, and allows a certain amount of flexibility over how severe the "tax" is, ranging from a single feat for access to all nonstandard spells (which must still be learned normally) to an entire feat for each individual spell.

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 VII* 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 non-standard 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 *create shoggoth*, a 9th-level spell. Because *create shoggoth* 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 *cloud of corrosion*, 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 *focused beam*, 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 *focused beam* is exotic however, the local wizard is charging more. Kabaz must pay the wizard 10 gp for the privilege of copying the spell, and expend another 10 gp for the ink to scribe it.

Spell Lists

This section begins with a spell list for every spellcasting class that gains access to new spells in this tome, indicating which spells they gain and at what spell level. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. Additionally, the following abbreviations in superscript at the end of a spell's name refers to new mechanics found in this book, as outlined below:

BO: This indicates a bonded spell.

CO: This indicates a composite spell.

DI: This indicates a divisible spell.

FO: This indicates a fountain spell.

RI: This indicates a ritual spell.

The spell lists are presented alphabetically by the name of the class, and the individual spells therein are presented alphabetically by name as well, except for those whose name begins with "greater," "lesser," "mass," or similar, in which case the spell is alphabetized by the second word of the spell's name, instead.

Alchemist Formulae

1st-level Alchemist Formulae

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Bomb Breath: You consume one of your bombs and expel it as a breath weapon in a 15-foot cone.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

2nd-level Alchemist Formulae

Arcane Insight^{R1}: As *detect magic*, but you do not need to concentrate, and you gain additional information.

Enhance Mutagen: You enhance a mutagen currently affecting you, increasing the alchemical bonus to each of your physical ability scores, but reduces the mutagen's duration.

3rd-level Alchemist Formulae

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

Slimy Body: Your body is coated in acidic slime that damages your attackers, but may damage you at the end of the spell.

4th-level Alchemist Formulae

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Mutagenic Restoration: You gain fast healing equal to 1/2 your alchemist level for 1 round per caster level, but bring the mutagen affecting you to an early end.

5th-level Alchemist Formulae

Alchemical Immolation: You douse yourself in one of your own bombs, causing creatures that strike you to suffer splash damage from your bomb.

Spike Skin^{DI}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body.

6th-level Alchemist Formulae

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. **Boundless Knowledge**^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Temporary Mutation: You exchange the effects of your current mutagen for temporary mutations from the mutant template.

Antipaladin Spells

1st-level Antipaladin Spells

Clarity of Faith: You become aware of actions that may impact your alignment and religious standing for 1 hour/level.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Resize Object^M: Permanently increase or decrease the size of the touched object by one size category.

Vicious Touch^{FO}: You deal damage to both yourself and touched creature equal to 2d6 + caster level, and you regain a single 1st-level spell slot.

2nd-level Antipaladin Spells

Bloody Blade^{BO}: The next attack made with the touched weapon is more accurate and deals an extra 2d6 bleed damage.

Bolt of Cruelty: You expend two uses of touch of cruelty in order to deliver it as a ranged touch attack.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

3rd-level Antipaladin Spells

Adamant Skin: You gain DR 3/— for 1 round/level. Morticia's Draining Tendrils^{co}: You drain 1d4 hit points per 2 caster levels with a touch, and inflict 1d4 points of Strength damage, as well.

Slimy Body: Your body is coated in acidic slime that damages your attackers, but may damage you at the end of the spell. **Wrathful Smite:** You expend all the power of your smite into a single, decisive blow.

4th-level Antipaladin Spells

Curse of Corruption^{RI}: You infect the target with a corruption of your choice.

Final Return: If you die within 24 hours, you rise as a ghost, but at the next sunrise, you are destroyed. If you return as a ghost in this way, it is more difficult for you to be restored to life.

Gallant Defenses^{BO}: You conjure a suit of full plate and a heavy steel shield which are donned on yourself automatically.

Undying Murder: You summon a murder of vengeful crows that is difficult to kill, which last as long as you concentrate, up to 1 hour.

Bard Spells

1st-level Bard Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

Song of Hope: You cure a creature of fear effects and grant immunity to fear for 1 round/level. You can cast this spell without expending a spell slot by expending 4 rounds of bardic music.

Summon Merchant I^F: You conjure an extraplanar merchant who will buy and sell items with you.

2nd-level Bard Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. Curse of Naiveté: You impose a penalty on the target's Sense Motive checks and Will saves to resist illusion and enchantment.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.



Saitar's Spirit Sight: You clearly see objects and creatures that are naturally invisible, as well as those on the Ethereal Plane, but not things that are temporarily invisible. Summon Merchant II^F: As summon merchant I, but the merchant has more goods and money available for trade.

3rd-level Bard Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Impersonate Entity: You intercept divinations and messages intended for someone else.

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Summon Merchant III^F: As summon merchant II, but the merchant has more goods and money available for trade. **Tumultuous Thunder**^{BO}: You create a 10-ft.-radius burst of sound that deals 2d8 sonic damage per round, and may deafen and knock creatures prone.

4th-level Bard Spells

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Mirror Gallery^{DI}: As mirror image, but you create 1d4 images + 1d4 per 4 levels, and can divide the images amongst multiple castings.

Morticia's Skittering Swarms^{DI}: You summon a number of spider swarms equal to 1/2 your caster level, which you can divide amongst multiple castings. The spider swarms may or may not obey your mental commands, and can infest victims with eggs.

Overwhelming Emotion^{co}: You fill the target with intense joy or happiness, imposing penalties. The emotion the target feels changes from round to round.

Summon Merchant IV^F: As summon merchant III, but the merchant has more goods and money available for trade. **Total Hallucination**^{CO}: You completely change the target's perception, changing the way he senses all stimuli for 1 round/level.

5th-level Bard Spells

Caladast's Animal Rage^{co}: You cause a creature to become overwhelmed with feral anger, gaining Strength and Constitution bonuses, and compelling them to attack the nearest creature for 1 min./level.

Fictional Facsimile^{RI}: You create an illusory version of a real creature, which lasts for 1 day/level.

Saitar's Panoptic Visions^{F, DI}: As scrying, but you can create an additional scrying sensor per 3 levels, divided as you choose amongst multiple castings.

Steal Misery^{FO}: You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

Summon Merchant V^F: As summon merchant IV, but the merchant has more goods and money available for trade.

6th-level Bard Spells

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. **Boundless Knowledge**^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Curse of Corruption^{RI}: You infect the target with a corruption of your choice.

Damning Dream^{RI}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Inspiring Epic**^{RI}: All allies in a 20-ft.-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Spiral Pattern^{DI}: You create a colorful pattern that confuses, fascinates, and stuns up to 4 HD per level, divided as you choose amongst multiple castings.

Summon Merchant VI^F: As summon merchant V, but the merchant has more goods and money available for trade. The King In Yellow^{RI}: You conjure the Great Old One Hastur.

Bloodrager Spells

1st-level Bloodrager Spells

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Vicious Touch^{FO}: You deal damage to both yourself and touched creature equal to 2d6 + caster level, and you regain a single 1st-level spell slot.

2nd-level Bloodrager Spells

Aegis^{co}: You gain a +6 shield bonus to AC for 1 min./level. **Bloody Blade**^{BO}: The next attack made with the touched weapon is more accurate and deals an extra 2d6 bleed damage.

Inner Fury: Your bloodrage is more intense, granting greater bonuses to Strength and Constitution, but expend rounds of rage more quickly.

3rd-level Bloodrager Spells

Adamant Skin: You gain DR 3/—, or double your existing damage reduction, for 1 round/level

Burning Bloodlust: You radiate an aura of damaging heat while bloodraging, but consume 2 rounds of bloodrage per round.

Lightning Strokes^{DI}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Slimy Body: Your body is coated in acidic slime that damages your attackers, but may damage you at the end of the spell. **Subvert Spell:** You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

4th-level Bloodrager Spells

Caladast's Animal Rage^{CO}: You cause a creature to become overwhelmed with feral anger, gaining Strength and Constitution bonuses, and compelling them to attack the nearest creature for 1 min./level.

Heat Sink^{FO}: You deal 1d4 cold damage/level in a 10-ft.-radius area, and regain a spell slot that can only be used to cast fire spells.

Inspiring Epic^{RI}: All allies in a 20-ft,-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Mirror Gallery^{DI}: As mirror image, but you create 1d4 images + 1d4 per 4 levels, and can divide the images amongst multiple castings.

Cleric Spells

1st-level Cleric Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Clarity of Faith: You become aware of actions that may impact your alignment and religious standing for 1 hour/ level.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d₄ + 1d₄ per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{D1}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

Summon Merchant I^F: You conjure an extraplanar merchant who will buy and sell items with you.

2nd-level Cleric Spells

Caladast's Guiding Smoke^{co}: A thin trail of magic smoke leads you towards a desired creature or object.

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

Righteous Halo: A halo above your head sheds light to a range of 40 feet, and imposes penalties on evil creatures. **Summon Merchant II**^F: As summon merchant I, but the merchant has more goods and money available for trade. **Verbeck's Powerful Projectiles**^{F, DI}: You imbue 5 pieces of ammunition per caster level with magic weapon special abilities, and can divide those pieces of ammunition amongst multiple castings.

3rd-level Cleric Spells

Desperate Healing: You expend two uses of channel energy to instantly restore the target to 1/2 his maximum hit points. **Relive Demise:** You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Summon Merchant III^F: As summon merchant II, but the merchant has more goods and money available for trade.

4th-level Cleric Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Augury, Greater^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Compel Truth: You compel a touched creature to truthfully answer questions for 1 round/level.

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Summon Merchant IV^F: As *summon merchant III*, but the merchant has more goods and money available for trade.

5th-level Cleric Spells

Intervention^{DI}: You prevent up to 3d6 damage per caster level from multiple creatures, all from a single attack. You can divide the damage amount amongst multiple castings. **Spike Skin^{DI}**: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body. **Steal Misery^{FO}**: You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

Summon Merchant V^F: As summon merchant IV, but the merchant has more goods and money available for trade.

6th-level Cleric Spells

Circle of Imprisonment^{M, co}: Create a magic circle designed to imprison summoned outsiders, which can last for longer periods of time and be more difficult to escape than *magic circle against evil*.

Morticia's Dark Champions^{DI}: You create up to 2 HD of undead per caster level, which can be divided amongst multiple castings.

Saitar's Panoptic Visions^{F, DI}: As scrying, but you can create an additional scrying sensor per 3 levels, divided as you choose amongst multiple castings.

Sphere of Eternal Night^{RI}: You create a permanent 20-ft.radius sphere of darkness.

Summon Merchant VI^F: As summon merchant V, but the merchant has more goods and money available for trade.

7th-level Cleric Spells

Morticia's Invigoration: You expend 3 uses of channel energy in order to restore hit points equal to twice your channeled energy amount to 1 creature/level.

Summon Merchant VII^F: As summon merchant VI, but the merchant has more goods and money available for trade. Summon Mist Stalkers: You summon a 40-ft.-radius cloud of fog, through which stalk 1d3+1 hounds of Tindalos, which attack your foes in the mist.

8th-level Cleric Spells

Boundless Knowledge^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Rip From Reality^{FO}: Extraplanar creatures that come within 30 feet of you are banished to their home plane, and cannot return for 24 hours. You regain a spell slot for each creature banished.

Summon Merchant VIII^F: As summon merchant VII, but the merchant has more goods and money available for trade.

9th-level Cleric Spells

Caustic Eruption^{DI}: You create powerful eruptions that deal 12d6 acid and fire damage per round for 1 round per caster level, and can divide this time amongst multiple castings. **Final Return:** If you die within 24 hours, you rise as a ghost, but at the next sunrise, you are destroyed. If you return as a ghost in this way, it is more difficult for you to be restored to life.

Planar Exile^{RI}: You banish a behemoth, great old one, or outsider to another plane.

Saitar's Fate Cheater^{F, co}: You make a number of d20 rolls in advance, and can substitute them instead of d20 rolls made for 1 hour/2 levels.

Summon Merchant IX^F: As summon merchant VIII, but the merchant has more goods and money available for trade. **The King In Yellow^{RI}:** You conjure the Great Old One Hastur.

Underworld Bargain^{RI}: You return a dead creature to life, grant it an ability score bonus, and press it into service to perform a task for you.

Druid Spells

1st-level Druid Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Clarity of Faith: You become aware of actions that may impact your alignment and religious standing for 1 hour/ level.

2nd-level Druid Spells

Caladast's Guiding Smoke^{co}: A thin trail of magic smoke leads you towards a desired creature or object.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

3rd-level Druid Spells

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Lightning Strokes^{DI}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type. **Subvert Spell:** You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Wild Conscription^{BO}: You cause all animals, magical beasts, and plants in a 120-foot cone to be attracted to you and fight to defend you.

4th-level Druid Spells

Caladast's Feral Gladiator^{R1}: You imbue an animal with the power of an animal companion, and compel it to serve you. **Heat Sink**^{F0}: You deal 1d4 cold damage/level in a 10-ft.-radius area, and regain a spell slot that can only be used to cast fire spells.

Morticia's Skittering Swarms^{DI}: You summon a number of spider swarms equal to 1/2 your caster level, which you can divide amongst multiple castings. The spider swarms may or may not obey your mental commands, and can infest victims with eggs.

Slimy Body: Your body is coated in acidic slime that damages your attackers, but may damage you at the end of the spell. Undying Murder: You summon a murder of vengeful crows that is difficult to kill, which last as long as you concentrate, up to 1 hour.

5th-level Druid Spells

Bestial Transformation: The next time you use wild shape, you can transform into the shape of a magical beast. **Caladast's Animal Rage**^{CO}: You cause a creature to become overwhelmed with feral anger, gaining Strength and Constitution bonuses, and compelling them to attack the nearest creature for 1 min./level.

Wall of Lightning^{RI}: You create a wall of lightning 100 ft. long and 10 ft. high, which deals 1d6 points of electricity damage and stuns creatures passing through it.

6th-level Druid Spells

Cloud of Corrosion^{DI}: You create an acidic cloud that damages objects and creatures, and remains for a number of rounds equal to 1/2 your caster level, which can be divided as you choose amongst multiple castings.

Roiling Mud^{FO}: A 40-ft.-radius field of mud slows creatures and may cause them to fall prone. You regain a single spell slot of 5th level or lower, which can only be used to cast earth spells.

Spike Skin^{DI}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body.

7th-level Druid Spells

Sphere of Eternal Night^{RI}: You create a permanent 20-ft.radius sphere of darkness.

Summon Mist Stalkers: You summon a 40-ft.-radius cloud of fog, through which stalk 1d3+1 hounds of Tindalos, which attack your foes in the mist.

Tempest Bolts: As *call lightning storm*, except that bolts deal more electricity damage, and you can call down more total lightning bolts.

8th-level Druid Spells

Blood Moon^{RI}: A magic dome transforms moonlight in the spell's area, triggering bestial transformations.

Caustic Eruption^{D1}: You create powerful eruptions that deal 12d6 acid and fire damage per round for 1 round per caster level, and can divide this time amongst multiple castings. **Sculpt Self**^{D1}: You transform yourself into one of a variety of shapes for a total number of minutes equal to your caster level, which can be divided amongst multiple castings.

9th-level Druid Spells

Awaken Nature's Wrath^{RI}: You awaken all trees in an area, transforming them into advanced treants or animated objects Imbue Humanity^M: You transform a Tiny or smaller animal into an intelligent adult human permanently.

Inquisitor Spells

1st-level Inquisitor Spells

Clarity of Faith: You become aware of actions that may impact your alignment and religious standing for 1 hour/level.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

2nd-level Inquisitor Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. Curse of Naiveté: You impose a penalty on the target's Sense Motive checks and Will saves to resist illusion and enchantment.

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

3rd-level Inquisitor Spells

Armor of Hatred: You gain a +4 sacred bonus to AC against attacks made by a certain type of creature.

Compel Truth: You compel a touched creature to truthfully answer questions for 1 round/level.

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings. **Subvert Spell:** You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

4th-level Inquisitor Spells

Inverted Judgment: You expend one use of judgment to impose one of a variety of penalties based on your judgments on a creature for 1 round/level.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

5th-level Inquisitor Spells

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Mob Justice: You expend one or more uses of your judgment class feature to grant your judgment to one or more allies for 1 round/level.

Spike Skin^{DI}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body.

6th-level Inquisitor Spells

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. Boundless Knowledge^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Sphere of Eternal Night^{RI}: You create a permanent 20-ft.radius sphere of darkness.

Magus Spells

1st-level Magus Spells

Focused Beam^{co}: You fire a ray that deals an amount of force damage equal to 2d6 + 1 per caster level.

Verbeck's Helpful Hands^{co}: You can lift and move up to one unattended object/level from close range, for as long as you concentrate.

Vicious Touch^{FO}: You deal damage to both yourself and touched creature equal to 2d6 + caster level, and you regain a single 1st-level spell slot.

2nd-level Magus Spells

Aegis^{co}: You gain a +6 shield bonus to AC for 1 min./level. Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. Bloody Blade^{BO}: The next attack made with the touched weapon is more accurate and deals an extra 2d6 bleed damage.

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Verbeck's Powerful Projectiles^{F, DI}: You imbue 5 pieces of ammunition per caster level with magic weapon special abilities, and can divide those pieces of ammunition amongst multiple castings.

3rd-level Magus Spells

Lightning Strokes^{DI}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Tumultuous Thunder^{BO}: You create a 10-ft.-radius burst of sound that deals 2d8 sonic damage per round, and may deafen and knock creatures prone.

Unerring Ammunition^{co}: You cause up to 10 pieces of ammunition to grant a +5 competence bonus on attack rolls and ignore cover and concealment less than total cover or concealment for 1 round/level.

4th-level Magus Spells

Explosive Seal^{RI}: You place an invisible ward on an object, causing it to explode with 5d6 points of force damage if it is touched.

Glacial Path^{BO}: You deal 1d6 cold damage per level to all creatures in a 60-ft. line, and entangle creatures in frost. **Heat Sink**^{FO}: You deal 1d4 cold damage/level in a 10-ft.-radius area, and regain a spell slot that can only be used to cast fire spells.

Mirror Gallery^{DI}: As mirror image, but you create 1d4 images + 1d4 per 4 levels, and can divide the images amongst multiple castings.

Slimy Body: Your body is coated in acidic slime that damages your attackers, but may damage you at the end of the spell.

5th-level Magus Spells

Sidestep^{BO}: As dimension door, but as an immediate action. Spike Skin^{DI}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body. Verbeck's Eldritch Armor^{CO}: You create one or more magical weapons whose combined enhancement bonus is equal to 1/3 your caster level, which last for 1 min./level. Wall of Lightning^{RI}: You create a wall of lightning 100 ft. long and 10 ft. high, which deals 1d6 points of electricity damage and stuns creatures passing through it.

6th-level Magus Spells

Burn to Ash^{DI}: You deal an amount of fire damage to a single creature or object equal to 1d6 per 2 levels for 1 round per level. You can divide the damage dice amongst multiple castings.

Cloud of Corrosion^{DI}: You create an acidic cloud that damages objects and creatures, and remains for a number of rounds equal to 1/2 your caster level, which can be divided as you choose amongst multiple castings.

Composite Beam^{co}: You fire a ray that deals 6d6 cold, 6d6 electricity, and 6d6 fire damage.

Freezing Fingers^{co}: You create 1d4 ice rays that deal 8d6 points of cold damage each, and may freeze victims.

Medium Spells

1st-level Medium Spells

Clarity of Faith: You become aware of actions that may impact your alignment and religious standing for 1 hour/ level.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Saitar's Spirit Sight: You clearly see objects and creatures that are naturally invisible, as well as those on the Ethereal Plane, but not things that are temporarily invisible.

2nd-level Medium Spells

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Surrender Spirit: You double your channeled spirit's spirit bonus for 10 min./level, but the spirit gains additional influence over you, or doubles its spirit penalty.

3rd-level Medium Spells

Adamant Skin: You gain DR 3/— for 1 round/level.

Augury, Greater^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Change Spirit: You end your séance with your current spirit and conjure another spirit in its place, which gains any influence the previous spirit had over you.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

4th-level Medium Spells

Appease Spirit: You allow your channeled spirit to take control of your body for 1 hour, but reduce the spirit's influence over you by 2.

Inspiring Epic^{RI}: All allies in a 20-ft.-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Verbeck's Impression Attunement: You turn an object into a divining rod that leads you to a person, place, or object that is psychically impressed upon it.

Mesmerist Spells

1st-level Mesmerist Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

2nd-level Mesmerist Spells

Arcane Insight^{RI}: As detect magic, but you do not need to concentrate, and you gain additional information. Curse of Naiveté: You impose a penalty on the target's Sense Motive checks and Will saves to resist illusion and enchantment.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.

Subtle Legerdemain: You implant a mesmerist trick in an ally from a short distance.

3rd-level Mesmerist Spells

Impersonate Entity: You intercept divinations and messages intended for someone else.

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Mesmerize Person^F: As dominate person, but for 1 min./ level, and you can implant mesmerist tricks in the target from up to 30 feet away.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Total Hallucination^{co}: You completely change the target's perception, changing the way he senses all stimuli for 1 round/level.

4th-level Mesmerist Spells

Crown of Eyes: You can direct your hypnotic stare at up to 1 creature/3 levels for 1 round/level.

Fictional Facsimile^{RI}: You create an illusory version of a real creature, which lasts for 1 day/level.

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Overwhelming Emotion^{co}: You fill the target with intense joy or happiness, imposing penalties. The emotion the target feels changes from round to round.

Wild Conscription^{BO}: You cause all animals, magical beasts, and plants in a 120-foot cone to be attracted to you and fight to defend you.

5th-level Mesmerist Spells

Blinding Fear^{BO}: All creatures in a 20-ft. radius are frightened and blinded.

Steal Misery^{FO}: You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

Verbeck's Impression Attunement: You turn an object into a divining rod that leads you to a person, place, or object that is psychically impressed upon it.

6th-level Mesmerist Spells

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. **Damning Dream^{RI}**: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Inspiring Epic^{RI}**: All allies in a 20-ft.-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Mesmerize Monster^F: As *dominate monster*, but for 1 min./ level, and you can implant mesmerist tricks in the target from up to 30 feet away.

Spiral Pattern^{DI}: You create a colorful pattern that confuses, fascinates, and stuns up to 4 HD per level, divided as you choose amongst multiple castings.

Occultist Spells

1st-level Occultist Spells

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Summon Merchant I^F: You conjure an extraplanar merchant who will buy and sell items with you.

2nd-level Occultist Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. **Pronouncement of Favor or Folly**^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.

Summon Merchant II^F: As summon merchant *I*, but the merchant has more goods and money available for trade. **Verbeck's Powerful Projectiles^{F, DI}:** You imbue 5 pieces of ammunition per caster level with magic weapon special abilities, and can divide those pieces of ammunition amongst multiple castings.

3rd-level Occultist Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Augury, **Greater**^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Impersonate Entity: You intercept divinations and messages intended for someone else.

Lightning Strokes^{DI}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Summon Merchant IV^F: As summon merchant III, but the merchant has more goods and money available for trade.

4th-level Occultist Spells

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Explosive Seal^{RI}: You place an invisible ward on an object, causing it to explode with 5d6 points of force damage if it is touched.

Portal^{CO}: You create a pair of shimmering columns of light that allow you to step from one to another, regardless of distance.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Summon Merchant V^F: As *summon merchant IV*, but the merchant has more goods and money available for trade.

5th-level Occultist Spells

Morticia's Dark Champions^{DI}: You create up to 2 HD of undead per caster level, which can be divided amongst multiple castings.

Sidestep^{BO}: As dimension door, but as an immediate action. **Sphere of Eternal Night**^{RI}: You create a permanent 20-ft.radius sphere of darkness.

Summon Merchant VI^F: As summon merchant V, but the merchant has more goods and money available for trade.

Verbeck's Impression Attunement: You turn an object into a divining rod that leads you to a person, place, or object that is psychically impressed upon it.

Verbeck's Phantom Conduit^{RI}: You conjure the phantom of an item's previous owner.

6th-level Occultist Spells

Circle of Imprisonment^{M, co}: Create a magic circle designed to imprison summoned outsiders, which can last for longer periods of time and be more difficult to escape than *magic circle against evil*.

Cloud of Corrosion^{DI}: You create an acidic cloud that damages objects and creatures, and remains for a number of rounds equal to 1/2 your caster level, which can be divided as you choose amongst multiple castings.

Curse of Corruption^{RI}: You infect the target with a corruption of your choice.

Damning Dream^{R1}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Planar Exile**^{R1}: You banish a behemoth, great old one, or outsider to another plane.

Saitar's Panoptic Visions^{F, DI}: As scrying, but you can create an additional scrying sensor per 3 levels, divided as you choose amongst multiple castings.

Summon Merchant VII^F: As *summon merchant VI*, but the merchant has more goods and money available for trade.

Paladin Spells

1st-level Paladin Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Clarity of Faith: You become aware of actions that may impact your alignment and religious standing for 1 hour/level.

2nd-level Paladin Spells

Merciful Blessing: You expend two uses of lay on hands in order to heal a creature at close range.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

Righteous Halo: A halo above your head sheds light to a range of 40 feet, and imposes penalties on evil creatures.

3rd-level Paladin Spells

Adamant Skin: You gain DR 3/— for 1 round/level. Compel Truth: You compel a touched creature to truthfully

answer questions for 1 round/level.

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Wrathful Smite: You expend all the power of your smite into a single, decisive blow.

4th-level Paladin Spells

Desperate Healing: You expend two uses of channel energy to instantly restore the target to 1/2 his maximum hit points. **Gallant Defenses**^{BO}: You conjure a suit of full plate and a heavy steel shield which are donned on yourself automatically.

Inspiring Epic^{RI}: All allies in a 20-ft.-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Intervention^{DI}: You prevent up to 3d6 damage per caster level from multiple creatures, all from a single attack. You can divide the damage amount amongst multiple castings. **Verbeck's Phantom Conduit**^{RI}: You conjure the phantom of

an item's previous owner.

Psychic Spells

1st-level Psychic Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

2nd-level Psychic Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. Curse of Naiveté: You impose a penalty on the target's Sense Motive checks and Will saves to resist illusion and enchantment.

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

3rd-level Psychic Spells

Mental Blossoming^{F0}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

4th-level Psychic Spells

Augury, **Greater**^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Caladast's Animal Possession: As possession^{OA}, but you can target only animals of Medium or smaller size.

Overwhelming Emotion^{co}: You fill the target with intense joy or happiness, imposing penalties. The emotion the target feels changes from round to round.

5th-level Psychic Spells

Impersonate Entity: You intercept divinations and messages intended for someone else.

Saitar's Temporal Insights: Once per 2 levels, you can roll 1d6 and add the results to an attack roll, ability check, saving throw, or skill check.

Steal Misery^{FO}: You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

Total Hallucination^{co}: You completely change the target's perception, changing the way he senses all stimuli for 1 round/level.

6th-level Psychic Spells

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Inspiring Epic^{RI}: All allies in a 20-ft.-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Saitar's Panoptic Visions^{F, DI}: As scrying, but you can create an additional scrying sensor per 3 levels, divided as you choose amongst multiple castings.

Verbeck's Impression Attunement: You turn an object into a divining rod that leads you to a person, place, or object that is psychically impressed upon it.

7th-level Psychic Spells

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. Damning Dream^{RI}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. Morticia's Cosmic Horror^{CO}: The target suffers 1 point of Intelligence, Wisdom, and Charisma damage per round for 1 round/level, and may be dazed or gain a random insanity.

8th-level Psychic Spells

Boundless Knowledge^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Rip From Reality^{FO}: Extraplanar creatures that come within 30 feet of you are banished to their home plane, and cannot return for 24 hours. You regain a spell slot for each creature banished.

Saitar's Fate Cheater^{F, CO}: You make a number of d20 rolls in advance, and can substitute them instead of d20 rolls made for 1 hour/2 levels.

9th-level Psychic Spells

Devour Intellect^{DI}: You inflict 1 point of mental ability score damage per caster level to the target and gain an equal enhancement bonus to your own mental ability scores. You can divide this ability score damage amongst multiple castings.

Final Return: If you die within 24 hours, you rise as a ghost, but at the next sunrise, you are destroyed. If you return as a ghost in this way, it is more difficult for you to be restored to life.

Planar Exile^{RI}: You banish a behemoth, great old one, or outsider to another plane.

Ranger Spells

1st-level Ranger Spells

Enemy Awareness: You sense the presence of any nearby favored enemies.

Martial Insight: Gain a combat style feat for 1 round/level.

2nd-level Ranger Spells

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Wild Conscription^{BO}: You cause all animals, magical beasts, and plants in a 120-foot cone to be attracted to you and fight to defend you.

3rd-level Ranger Spells

Adamant Skin: You gain DR 3/— for 1 round/level. Unerring Ammunition^{co}: You cause up to 10 pieces of ammunition to grant a +5 competence bonus on attack rolls and ignore cover and concealment less than total cover or concealment for 1 round/level.

Verbeck's Powerful Projectiles^{F, DI}: You imbue 5 pieces of ammunition per caster level with magic weapon special abilities, and can divide those pieces of ammunition amongst multiple castings.

4th-level Ranger Spells

Caladast's Guiding Smoke^{co}: A thin trail of magic smoke leads you towards a desired creature or object.

Caladast's Feral Gladiator^{RI}: You imbue an animal with the power of an animal companion, and compel it to serve you. **Roiling Mud**^{FO}: A 40-ft.-radius field of mud slows creatures and may cause them to fall prone. You regain a single spell slot of 5th level or lower, which can only be used to cast earth spells.

Shaman Spells

1st-level Shaman Spells

Caladast's Return Familiar^M: Conjure the spirit of your slain familiar into the body of a nearby animal suitable to become a familiar.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

Saitar's Spirit Sight: You clearly see objects and creatures that are naturally invisible, as well as those on the Ethereal Plane, but not things that are temporarily invisible.

2nd-level Shaman Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information.

Caladast's Guiding Smoke^{co}: A thin trail of magic smoke leads you towards a desired creature or object.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

3rd-level Shaman Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Lightning Strokes^{DI}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Wild Conscription^{BO}: You cause all animals, magical beasts, and plants in a 120-foot cone to be attracted to you and fight to defend you.

4th-level Shaman Spells

Augury, **Greater**^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Morticia's Draining Tendrils^{co}: You drain 1d4 hit points per 2 caster levels with a touch, and inflict 1d4 points of Strength damage, as well.

Morticia's Skittering Swarms^{DI}: You summon a number of spider swarms equal to 1/2 your caster level, which you can divide amongst multiple castings. The spider swarms may or may not obey your mental commands, and can infest victims with eggs.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Undying Murder: You summon a murder of vengeful crows that is difficult to kill, which last as long as you concentrate, up to 1 hour.

5th-level Shaman Spells

Impersonate Entity: You intercept divinations and messages intended for someone else.

Intervention^{DI}: You prevent up to 3d6 damage per caster level from multiple creatures, all from a single attack. You can divide the damage amount amongst multiple castings. **Steal Misery^{FO}:** You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

6th-level Shaman Spells

Caladast's Animal Rage^{co}: You cause a creature to become overwhelmed with feral anger, gaining Strength and Constitution bonuses, and compelling them to attack the nearest creature for 1 min./level.

Roiling Mud^{FO}: A 40-ft.-radius field of mud slows creatures and may cause them to fall prone. You regain a single spell slot of 5th level or lower, which can only be used to cast earth spells.

Spike Skin^{DI}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body.

7th-level Shaman Spells

Damning Dream^{RI}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Summon Mist Stalkers:** You summon a 40-ft.-radius cloud of fog, through which stalk 1d3+1 hounds of Tindalos, which attack your foes in the mist.

Tempest Bolts: As *call lightning storm*, except that bolts deal more electricity damage, and you can call down more total lightning bolts.

8th-level Shaman Spells

Blood Moon^{RI}: A magic dome transforms moonlight in the spell's area, triggering bestial transformations.

Curse of Corruption^{RI}: You infect the target with a corruption of your choice.

Rip From Reality^{FO}: Extraplanar creatures that come within 30 feet of you are banished to their home plane, and cannot return for 24 hours. You regain a spell slot for each creature banished.

Sculpt Self^{DI}: You transform yourself into one of a variety of shapes for a total number of minutes equal to your caster level, which can be divided amongst multiple castings.

9th-level Shaman Spells

Awaken Nature's Wrath^{RI}: You awaken all trees in an area, transforming them into advanced treants or animated objects **Caustic Eruption**^{DI}: You create powerful eruptions that deal 12d6 acid and fire damage per round for 1 round per caster level, and can divide this time amongst multiple castings. **Devour Intellect**^{DI}: You inflict 1 point of mental ability score damage per caster level to the target and gain an equal enhancement bonus to your own mental ability scores. You can divide this ability score damage amongst multiple castings. **Imbue Humanity^M:** You transform a Tiny or smaller animal into an intelligent adult human permanently.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Focused Beam^{co}: You fire a ray that deals an amount of force damage equal to 2d6 + 1 per caster level.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

Summon Merchant I^F: You conjure an extraplanar merchant who will buy and sell items with you.

Verbeck's Helpful Hands^{co}: You can lift and move up to one unattended object/level from close range, for as long as you concentrate.

Vicious Touch^{FO}: You deal damage to both yourself and touched creature equal to 2d6 + caster level, and you regain a single 1st-level spell slot.

2nd-level Sorcerer/Wizard Spells

Aegis^{co}: You gain a +6 shield bonus to AC for 1 min./level. **Arcane Insight**^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. **Bloody Blade**^{BO}: The next attack made with the touched weapon is more accurate and deals an extra 2d6 bleed damage.

Caladast's Guiding Smoke^{co}: A thin trail of magic smoke leads you towards a desired creature or object.

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

Summon Merchant II^F: As summon merchant *I*, but the merchant has more goods and money available for trade. **Verbeck's Powerful Projectiles^{F, DI}:** You imbue 5 pieces of ammunition per caster level with magic weapon special abilities, and can divide those pieces of ammunition amongst multiple castings.

3rd-level Sorcerer/Wizard Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Explosive Seal^{RI}: You place an invisible ward on an object, causing it to explode with 5d6 points of force damage if it is touched.

Heat Sink^{FO}: You deal 1d4 cold damage/level in a 10-ft.-radius area, and regain a spell slot that can only be used to cast fire spells.

Lightning Strokes^{DI}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Morticia's Draining Tendrils^{CO}: You drain 1d4 hit points per 2 caster levels with a touch, and inflict 1d4 points of Strength damage, as well.

Saitar's Otherworldly Insight^{DI}: You gain insight bonuses and can call on spirits to answer specific questions for 1 round/level, and can divide this time amongst multiple castings.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Summon Merchant III^F: As *summon merchant II*, but the merchant has more goods and money available for trade. **Tumultuous Thunder^{BO}**: You create a 10-ft.-radius burst of sound that deals 2d8 sonic damage per round, and may deafen and knock creatures prone.

Unerring Ammunition^{co}: You cause up to 10 pieces of ammunition to grant a +5 competence bonus on attack rolls and ignore cover and concealment less than total cover or concealment for 1 round/level.

4th-level Sorcerer/Wizard Spells

Glacial Path^{BO}: You deal 1d6 cold damage per level to all creatures in a 60-ft. line, and entangle creatures in frost. **Mental Blossoming**^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Mirror Gallery^{D1}: As mirror image, but you create 1d4 images + 1d4 per 4 levels, and can divide the images amongst multiple castings.

Morticia's Skittering Swarms^{DI}: You summon a number of spider swarms equal to 1/2 your caster level, which you can divide amongst multiple castings. The spider swarms may or may not obey your mental commands, and can infest victims with eggs.

Overwhelming Emotion^{co}: You fill the target with intense joy or happiness, imposing penalties. The emotion the target feels changes from round to round.

Portal^{co}: You create a pair of shimmering columns of light that allow you to step from one to another, regardless of distance.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Summon Merchant IV^F: As summon merchant III, but the merchant has more goods and money available for trade. Wall of Lightning^{RI}: You create a wall of lightning 100 ft. long and 10 ft. high, which deals 1d6 points of electricity damage and stuns creatures passing through it.

Wild Conscription^{BO}: You cause all animals, magical beasts, and plants in a 120-foot cone to be attracted to you and fight to defend you.

5th-level Sorcerer/Wizard Spells

Caladast's Animal Rage^{co}: You cause a creature to become overwhelmed with feral anger, gaining Strength and Constitution bonuses, and compelling them to attack the nearest creature for 1 min./level.

Impersonate Entity: You intercept divinations and messages intended for someone else.

Intervention^{DI}: You prevent up to 3d6 damage per caster level from multiple creatures, all from a single attack. You can divide the damage amount amongst multiple castings. **Saitar's Temporal Insights:** Once per 2 levels, you can roll 1d6 and add the results to an attack roll, ability check, saving throw, or skill check.

Sidestep^{BO}: As dimension door, but as an immediate action. **Spike Skin^{DI}:** You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body. **Steal Misery^{FO}:** You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

Summon Merchant V^F: As summon merchant IV, but the merchant has more goods and money available for trade. **Total Hallucination**^{CO}: You completely change the target's perception, changing the way he senses all stimuli for 1 round/level.

Undying Murder: You summon a murder of vengeful crows that is difficult to kill, which last as long as you concentrate, up to 1 hour.

6th-level Sorcerer/Wizard Spells

Blinding Fear^{BO}: All creatures in a 20-ft. radius are frightened and blinded.

Burn to Ash^{DI}: You deal an amount of fire damage to a single creature or object equal to 1d6 per 2 levels for 1 round per level. You can divide the damage dice amongst multiple castings.

Circle of Imprisonment^{M, co}: Create a magic circle designed to imprison summoned outsiders, which can last for longer periods of time and be more difficult to escape than *magic circle against evil*.

Fictional Facsimile^{RI}: You create an illusory version of a real creature, which lasts for 1 day/level.

Freezing Fingers^{co}: You create 1d4 ice rays that deal 8d6 points of cold damage each, and may freeze victims.

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Roiling Mud^{FO}: A 40-ft.-radius field of mud slows creatures and may cause them to fall prone. You regain a single spell slot of 5th level or lower, which can only be used to cast earth spells.

Saitar's Panoptic Visions^{F, DI}: As scrying, but you can create an additional scrying sensor per 3 levels, divided as you choose amongst multiple castings.

Sphere of Eternal Night^{RI}: You create a permanent 20-ft.radius sphere of darkness.

Summon Merchant VI^F: As summon merchant V, but the merchant has more goods and money available for trade.



7th-level Sorcerer/Wizard Spells

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. **Cloud of Corrosion**^{DI}: You create an acidic cloud that damages objects and creatures, and remains for a number of rounds equal to 1/2 your caster level, which can be divided as you choose amongst multiple castings.

Damning Dream^{RI}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Gallant Defenses**^{BO}: You conjure a suit of full plate and a heavy steel shield which are donned on yourself automatically.

Morticia's Cosmic Horror^{CO}: The target suffers 1 point of Intelligence, Wisdom, and Charisma damage per round for 1 round/level, and may be dazed or gain a random insanity. **Morticia's Dark Champions**^{DI}: You create up to 2 HD of undead per caster level, which can be divided amongst multiple castings.

Summon Merchant VII^F: As summon merchant VI, but the merchant has more goods and money available for trade. **Summon Mist Stalkers:** You summon a 40-ft.-radius cloud of fog, through which stalk 1d3+1 hounds of Tindalos, which attack your foes in the mist.

Verbeck's Eldritch Armor^{co}: You create one or more magical weapons whose combined enhancement bonus is equal to 1/3 your caster level, which last for 1 min./level.

8th-level Sorcerer/Wizard Spells Boundless Knowledge^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Composite Beam^{co}: You fire a ray that deals 6d6 cold, 6d6 electricity, and 6d6 fire damage.

Curse of Corruption^{RI}: You infect the target with a corruption of your choice.

Dark Reflections^{co}: As *mirror image*, but with only 1d4 images, and the images are quasi-real, and are not destroyed until their hit points are reduced to o.

Planar Exile^{RI}: You banish a behemoth, great old one, or outsider to another plane.

Rip From Reality^{FO}: Extraplanar creatures that come within 30 feet of you are banished to their home plane, and cannot return for 24 hours. You regain a spell slot for each creature banished.

Sculpt Self^{DI}: You transform yourself into one of a variety of shapes for a total number of minutes equal to your caster level, which can be divided amongst multiple castings.

Spiral Pattern^{DI}: You create a colorful pattern that confuses, fascinates, and stuns up to 4 HD per level, divided as you choose amongst multiple castings.

Summon Merchant VIII^F: As summon merchant VII, but the merchant has more goods and money available for trade.

9th-level Sorcerer/Wizard Spells

Blood Moon^{RI}: A magic dome transforms moonlight in the spell's area, triggering bestial transformations.

Caustic Eruption^{D1}: You create powerful eruptions that deal 12d6 acid and fire damage per round for 1 round per caster level, and can divide this time amongst multiple castings. **Consumptive Grasp**^{BO}: For 1 round/level, you can make touch attacks that deal 10 points of damage per caster level. **Create Shoggoth**^{M, CO}: You create a shoggoth, which you have limited, if any, control over.

Curse of Never-Ending Torment^{FO}: You impose a variety of horrific penalties on a single creature, and regain a single spell of 8th level or lower, which must target the same creature.

Devour Intellect^{DI}: You inflict 1 point of mental ability score damage per caster level to the target and gain an equal enhancement bonus to your own mental ability scores. You can divide this ability score damage amongst multiple castings.

Final Return: If you die within 24 hours, you rise as a ghost, but at the next sunrise, you are destroyed. If you return as a ghost in this way, it is more difficult for you to be restored to life.

Imbue Humanity^M: You transform a Tiny or smaller animal into an intelligent adult human permanently.

Saitar's Fate Cheater^{F, CO}: You make a number of d20 rolls in advance, and can substitute them instead of d20 rolls made for 1 hour/2 levels.

Summon Merchant IX^F: As summon merchant VIII, but the merchant has more goods and money available for trade. **The King In Yellow**^{RI}: You conjure the Great Old One Hastur.

Spiritualist Spells

1st-level Spiritualist Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Saitar's Spirit Sight: You clearly see objects and creatures that are naturally invisible, as well as those on the Ethereal Plane, but not things that are temporarily invisible.

Verbeck's Helpful Hands^{co}: You can lift and move up to one unattended object/level from close range, for as long as you concentrate.

2nd-level Spiritualist Spells

Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

Resist Negative/Positive Energy: Target ignores the first 10 (or more) points of damage per attack from the specified energy type.

3rd-level Spiritualist Spells

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

4th-level Spiritualist Spells

Augury, Greater^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Impersonate Entity: You intercept divinations and messages intended for someone else.

Slimy Body: Your body is coated in acidic slime that damages your attackers, but may damage you at the end of the spell.

5th-level Spiritualist Spells

Morticia's Dark Champions^{DI}: You create up to 2 HD of undead per caster level, which can be divided amongst multiple castings.

Verbeck's Phantom Conduit^{RI}: You conjure the phantom of an item's previous owner.

6th-level Spiritualist Spells

Circle of Imprisonment^{M, co}: Create a magic circle designed to imprison summoned outsiders, which can last for longer periods of time and be more difficult to escape than *magic circle against evil*.

Damning Dream^{RI}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Final Return:** If you die within 24 hours, you rise as a ghost, but at the next sunrise, you are destroyed. If you return as a ghost in this way, it is more difficult for you to be restored to life.

Intervention^{DI}: You prevent up to 3d6 damage per caster level from multiple creatures, all from a single attack. You can divide the damage amount amongst multiple castings.

Verbeck's Impression Attunement: You turn an object into a divining rod that leads you to a person, place, or object that is psychically impressed upon it.

Summoner Spells

1st-level Summoner Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Summon Merchant I^F: You conjure an extraplanar merchant who will buy and sell items with you.

Verbeck's Helpful Hands^{co}: You can lift and move up to one unattended object/level from close range, for as long as you concentrate.

2nd-level Summoner Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information. Plentiful Protection^{DI}: You grant a creature a deflection bonus to AC equal to 4 + 1 per 5 caster levels, which can be divided amongst multiple castings.

Summon Merchant II^F: As *summon merchant I*, but the merchant has more goods and money available for trade.

3rd-level Summoner Spells

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Portal^{co}: You create a pair of shimmering columns of light that allow you to step from one to another, regardless of distance.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Summon Merchant IV^F: As summon merchant III, but the merchant has more goods and money available for trade.

4th-level Summoner Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Impersonate Entity: You intercept divinations and messages intended for someone else.

Morticia's Skittering Swarms^{DI}: You summon a number of spider swarms equal to 1/2 your caster level, which you can divide amongst multiple castings. The spider swarms may or may not obey your mental commands, and can infest victims with eggs.

Summon Merchant V^F: As summon merchant IV, but the merchant has more goods and money available for trade.

5th-level Summoner Spells

Spike Skin^{DI}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body. **Summon Merchant VI**^F: As summon merchant V, but the merchant has more goods and money available for trade. **Summon Mist Stalkers:** You summon a 40-ft.-radius cloud of fog, through which stalk 1d3+1 hounds of Tindalos, which attack your foes in the mist.

6th-level Summoner Spells

Circle of Imprisonment^{M, co}: Create a magic circle designed to imprison summoned outsiders, which can last for longer periods of time and be more difficult to escape than *magic circle against evil*.

Intervention^{DI}: You prevent up to 3d6 damage per caster level from multiple creatures, all from a single attack. You can divide the damage amount amongst multiple castings. **Summon Merchant VII**^F: As *summon merchant VI*, but the merchant has more goods and money available for trade. **The King In Yellow**^{RI}: You conjure the Great Old One Hastur.

Witch Spells

ist-level Witch Spells

Bolster Resolve^{BO}: The target gains a +2 bonus to the saving throw of your choice and 1 temporary hit point per caster level.

Caladast's Return Familiar^M: Conjure the spirit of your slain familiar into the body of a nearby animal suitable to become a familiar.

Court Fate^{RI}: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

Morticia's Agonizing Terror^{DI}: You cause a number of Hit Dice of creatures equal to 2d4 + 1d4 per 3 levels to become frightened, and can divide these HD among multiple castings.

Powerful Personality^{DI}: You grant yourself a competence bonus on Bluff, Diplomacy, and Intimidate checks, which can be divided amongst multiple castings.

Summon Merchant I^F: You conjure an extraplanar merchant who will buy and sell items with you.

2nd-level Witch Spells

Arcane Insight^{RI}: As *detect magic*, but you do not need to concentrate, and you gain additional information.

Caladast's Guiding Smoke^{co}: A thin trail of magic smoke leads you towards a desired creature or object.

Curse of Naiveté: You impose a penalty on the target's Sense Motive checks and Will saves to resist illusion and enchantment.

Pronouncement of Favor or Folly^{F, FO}: Greant +2 bonus or -2 penalty to AC, attack rolls, ability checks, skill checks, and saving throws, and temporarily regain a spell slot of 1st level or lower.

Summon Merchant II^F: As summon merchant *I*, but the merchant has more goods and money available for trade.

3rd-level Witch Spells

Caladast's Animal Possession: As *possession*^{OA}, but you can target only animals of Medium or smaller size.

Lightning Strokes^{D1}: You inflict 1d6 electricity damage/level to a single creature, which can be divided amongst multiple castings. Damaged creatures may also be dazed.

Morticia's Draining Tendrils^{co}: You drain 1d4 hit points per 2 caster levels with a touch, and inflict 1d4 points of Strength damage, as well.

Subvert Spell: You counter a spell as though with *dispel magic*, but if successful, you redirect it to a new target or area, rather than countering it entirely.

Summon Merchant III^F: As summon merchant II, but the merchant has more goods and money available for trade.



Wild Conscription^{BO}: You cause all animals, magical beasts, and plants in a 120-foot cone to be attracted to you and fight to defend you.

4th-level Witch Spells

Animate Painting: You cause a painted or drawn image to become real, with statistics based on the quality of the painting it came from.

Augury, Greater^{M, F}: As *augury*, but you see further into the future, and the spell provides an answer in the form of a short phrase.

Compel Truth: You compel a touched creature to truthfully answer questions for 1 round/level.

Mental Blossoming^{FO}: You roll Intelligence- and Wisdombased rolls twice and take the higher resolt, and regain a spell slot of 3rd-level or lower, which can only be used to cast mind-affecting spells.

Morticia's Skittering Swarms^{DI}: You summon a number of spider swarms equal to 1/2 your caster level, which you can divide amongst multiple castings. The spider swarms may or may not obey your mental commands, and can infest victims with eggs.

Relive Demise: You temporarily animate a corpse, and it pantomimes its last actions in life in reverse.

Summon Merchant IV^F: As summon merchant III, but the merchant has more goods and money available for trade.

5th-level Witch Spells

Blinding Fear^{BO}: All creatures in a 20-ft. radius are frightened and blinded.

Impersonate Entity: You intercept divinations and messages intended for someone else.

Spike Skin^{D1}: You gain DR 5/— which can prevent up to 5 damage per caster level, which can be divided amongst multiple castings. Creatures that hit you with melee attacks may also suffer damage from spiky growths on your body. **Steal Misery**^{FO}: You fascinate one creature and regain a spell slot of 4th level or lower, which can only be used to cast harmful spells.

Summon Merchant V^F: As summon merchant IV, but the merchant has more goods and money available for trade. **Undying Murder:** You summon a murder of vengeful crows that is difficult to kill, which last as long as you concentrate, up to 1 hour.

6th-level Witch Spells

Fictional Facsimile^{Ri}: You create an illusory version of a real creature, which lasts for 1 day/level.

Implant Identity: You cause the target to believe he is someone completely different from his actual identity for 1 day/level.

Roiling Mud^{FO}: A 40-ft.-radius field of mud slows creatures and may cause them to fall prone. You regain a single spell slot of 5th level or lower, which can only be used to cast earth spells.

Saitar's Panoptic Visions^{F, DI}: As scrying, but you can create an additional scrying sensor per 3 levels, divided as you choose amongst multiple castings.

Sphere of Eternal Night^{RI}: You create a permanent 20-ft.radius sphere of darkness.

Summon Merchant VI^F: As *summon merchant V*, but the merchant has more goods and money available for trade.

7th-level Witch Spells

Altered Guise^{FO}: You change your appearance to any creature or object, and gain a single spell slot of 5th level or lower, which can only be used to cast personal-range spells. **Cloud of Corrosion**^{DI}: You create an acidic cloud that damages objects and creatures, and remains for a number of rounds equal to 1/2 your caster level, which can be divided as you choose amongst multiple castings.

Curse of Corruption^{RI}: You infect the target with a corruption of your choice.

Damning Dream^{R1}: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion. **Morticia's Cosmic Horror**^{CO}: The target suffers 1 point of Intelligence, Wisdom, and Charisma damage per round for 1 round/level, and may be dazed or gain a random insanity. **Morticia's Dark Champions**^{DI}: You create up to 2 HD of undead per caster level, which can be divided amongst multiple castings.

Summon Merchant VII^F: As summon merchant VI, but the merchant has more goods and money available for trade. **Summon Mist Stalkers:** You summon a 40-ft.-radius cloud of fog, through which stalk 1d3+1 hounds of Tindalos, which attack your foes in the mist.

8th-level Witch Spells

Boundless Knowledge^{BO}: You gain a +20 bonus on all Knowledge checks, and can identify the properties of creatures and objects.

Rip From Reality^{FO}: Extraplanar creatures that come within 30 feet of you are banished to their home plane, and cannot return for 24 hours. You regain a spell slot for each creature banished.

Spiral Pattern^{DI}: You create a colorful pattern that confuses, fascinates, and stuns up to 4 HD per level, divided as you choose amongst multiple castings.

Summon Merchant VIII^F: As summon merchant VII, but the merchant has more goods and money available for trade.

oth-level Witch Spells

Blood Moon^{RI}: A magic dome transforms moonlight in the spell's area, triggering bestial transformations.

Consumptive Grasp^{BO}: For 1 round/level, you can make touch attacks that deal 10 points of damage per caster level. **Curse of Never-Ending Torment**^{FO}: You impose a variety of horrific penalties on a single creature, and regain a single spell of 8th level or lower, which must target the same creature.

Final Return: If you die within 24 hours, you rise as a ghost, but at the next sunrise, you are destroyed. If you return as a ghost in this way, it is more difficult for you to be restored to life.

Imbue Humanity^M: You transform a Tiny or smaller animal into an intelligent adult human permanently.

Planar Exile^{RI}: You banish a behemoth, great old one, or outsider to another plane.

Saitar's Fate Cheater^{F, co}: You make a number of d20 rolls in advance, and can substitute them instead of d20 rolls made for 1 hour/2 levels.

Summon Merchant IX^F: As summon merchant VIII, but the merchant has more goods and money available for trade. **The King In Yellow**^{RI}: You conjure the Great Old One Hastur.

New Rituals

Some of the spells presented in this book also serve as rituals. While these spells are listed in their class's spell lists, they are also summarized below, for those that are interested specifically in using them as rituals.

1st-level Rituals

Court Fate: You manipulate your own fate, allowing you and the GM to both substitute your d20 rolls for some rolls made in advance.

2nd-level Rituals

Arcane Insight: As *detect magic*, but you do not need to concentrate, and you gain additional information.

Sidebar: Low-Level Rituals

When rituals were first introduced in *Pathfinder Roleplaying Game: Occult Adventures*, the guidelines for creating rituals stated that rituals had a minimum effective spell level of 4. For this book, we decided to set that guideline aside for some of our low-level ritual spells, as we carefully selected spell effects that would be appropriate for rituals. Since the ritual's level primarily governs the number of skill checks required to perform the ritual and the ritual's casting time, it would not be difficult for GMs who are concerned about this to increase these rituals to 4th level, simply by adding additional skill checks of the same type and DC, and increasing the casting time.

3rd-level Rituals

Explosive Seal: You place an invisible ward on an object, causing it to explode with 5d6 points of force damage if it is touched.

4th-level Rituals

Caladast's Feral Gladiator: You imbue an animal with the power of an animal companion, and compel it to serve you. **Verbeck's Phantom Conduit:** You conjure the phantom of an item's previous owner.

Wall of Lightning: You create a wall of lightning 100 ft. long and 10 ft. high, which deals 1d6 points of electricity damage and stuns creatures passing through it.

6th-level Rituals

Fictional Facsimile: You create an illusory version of a real creature, which lasts for 1 day/level.

Inspiring Epic: All allies in a 20-ft.-radius spread gain a +2 morale bonus on attack and damage rolls, and are automatically healed the first time they are disabled during the spell's duration.

Sphere of Eternal Night: You create a permanent 20-ft.radius sphere of darkness.

7th-level Rituals

Damning Dream: Whenever the target sleeps, he creates a tulpa that acts out his unconscious desires in horrific fashion.

8th-level Rituals

Curse of Corruption: You infect the target with a corruption of your choice.

Planar Exile: You banish a behemoth, great old one, or outsider to another plane.

9th-level Rituals

Awaken Nature's Wrath: You awaken all trees in an area, transforming them into advanced treants or animated objects Blood Moon: A magic dome transforms moonlight in the spell's area, triggering bestial transformations. The King In Yellow: You conjure the Great Old One Hastur. Underworld Bargain: You return a dead creature to life, grant it an ability score bonus, and press it into service to perform a task for you.
New Spells

The following spells are listed in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

ADAMANT SKIN

School transmutation; Level antipaladin 3, bloodrager 3, medium 3, paladin 3, ranger 3 Casting Time 1 move action Components V, S Range personal Target you Duration 1 round/level (D)

You gain DR 3/-, as your skin hardens and toughens. This damage reduction does not stack with damage reduction from other sources. If you are a bloodrager, you may choose to instead have this spell double your existing DR/- granted by your class (to a maximum amount of damage reduction equal to 10/-).

AEGIS

School abjuration [composite]; Level bloodrager 2 (or two 1st-level spell slots), magus 2 (or two 1st-level spell slots), sorcerer/wizard 2 (or two 1st-level spell slots) Casting Time 1 standard action Components V, S, F (nine tiny bricks) Range personal Target you Duration 1 min./level

You surround yourself with a barrier of spectral energy, which protects you from harm, including harm from otherworldly forces. You gain a +6 shield bonus to AC; this bonus applies against the touch attacks of incorporeal creatures.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast the spell, you may choose a single 1st-level spell. *Aegis* renders you immune to each of the chosen spells.

ALCHEMICAL IMMOLATION

School evocation; Level alchemist 5 Casting Time 1 standard action Components V, S, M (1 oz. of cooking oil) Range personal Target you Duration 1 round/level (D)

When you use this extract, you must also expend one remaining use of your bombs class feature, or the spell is wasted and has no effect. You drink both the extract and the volatile chemicals used to make your bombs, and your body metabolizes both and instantly inures you to its effects while also causing your skin to secrete oils that replicate your bomb's effects. At the time the spell is cast, you choose whether or not to apply any alchemist discoveries you know to the bomb expended in this way, and this choice impacts the spell's effect. The normal restrictions for applying multiple discoveries to bombs apply. Any creature that strikes you with a natural attack, unarmed strike, or melee weapon without reach is affected as though hit with the splash damage from your bomb. If you are the subject of a critical hit with such a weapon, the attacker is instead affected as though with a direct hit from your bomb. Additionally, if your bomb deals fire damage, you gain resist fire 10 for the spell's duration. Similarly, if it deals acid, cold, or electricity damage, you gain resistance to that energy for the spell's duration. If your bomb inflicts the blinded or confused condition, you gain a +4 alchemical bonus on saving throws made to resist that condition, and if your bomb replicates a spell with the disease or poison descriptor, you gain a +4 alchemical bonus on saving throws made to resist spells with that descriptor. Alchemical immolation gains any appropriate energy descriptors based on the type of damage your bomb inflicts (fire if your bomb deals fire damage, acid if it deals acid damage, etc.).

ALTERED GUISE

School illusion (glamer); **Levels** alchemist 6, bard 6, inquisitor 6, mesmerist 6, psychic 7, sorcerer/wizard 7, witch

Casting Time 1 standard action Components V, S Range personal Target you Duration 1 hour/level (D)

You can make yourself appear to be anything you wish from Fine to Colossal size. You look, feel, sound, and smell just like the creature or object the spell makes you resemble. You resume your normal appearance if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual or well-known object, but this spell grants a +15 bonus on the check. Additionally, when you cast *altered guise*, you regain a single spell slot of 5th level or lower, which can only be used to cast spells with a range of personal.

ANIMATE PAINTING

School transmutation; Level bard 3, cleric 4, occultist 3, shaman 3, sorcerer/wizard 3, summoner 4, witch 4 Casting Time 1 round Components V, S, F (a masterwork paintbrush) Range close (25 ft. + 5 ft./2 levels) Target one painted or drawn image, up to 1 square ft./level in size Duration see text Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You cause a painted or drawn image to take physical form as a real, tangible creature or object. The spell functions differently depending on whether the image is of a creature or an object. If the image is of an object, then in order for the object to function correctly, the target image must have been made with a Craft (paintings) check whose result was equal to or greater than 15, and the image must be of an object worth no more than 500 gp. For every 5 points by which the result of the Craft (paintings) check used to create the target exceeded 15, the maximum price of the item increases by 1,000 gp. Magical items can be created in this way. If the target image depicts an item whose price is greater than what the result of the Craft (paintings) check made to create the image would allow the spell to make real, then the image is still made into a real object, but it is obviously fake and does not work properly (for example, a sword might bend and droop as though made of rubber, while a suit of full plate armor might actually be a single piece of metal, etc.). This version of the spell lasts for 10 minutes per caster level.

If the image is of a creature, then in order for the creature to function correctly, the target image must have been made with a Craft (paintings) check whose result was equal to or greater than 20 + the depicted creature's CR. If it is, then the creature depicted in the image comes to life with statistics for an appropriate creature of its kind, and gains the trompe l'oeil template (*Pathfinder Roleplaying Game: Horror Adventures*), and obeys your spoken commands. If the target image depicts a creature whose CR is greater than what the result of the Craft (paintings) check made to create the image would allow the spell to make real, then the image is still made into a real creature, but it is unable to hold its form and exists in a state of constant agony. It has statistics identical to an ochre jelly, and attacks you to the exclusion of all else. This version of the spell lasts for 1 round per caster level.

At the end of the spell's duration, the target returns to a painted or drawn image, effectively melting into the closest surface, appearing as though it had been drawn or painted on the surface initially.

APPEASE SPIRIT

School universal; Level medium 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 hour

You allow the spirit you are channeling to take temporary control of your body, in order to ease its overall influence over you. If you are not currently channeling a medium spirit when the spell is cast, it has no effect. Similarly, if you have taken precautions to prevent the spirit from making full use of your body (such as if you are imprisoned or restrained), the spell has no effect. The spirit you are channeling gains control of your body for the spell's duration, as though its influence over you had increased to 5. At the end of the spell's duration, the spirit remains channeled, but its influence over you is reduced by 2 (from whatever amount it was before the spell was cast).

ARCANE INSIGHT

School divination; **Level** alchemist 2, bard 2, inquisitor 2, magus 2, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 minute Components V, S Range personal Target you Duration 10 min./level

RITUAL VERSION

School divination; Level 2 Casting Time 20 minutes Components V, S Additional Requirements You may choose to add a spellbook worth at least 1,000 gp as a material component when performing this ritual. If you do, each caster gains a +5 bonus on all skill checks made to perform the ritual. Skill Checks Knowledge (arcana) DC 30, 1 success; Spellcraft DC 30, 1 success

Range personal

Target you

Duration 1 hour

Backlash You suffer a –4 penalty on saving throws made to resist spells for the next 24 hours.

Failure Arcane sight overwhelms your normal vision for 24 hours. During this time, you are able to see magic auras, as though with the spell *detect magic*, but are otherwise completely blind.

You can see flows of magical energy through the air, allowing you to gain much greater insight into magical effects. You gain the benefits of *detect magic*, except that you do not need to concentrate on the spell in order to maintain the effect (you must still continue to view a particular aura for three rounds in order to gain the full information available from the spell). Additionally, you gain a bonus equal to your caster level on Knowledge (arcana) and Spellcraft checks made to identify spell effects, and whenever you successfully identify a spell in this way, you also learn the spell's caster level, remaining duration (or, in the case of spells like *stoneskin*, which have other limitations before they are expended, how much of that resource remains), any metamagic effects applied to the spell, and any other unique effects that may be augmenting or altering the spell.

ARMOR OF HATRED

School abjuration; Level inquisitor 3 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level (D)

Choose a single creature type (and subtype, if appropriate) from among those that can be selected for the *bane* magic weapon special ability. You gain a +4 sacred bonus to AC against attacks made by creatures of the chosen type, and gain a +2 sacred bonus on saving throws made to resist the spells and abilities of such creatures. For every three rounds that you benefit from this spell, the number of remaining rounds that day that you can use your bane class feature is reduced by 1. If this would reduce the number of remaining rounds of the bane class feature to o, the spell ends immediately. If you gain a profane bonus from your judgment class feature rather than a sacred bonus, the bonuses granted by this spell are profane, instead.

AUGURY, GREATER

School divination; Level cleric 4, medium 3, occultist 3, psychic 4, shaman 4, spiritualist 4, witch 4 Casting Time 1 round Components V, S, M (incense worth at least 25 gp), F (a set of marked stick or bones worth at least 25 gp) Range personal Target you Duration instantaneous This spell functions similarly to *augury*, but is able to see further into the future, and can provide more detailed and nuanced results. As with *augury*, the chance of receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%. Unlike *augury*, the spell can see into the future up to one week, taking into account the likely ramifications of your proposed action up to that time. Note that because the spell only takes the most likely outcome into account, it may provide incorrect information if unlikely events occur. Also unlike *augury*, the spell provides its advice in the form of a short and cryptic phrase, rather than being limited to four responses. Common responses include "you invoke a great risk, but gamble for great reward," "you shall achieve victory, but not the one you seek," or "this action will be swiftly forgotten, and without consequence."

AWAKEN NATURE'S WRATH

School transmutation; Level druid 9, shaman 9 Casting Time 1 hour

Components V, S, M (a lock of hair from a slain dryad) **Range** long (400 ft. + 40 ft./level) **Area** 100-ft.-radius spread

Duration 1 hour/level

Saving Throw Fortitude negates (object), and Will partial, see text; **Spell Resistance** yes (object)

RITUAL VERSION

School transmutation; Level 9 Casting Time 9 hours

Components V, S, M (acorns from at least 3 different trees, ash from a man-made structure, and a still-living flower), SC (up to 4)

Additional Requirements The ritual must be performed outdoors, and at least one of the casters must belong to a race that is associated with trees in some way, such as dryads or treants.

Skill Checks Diplomacy DC 36, 2 successes; Knowledge (nature) DC 30, 5 successes; Survival DC 32, 2 successes Range long (400 ft. + 40 ft./level) Area 100-ft.-radius spread

Duration 24 hours

Saving Throw none; Spell Resistance no

Backlash Each caster suffers 5d6 points of damage and 1 point of Wisdom drain.

Failure Each caster must succeed on a Fortitude save or be permanently transformed into a tree. This effect can be ended automatically with a *wish* or *miracle* spell, but even *break* enchantment only offers an affected creature a new saving throw to end the effect.

You awaken all trees in the affected area, filling them with fighting spirit and binding them to your service to crush your enemies with overwhelming force. All trees in the spell's area animate to do your bidding. Massive trees animated in this way have statistics as though they were treants with the advanced template, while typical trees animated in this way have statistics as though they were Medium animated objects, except that they have the plant type and their Intelligence, Wisdom, and Charisma scores are each 3d6. Each of these animated trees must then succeed on a Will save, or be forced to obey your spoken commands for the spell's duration. Animated trees that succeed on their Will save are able to act as they please, but are still friendly towards you. For the final 10 minutes of the spell's duration, the animated trees are compelled to seek out the spot from which they were animated, if they can reach it, or any suitable location to take root, if they cannot, and cease obeying your commands. At the end of the spell's duration, they return to standard trees, wherever they happen to be at the time.

BESTIAL TRANSFORMATION

School transmutation (polymorph); Level druid 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

You unlock a primal power deep within you, allowing you to take on strange and unusual shapes. The first time you use the wild shape class feature while affected by *bestial transformation*, you can take the form of a magical beast of any size from Tiny to Large, as though with the spell *beast shape IV*. If you use this ability to take the form of a magical beast that normally has an Intelligence score of 7 or higher, and would normally have the ability to speak, then using wild shape in this way does not cause you to lose your ability to speak.

BLINDING FEAR

School illusion (phantasm) [bonded, emotion, fear, mindaffecting]; Level, mesmerist 5, sorcerer/wizard 6, witch 5 Casting Time 1 standard action Components V, S, M (a bloody blindfold) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration 1 round/level Saving Throw Will partial; Spell Resistance yes

You entrap the minds of all those within the spell's area, subjecting them to horrifying visions of their worst fears, which cause them to go blind and run with fright. Each creature in the spell's area must succeed on a Will save or be blinded for the spell's duration, and even if a creature succeeds on his saving throw, he is dazzled for the spell's duration. Creatures that are blinded in this way must succeed on a secondary Will save or be frightened for the spell's duration, as well. Even if a creature succeeds on this secondary Will save, he is still shaken for the spell's duration.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *blinding fear*, you become blind and panicked for 1d3 rounds.

BLOOD MOON

School transmutation; Level druid 8, shaman 8, sorcerer/ wizard 9, witch 9 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Area 30-ft.-radius spread Duration 10 minutes Saving Throw Fortitude negates and Will partial, see text; Spell Resistance yes

RITUAL VERSION

School transmutation; Level 9

Casting Time 90 minutes

Components V, S, M (a chunk of moon rock worth 25 gp, and a sprig of belladonna soaked in lamb's blood), SC (up to 6)

Skill Checks Knowledge (arcana) or Knowledge (religion) DC 33, 2 successes; Knowledge (geography) or Knowledge (local) DC 30, 1 success; Knowledge (nature) DC 32, 3 successes; Perception DC 34, 1 success; Survival DC 32, 2 successes

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

Area 1-mile-radius spread

Duration 12 hours

Saving Throw Fortitude negates and Will partial, see text; Spell Resistance yes

Backlash Each caster suffers 1d4 points of Wisdom and Charisma damage.

Failure Each caster must succeed on a Fortitude save or be affected as though by the spell *baleful polymorph*, except that the casters are transformed into wolves instead of a Small or smaller creature of no more than 1 Hit Dice.

This spell has no effect unless cast outdoors under the light of the moon. A shimmering, translucent red dome surrounds the spell's area, putting a bloody tint on the moonlight streaming down from above. Lycanthropes in the area immediately transform into either their animal or hybrid form (their choice), and cannot return to their base form for the spell's duration. Non-lycanthropes in the spell's area must succeed on a Fortitude save or be transformed into wolves as though with the spell beast shape I, except that the transformed creatures gain a +8 size bonus to Strength, Dexterity, and Constitution, instead of the ability score bonuses normally granted by the spell. Additionally, creatures which are transformed in this way (lycanthropes and non-lycanthropes) must succeed on a Will save or be overtaken with a murderous frenzy, losing control of themselves and actively hunting and killing all non-wolf, non-lycanthrope creatures that they can for the spell's duration.

BLOODY BLADE

School transmutation [bonded]; Level antipaladin 2, bloodrager 2, magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a bloody piece of metal) Range touch Target weapon touched Duration 1 round/level, or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless) You infuse the target weapon with deadly energy that causes bleeding wounds in the next creature it strikes. At any time during the spell's duration, the weapon's wielder can discharge the spell while making an attack. If she does, she uses your caster level instead of her base attack bonus for the attack roll (unless her base attack bonus would be higher, in which case she uses that instead). If the attack hits, it deals an additional 2d6 points of bleed damage. This bleed damage can be healed with a DC 15 Heal check, or any amount of magical healing. Once the weapon damages a living creature, the spell is discharged.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *bloody blade*, you suffer 2d6 points of bleed damage. This bleed damage can be healed with a DC 15 Heal check, or any amount of magical healing.

BOLSTER RESOLVE

School abjuration [bonded]; Level alchemist 1, bard 1, cleric 1, druid 1, mesmerist 1, paladin 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, M (a piece of a wooden shield) Range close (25 ft. + 5 ft. /level) Target one creature Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You enshroud another character with a mystical ward that defends against harm. The target gains a +2 bonus on your choice of Fortitude saves, Reflex saves, or Will saves, and gains 1 temporary hit point per caster level (maximum 10 temporary hit points).

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same spell slot as *bolster resolve*, you suffer a –1 penalty on all saving throws for a number of minutes equal to your caster level.

BOLT OF CRUELTY

School necromancy; Level antipaladin 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous; see text Saving Throw Fortitude partial, see text; Spell Resistance yes

When you cast this spell, you must also expend two remaining uses of touch of corruption, or the spell is wasted and has no effect. You focus your hatred and rage into a ball of black energy that you hurl at your foe. Treat this as a ranged touch attack. If the attack hits, the target suffers 1d6 points of negative energy damage per antipaladin level you possess, and must succeed on a Fortitude save or be affected by one of your cruelties (you choose which cruelty when you cast the spell). If the target is affected by one of your cruelties, the cruelty's effect lasts for the normal period of time. Undead creatures, as well as creatures that are neither living nor dead, such as constructs, are unaffected by this spell.

BOMB BREATH

School evocation; Level alchemist 1 Casting Time 1 standard action Components V, S, M (a spicy pepper) Range personal Target you Duration 1 round/level, or until discharged

When you use this extract, you must also expend one remaining use of your bombs class feature, or the spell is wasted and has no effect. You drink both the extract and the volatile chemicals used to make your bombs, and can then spit out the chemicals as a breath weapon, which takes the form of a 15-foot cone. You can release this 15-foot cone as part of the same action made to use the extract. Otherwise, doing so is a standard action. Once you have spit out the chemicals in this way, the spell is discharged.

Each creature in the spell's area is affected as though they had suffered a direct hit from one of your bombs (on a failed Reflex save), or splash damage from one of your bombs (on a successful Reflex save). You can choose to apply discoveries that modify your bombs to this effect as though it were a normal bomb, but you cannot apply any discoveries that would modify the bomb's area of effect (such as the Explosive Bomb discovery). *Bomb breath* gains any appropriate energy descriptors based on the type of damage your bomb inflicts (fire if your bomb deals fire damage, acid if it deals acid damage, etc.).

BOUNDLESS KNOWLEDGE

School divination [bonded]; Level alchemist 6, bard 6, cleric 8, inquisitor 6, psychic 8, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S, M (a page from an encyclopedia) Range personal Target you Duration 1 minute/level

You fill your mind with the raw knowledge of the universe, and are able to learn anything you wish with a moment's thought. You gain a +20 bonus on all Knowledge skill checks.

If you spend a move action studying a creature within 60 feet, you learn the creature's defensive abilities, special attacks, and special qualities, as well as all other information that could be learned about the creature with a successful Knowledge check.

If you spend a move action studying a magic item within 60 feet, you learn what magical properties it possesses and how to activate them. This also automatically reveals whether the object is cursed, and, if it has charges, how many charges it possesses. Unlike many similar spells, *boundless knowledge* functions on artifacts.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *boundless knowledge*, you become confused by a rush of useless information, causing you to gain the confused condition for 1 round per caster level.

BURN TO ASH

School evocation [divisible, fire]; Level magus 6, sorcerer/ wizard 6 Casting Time 1 standard action Components V, S, M (a piece of burnt iron) Range long (400 ft. + 40 ft./level) Target one creature or object

Duration 1 round/level

Saving Throw Reflex partial, see text; Spell Resistance yes

You enshroud the target in intense flames. You can cast this spell multiple times. For each time *burn to ash* is prepared, you can have the spell inflict a total amount of fire damage per round equal to 1d6 per 2 caster levels (to a maximum of 15d6 at 15th level), which can be divided amongst any number of times the spell is cast.

Whenever you cast *burn to ash*, choose a number of damage dice for the spell to inflict on the target each round for the spell's duration, drawing from this pool, to a maximum number of damage dice equal to 1/2 your caster level. Each round, on your turn, the target suffers a number of d6 of fire damage equal to the number of damage dice you chose when you cast the spell. A successful Reflex save halves this damage. If the target succeeds on two consecutive Reflex saves to halve the damage inflicted by this spell, the spell ends.

You must choose to have the spell inflict at least 1 damage dice per round each time you cast it. This spell is not considered to be expended until the total number of damage dice per round that it is capable of inflicting has been used up (counting from amongst all of the times you cast it).

BURNING BLOODLUST

School evocation [fire]; Level bloodrager 3 Casting Time 1 standard action Components V, S Range 10 ft. Area 10-ft.-radius emanation, centered on you Duration up to 1 round/level (D); see text Saving Throw Fortitude negates, see text; Spell Resistance yes

You must be in a bloodrage when you cast this spell, or it has no effect. The spell ends automatically once you end your bloodrage, but ending the spell (whether it is dismissed, dispelled, or its duration expires) does not automatically end your bloodrage. Each round that you remain in a bloodrage while affected by this spell counts as two rounds for the purposes of how many rounds you can bloodrage each day. Your intense bloodlust radiates heat like an inferno, and barely visible ripples of heat in the air can be seen to roll off of you with a successful DC 15 Perception check. Any creature other than you that enters the spell's area or begins its turn within the spell's area suffers 3d6 points of nonlethal fire damage and is fatigued. A successful Fortitude save negates this damage and the fatigued condition, but the creature must continue to make saving throws or suffer damage for each subsequent round it remains in the spell's effect. This spell can cause creatures that were fatigued from another source to become exhausted, but failing this saving throw a second time does not cause a fatigued creature to become exhausted.

CALADAST'S ANIMAL POSSESSION

School necromancy; Level druid 3, medium 2, occultist 4, psychic 4, ranger 2, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (a tuft of animal fur) Range medium (100 ft. + 10 ft./level) Target one animal; see text Duration 1 hour/level (D) Saving Throw Will negates; Spell Resistance yes

This functions as *possession*, except that you can target only animals of Tiny, Small, or Medium size, and the target's Hit Dice cannot exceed your caster level. This spell allows you to speak normally while possessing an animal, even if it would not typically be able to speak, but you are still unable to cast spells with verbal or somatic components unless the target is capable of performing them normally.

CALADAST'S ANIMAL RAGE

School enchantment (compulsion) [composite, emotion, mind-affecting]; Level bard 5 (or three 3rd-level spell slots), bloodrager 4 (or three 2nd-level spell slots), druid 5 (or three 3rd-level spell slots), shaman 6 (or three 4th-level spell slots), sorcerer/wizard 5 (or three 3rd-level spell slots) Casting Time 1 standard action Components V, S, M (1 oz. of badger blood) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 minute/level Saving Throw Will negates and Will partial, see text; Spell Resistance yes

The target becomes overwhelmed with a bestial rage which drives them to attack, and fuels their body with incredible animalistic strength. The target gains a +6 morale bonus to Strength and Constitution, and a +2 natural armor bonus to AC. Additionally the target becomes animal-like: her intelligence is reduced to 2 for the spell's duration, and a predatory urge compels her to attack the creature within reach that is most injured, whenever possible.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, you may choose a single trick that can be taught to animals using the Handle Animal spell. For the spell's duration, as a standard action, you can command the target to perform that trick, and it must succeed on a secondary Will save or be forced to perform that trick for 1 round. This aspect of the spell gains the language-dependent descriptor.



CALADAST'S FERAL GLADIATOR

School enchantment (compulsion) [mind-affecting]; Level druid 4, ranger 4 Casting Time 10 minutes Components V, S Range touch Target animal touched Duration 1 day/level Saving Throw Will partial; Spell Resistance yes

RITUAL VERSION

School enchantment (compulsion) [mind-affecting]; Level 4 Casting Time 40 minutes

Components V, S, SC (up to 6)

Additional Requirements Each caster that is clothed at any point during the ritual imposes a cumulative -2 penalty on all skill checks made to perform the ritual.

Skill Checks Handle Animal DC 25, 2 successes; Knowledge (nature) or Ride DC 27, 2 successes

Range touch

Target animal touched

Duration permanent; see text

Saving Throw Will partial; Spell Resistance yes Backlash Each caster suffers 2d6 points of nonlethal damage.

Failure The target becomes enraged and attacks the casters indiscriminately.

You imbue a single animal with extra power and inspire it to serve your cause and obey your commands. The target gains the natural armor bonus, Strength bonus, Dexterity bonus, and special abilities granted to an animal companion belonging to a druid whose druid level is equal to your caster level. Additionally, the target must succeed on a Will save or have its attitude towards you change to helpful, and be compelled to obey any spoken commands that you give it. If you issue an obviously suicidal command, the spell ends immediately.

If the target's CR is greater than your caster level, or if you currently have another creature affected with *Caladast's feral gladiator* when you cast this spell, the spell fails automatically.

If this spell is cast as a ritual the natural armor bonus, Strength bonus, Dexterity bonus, and special abilities granted by the spell are permanent, but the change in attitude and compulsion to obey your commands only persist for 1 day per caster level.

CALADAST'S GUIDING SMOKE

School divination [composite]; Level cleric 2 (or two 1stlevel spell slots), druid 2 (or two 1st-level spell slots), ranger 4 (or two 2nd-level spell slots), shaman 2 (or two 1st-level spell slots), sorcerer/wizard 2 (or two 1st-level spell slots), witch 2 (or two 1st-level spell slots) Casting Time 1 standard action Components V, S, M (three sticks of incense) Range 1-mile-radius spread Target one creature or object Duration 1 hour/level

Saving Throw none; Spell Resistance no

You burn a small twig of incense, which creates a magical smoke that guides you in the direction of the target. The spell's target must be a creature or an object with which you are familiar (you must have either met the person in question, held the object, or have a very good description of the person or object and know the name of that person or object). The smoke from the incense burns in the path that most directly leads to the object or creature. This method of divination is mostly accurate, and has a chance of guiding you accurately to the target equal to 50% + 1% per caster level. The rest of the time, the smoke guides you towards a similar creature or object. If the target is not within range (or, when leading you towards a similar creature or object, if no similar creature or object is within range), the smoke simply rises straight into the sky. The GM should roll secretly to determine the accuracy of the smoke.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, the spell become more accurate, increasing the odds of guiding you towards the correct creature or object by 10% (to a maximum chance of 100%).

CALADAST'S RETURN FAMILIAR

School conjuration (summoning); Level shaman 1, witch 1 Casting Time 8 hours Components V, S, M (special herbs and incense worth 200 gp per caster level) Range touch Target creature touched; see text Duration instantaneous Saving Throw none; Spell Resistance no

You conjure the spirit of your familiar into the body of a nearby creature suitable to host it. In order to cast this spell, your familiar must have been slain and not yet returned to life, and the touched creature must be one that is capable of serving as a familiar (although it need not be the same type of creature that your familiar was). Because of the spell's casting time, the target must be either helpless or willing.

Your familiar's spirit takes over the body of the target, effectively causing the target to become your familiar, albeit with the memories of your previous familiar. If the target is a different type of creature than your previous familiar, you no longer gain the benefits granted by your previous familiar (such as a bat familiar granting a +3 bonus on Fly checks), although you do gain the benefits of the familiar's new type. If your familiar knew spells prior to its death, it still knows all of those spells.

Unlike most spells, shamans and witches can prepare *Caladast's return familiar* without needing to consult with their familiar first, although in the case of witches, the witch's familiar must still know the spell in order for the witch to cast it.

CAUSTIC ERUPTION

School evocation [acid, divisible, fire]; Level cleric 9, druid 8, shaman 9, sorcerer/wizard 9 Casting Time 1 round Components V, S, M (a chunk of basalt rock) Range medium (100 ft. + 10 ft./level) Area 40-ft.-radius spread Duration see text Saving Throw Reflex partial, see text; Spell Resistance yes

You cause the earth to rupture, spewing forth flames and acidic gas. You can cast this spell multiple times. For each time *caustic eruption* is prepared, you can create eruptions that last for a total of 1 round per caster level, which can be divided amongst any number of times the spell is cast.

When you cast *caustic eruption*, choose a number of rounds for the spell to last, drawing from this pool, to a maximum of 1 round per caster level. At the beginning of your turn each round, each creature in the spell's area suffers 6d6 points of fire damage and 6d6 points of acid damage and falls prone. A successful Reflex saves halves this damage and negates the prone condition. You must choose to have the spell's duration be at least 1 round each time you cast it. This spell is not considered to be expended until the total number of rounds of duration it is capable of lasting have been used up (counting from amongst all of the times you cast it).

CHANGE SPIRIT

School conjuration (summoning); Level medium 3 Casting Time 10 minutes Components V, S, F (an ivory figurine) Range personal Target you Duration instantaneous

You end your séance with a particular spirit and conjure another spirit in its place, as though he had contacted the new spirit with his séance for that day. Any influence that the spirit you were channeling prior to casting the spell had over you is transferred to the new spirit, in addition to any influence the new spirit might have had over you already.

CIRCLE OF IMPRISONMENT

School abjuration [composite]; **Level** cleric 6 (or two 5thlevel spell slots), occultist 6 (or two 5th-level spell slots), sorcerer/wizard 6 (or two 5th-level spell slots), spiritualist 6 (or two 5th-level spell slots), summoner 6 (or two 5th-level spell slots)

Casting Time 1 standard action

Components V, S, M (powdered silver worth at least 250 gp) **Range** close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius burst

Duration 2 days/level (D); see text

Saving Throw Reflex negates and Will negates, see text; Spell Resistance yes, see text

You create a magic circle designed specifically to imprison creatures for extended periods of time. This functions as an inward focused *magic circle against evil*, except that it can be used to bind outsiders of any alignment, and it functions as though the special diagram described in *magic circle against evil* had been added, and a *dimensional anchor* spell cast on the circle as well.

Additionally, at any time during the spell's duration, you can renew the spell by casting it again while within close range of the existing *circle of imprisonment*. Doing so resets the spell's duration to be 2 days per caster level from that point in time, allowing the spell's duration to be extended indefinitely as long as it continues to be renewed.

As normal for a *magic circle against evil* spell, a creature trapped within can attempt to test the trap against its spell resistance once per day. Each time the spell's duration is renewed, any outsiders trapped within the circle are entitled to a new Will save to break free of the circle's confines.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, the saving throw DC for all Will saves to escape the circle increase by +1, and the spell's caster level for the purposes of overcoming spell resistance increases by +2.

CLARITY OF FAITH

School divination; Level antipaladin 1, cleric 1, druid 1, inquisitor 1, medium 1, paladin 1 Casting Time 1 minute Components V, S, DF Range personal Target you Duration 1 hour/level (D)

You are aware in advance if any action you take could adversely affect your alignment, your standing with your deity, or any vows or oaths you have taken, including magical effects. You acquire this information prior to performing such an action, although you are free to ignore it. The spell merely informs you whether an act is against your alignment, your deity's wishes, or your vows, and does not necessarily reflect the exact consequences of the action (for example, an evil act that would not be sufficient to change your alignment from good to neutral on its own would register the same as one that would).

CLOUD OF CORROSION

School conjuration (creation) [acid, divisible]; Level druid 6, magus 6, oracle 6, sorcerer/wizard 7, witch 7 Casting Time 1 round Components V, S, M (debris from a ruined building) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration see text Saving Throw Fortitude negates (object); Spell Resistance no

You create a miasma of pale green gas that causes objects to crumble and disintegrate. You can cast this spell multiple times. For each time *cloud of corrosion* is prepared, you can have this cloud last for a total number of rounds equal to 1/2 your caster level, which can be divided amongst any number of times the spell is cast.

When you cast *cloud of corrosion*, choose a number of rounds for the spell to last, drawing from this pool, to a maximum of 1 round per 2 caster levels. Objects and creatures of the construct type within the spell's area suffer 3d6 points of acid damage each round, ignoring hardness. Non-construct creatures suffer half this damage. An object reduced to o hit points in this way crumbles to dust as though affected by a *disintegrate* spell. You must choose to have the spell's duration be at least 1 round each time you cast it. This spell is not considered to be expended until the total number of rounds of duration it is capable of having have been used up (counting from amongst all of the times you cast it).

COMPEL TRUTH

School enchantment (compulsion) [mind-affecting]; Level cleric 4, inquisitor 3, paladin 3, witch 4 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 round/level (D) Saving Throw Will negates and Will partial, see text; Spell Resistance yes You compel the target to tell the truth and nothing but the truth. The target is prevented from intentionally lying for the spell's duration. Additionally, she must answer any questions put to her during this time to the best of her ability, but can make a separate Will save for each question in order to refuse to answer that question. Once she succeeds on one of these secondary Will saves, she automatically succeeds on all further Will saves made to resist answering that particular question, as well as similar questions inquiring about the same information (for example, asking the prince where the king is hiding, then asking the prince where his father is hiding). Success on one of these secondary Will saves does not end the spell or allow the target to lie. This spell does not prevent the target from saying things that she believes to be true but which are, in fact, false. The target can be made to answer no more than one question per round. If multiple questions are asked of her in the same round, she is only compelled to answer the first.

COMPOSITE BEAM

School evocation [cold, composite, fire, electricity]; Level magus 6 (or four 4th-level spell slots), sorcerer/wizard 8 (or four 5th-level spell slots) Casting Time 1 standard action Components V, S, M (a 1-inch prism) Range medium (100 ft. + 10 ft./level) Effect ray Duration instantaneous Saving Throw none; Spell Resistance yes

You create a beam that combines a variety of elemental energies. Treat this as a ranged touch attack. If the attack hits, it deals 6d6 points of cold damage, 6d6 points of electricity damage, and 6d6 points of fire damage.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. If you use a total of five or more spell slots of the listed level to cast the spell, the ray also deals 6d6 points of acid damage, and the spell gains the acid descriptor. If you use a total of six or more spell slots of the listed level to cast the spell, the ray also deals 6d6 points of solutions of six or more spell slots of the spell, the ray also deals 6d6 points of six or more spell slots of the listed level to cast the spell, the ray also deals 6d6 points of sonic damage, and the spell gains the sonic descriptor.

CONSUMPTIVE GRASP

School necromancy [bonded, death]; Level sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

You cloak your hand in necromantic energy, allowing you to deliver the touch of death. For the spell's duration, you can make melee touch attacks with this hand as a standard action. On a successful hit, the target of such an attack must succeed on a Fortitude save or suffer 10 points of damage per caster level. Even if the creature succeeds on its Fortitude save, it still suffers an amount of damage equal to 5d8 + your caster level. You cannot make more than one of these attacks against a given creature per time the spell is cast, but can attack as many different creatures with the spell as you please during the spell's duration. A creature that dies as a result of this spell rises as a devourer (*Pathfinder Roleplaying Game Bestiary*) after 1d6 rounds. The devourer is not under your control, but can be controlled with *control undead* and similar effects.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *consumptive grasp*, you must succeed on a Fortitude save (DC equal to *consumptive grasp*'s saving throw DC) or suffer idio points of damage per caster level.

COURT FATE

School divination; Level alchemist 1, bard 1, cleric 1, medium 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 10 minutes

Components V, S, F (a crystal ball, tarot deck, or similar fortune-telling device)

Range personal

Target you

Duration 1 hour/level

RITUAL VERSION

School divination; Level 1

Casting Time 10 minutes **Components** V, S, F (a crystal ball, tarot deck, or similar fortune-telling device)

Additional Requirements This ritual must be performed alone, out of sight and earshot of any other intelligent creature.

Skill Checks Knowledge (arcana) or Spellcraft DC 24, 1 success

Range personal

Target you

Duration 1 hour/level

Backlash The caster suffers 2d6 points of nonlethal damage **Failure** For the next hour, the primary caster rolls all attack rolls, ability checks, saving throws, and skill checks twice and takes the worse result.

You divine some elements of the future, seeing a hazy vision of what is to come, in which you note your own triumphs and failures. When you cast this spell, roll a number of d2os equal to your caster level (to a maximum of 20 rolls at 20th level), and note the results. Then, you choose up to half of the results to become available to you, and the rest are considered to be discarded.

For the spell's duration, whenever you make any d20 roll (including, but not limited to, ability checks, attack rolls, caster level checks, initiative checks, saving throws, and skill checks), after making the roll, but before learning whether it was a success or failure (or equivalent information, such as learning your place in initiative order for initiative checks), you may choose to substitute one of the noted results instead of the actual result of the d20 roll (applying any modifiers, as appropriate). Once a result has been used in this way, it is no longer available to you, and can't be used again.

At any time during the spell's duration, whenever you make a d2o roll, before the roll is made, the GM may choose to have you treat the roll as though the result were one of the discarded results you noted when the spell was cast. Similar to when you substitute one of the results you chose, once the GM uses a discarded result in this way, it is no longer available to her, and can't be used again. Whenever the GM uses this ability, you may choose to substitute one of your noted results, instead, in which case the discarded result remains available to the GM for future use.

CREATE SHOGGOTH

School conjuration (creation) [composite]; Level sorcerer/ wizard 9 (or three 6th-level spell slots) Casting Time 1 round Components V, S, M (special oils and rare molds and fungi worth at least 3,000 gp) Range close (25 ft. + 5 ft./2 levels) Effect one shoggoth Duration instantaneous Saving Throw none; Spell Resistance no

You create a shoggoth, as the material components used to create the spell congeal into a fleshy mass, which quickly expands to the size of a full shoggoth. You have no special control over the shoggoth, whose attitude towards you and each other creature is hostile.

Composite: If you cast this spell using the optional composite method, you are able to control the shoggoth for 3 rounds, as though it had been summoned by the spell *summon monster IX*. You may also choose to use more than the listed number of spell slots to cast the spell. For each additional spell slot of the same level you use to cast this spell, you can control the shoggoth for an additional 2 rounds. Regardless of how long you control the created shoggoth, once that control ends, there is a 50% chance that it specifically seeks revenge against you for controlling it, and a 50% chance that it treats you the same as any other creature.

CROWN OF EYES

School illusion (glamer); Level mesmerist 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level (D)

You alter your appearance so that, depending on what perspective you are viewed from, you seem to be looking in multiple places at once. This allows you to direct your hypnotic stare at up to one creature per three caster levels (to a maximum of six creatures at 18th level). Each creature you direct your stare at must still be within 30 feet of you. Additionally, you can't be flanked for the spell's duration.

CURSE OF CORRUPTION

School necromancy [curse, evil, mind-affecting]; Level antipaladin 4, bard 6, occultist 6, shaman 8, sorcerer/wizard 8, witch 7 Casting Time 1 standard action Components V, S Range touch

Target creature touched Duration instantaneous Saving Throw Will negates; Spell Resistance yes

RITUAL VERSION

School necromancy [curse, evil, mind-affecting]; Level 8 Casting Time 80 minutes

Components V, S, SC (up to 5)

Additional Requirements All of the ritual's casters must be of evil alignment, and any character that has a corruption gains a +5 competence bonus on their skill checks made to cast this ritual.

Skill Checks Bluff or Diplomacy DC 30, 1 success; Intimidate DC 34, 2 successes; Knowledge (local) or Knowledge (religion) DC 31, 2 successes; Sense Motive DC 33, 2 successes; Spellcraft DC 32, 1 success

Range close ($_{25}$ ft. + 5 ft./2 levels)

Duration instantaneous

Saving Throw none; Spell Resistance no

Backlash Each caster suffers 1d4 points of Constitution and Wisdom damage, and must succeed on a Fortitude save or gain the corruption that they would have inflicted on the target.

Failure Each caster suffers an additional 1d4 points of Constitution and Wisdom damage, and automatically gains the corruption that they would have inflicted on the target.

You exhale a noxious cloud of oily black energy that flows into the target, polluting heart and mind, and slowly twisting her into a horrible monster. The target gains a single corruption of your choice, and immediately gains a number of manifestations of that corruption equal to 1/4 your caster level or 1/2 her Hit Dice, whichever is lower. Each time the target is forced to make a saving throw to avoid progressing the corruption, the saving throw DC is equal to *curse of corruption*'s DC or the normal DC, whichever is higher.

If the target reaches stage 3 of the corruption, she must succeed on a secondary Will save or fall under your control, as though you had successfully cast *dominate monster* on her. This effect lasts indefinitely, but the target is entitled to a new saving throw each week to break this control, in addition to any saving throws she gets to make for being ordered to perform actions against her (now monstrous) nature. If the target succeeds on this saving throw, she remains at stage 3 of the corruption, and is controlled by the GM.

Creatures attempting to remove the corruption must affect the target with a *remove curse* spell, in addition to any other requirements needed to remove the corruption. For more information on corruptions see *Pathfinder Roleplaying Game: Horror Adventures*.



CURSE OF NAIVETÉ

School enchantment (compulsion) [curse, mind-affecting]; Level bard 2, inquisitor 2, mesmerist 2, psychic 2, witch 2 Casting Time 1 standard action **Components** V, S Range touch Target creature touched **Duration** permanent Saving Throw Will negates; Spell Resistance yes

You render the target more gullible and naïve. The target suffers a -5 penalty on Sense Motive checks, and a -2penalty on Will saves made to disbelieve illusions or resist enchantment effects. Additionally, the curse suppresses all memories the target has of being cursed by this spell (including any memories of your somatic or verbal spell components, or being touched by you when the spell was cast), although these memories return immediately if the curse is ever removed.

CURSE OF NEVER-ENDING TORMENT

School necromancy [curse]; Level sorcerer/wizard 9, witch 9 Casting Time 1 standard action **Components** V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent and instantaneous; see text Saving Throw Will negates; Spell Resistance yes

You place a terrible curse on the target, causing him to suffer unending woe and misery that will not end even in death. The target suffers a -6 penalty to each of his ability scores,

and must roll all attack rolls, ability checks, saving throws, and skill checks twice and take the worse result. Additionally, if the target dies, he must succeed on a secondary Will save or his body rises as a zombie 1d4 rounds later, which serves you as though created by animate dead. As long as the zombie exists, the target cannot be returned to life by any means. If the zombie is destroyed and the target is later returned to life, his Intelligence, Wisdom, and Charisma scores are each permanently reduced by 1 for each week that his zombie was animated, as the horrific and agonizing torture that this spell inflicted on his soul while he was dead takes its toll. Finally, when you cast curse of never-ending torment, you regain a single spell slot of 8th level or lower, which can only be used to cast a spell that targets the creature targeted by *curse* of never-ending torment.

DAMNING DREAM

School illusion (shadow) [curse, mind-affecting]; Level bard 6, mesmerist 6, occultist 6, psychic 7, shaman 7, sorcerer/ wizard 7, spiritualist 6, witch 7 Casting Time 10 minutes Components V, S, F (a sand drawing in the likeness of the target) **Range** close ($_{25}$ ft. + $_{5}$ ft./ $_{2}$ levels) Target one living creature **Duration** permanent Saving Throw Will negates, see text; Spell Resistance yes **RITUAL VERSION**

School illusion (shadow) [curse, mind-affecting]; Level 7 Casting Time 7 hours

Components V, S, M (a pinch of sand), F (a likeness of the target), SC (up to 2)

Additional Requirements The primary caster cannot sleep for 24 hours prior to beginning the ritual, nor may he sleep for the 24 hours after the ritual is completed or the effect immediately ends. The secondary casters must remain asleep for the entire time the ritual is being performed, but may still contribute to skill checks made as part of casting the ritual. The secondary casters share a dream during the ritual's casting time.

Skill Checks Bluff or Profession (actor) DC 32, 2 successes; Diplomacy or Sense Motive DC 30, 2 successes; Knowledge (arcana) or Spellcraft DC 32, 2 successes; Knowledge (religion) DC 30, 1 success

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

Target one living creature Duration permanent

Saving Throw Will negates, see text; **Spell Resistance** yes **Backlash** Each caster suffers 2d4 points of Wisdom damage. This Wisdom damage cannot be cured by natural means,

although it can be healed magically.

Failure Each caster must succeed on a Will save or fall into a trance-like sleep for 1d6+1 days. For each day they slumber in this way, they each suffer 1 point of Wisdom drain.

You awaken the target's subconscious desires, allowing them to take physical form each night when the target sleeps. Whenever the target falls asleep for any reason, his subconscious creates a tulpa (Pathfinder Roleplaying Game *Bestiary* 5), which then acts out the target's subconscious desires as he slumbers. The tulpa's exact form depends on the psyche of the target: most tulpas created by this spell resemble idealized versions of the target, and can typically be recognized as bearing a striking similarity to the target with a DC 25 Perception check, but sometimes they instead resemble creatures of particular importance to the target (such as an exaggeratedly oversized version of the target's father, an exact copy of the hero from the target's favorite book, etc.). Whatever form the tulpa takes, its total CR (including the tulpa template) cannot exceed 1/2 your caster level.

Similar to the tulpa's form, its actions depend on the target's subconscious desires, as interpreted by the GM. You do not have any direct control over the tulpa. Generally, the tulpa engages in behaviors that the target wishes he could do himself, but does so in ways that only create additional problems or consequences for the target, as the tulpa has no regard for laws or social mores.

DARK REFLECTIONS

School illusion (shadow) [composite, shadow]; Level sorcerer/wizard 8 (or three 6th-level spell slots) Casting Time 1 standard action Components V, S, M (a miniature doll made of black silk) Range personal Target you Duration 1 round/level

You create a number of quasi-real images of yourself made out of shadow stuff, which fan out around you, making it hard to determine where you are. This spell functions like *mirror image*, except that it creates only 1d4 images, and if an image is hit, it is not immediately destroyed, but instead suffers damage. Each shadow image is created with a number of hit points equal to 1/3 your maximum hit points.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, the spell creates one additional shadow image.

DESPERATE HEALING

School conjuration (healing); Level cleric 3, paladin 4 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration instantaneous Saving Throw Will negates (harmless), see text; Spell Resistance yes (harmless), see text

When you cast this spell, you must also expend two remaining uses of channel energy (or four uses of lay on hands, for paladins), or the spell is wasted and has no effect. You channel huge amounts of positive energy into the target, quickly restoring him to fighting shape. The target regains the necessary number of hit points to increase his current hit point total to 1/2 his maximum hit points (rounded down). If the target's current hit points are already equal to or greater than 1/2 his maximum, this spell has no effect. If the target is an undead creature, this spell instead deals enough damage to the creature to reduce its current hit points to 1/2 its maximum hit points (rounded up), and the spell has no effect if the creature is already at 1/2 its maximum hit points or less. An undead creature can apply spell resistance, and can attempt a Will save to negate the spell's effects entirely.

DEVOUR INTELLECT

School enchantment (compulsion) [divisible, mindaffecting]; **Level** psychic 9, shaman 9, sorcerer/wizard 9, witch 9

Casting Time 1 round Components V, S, M (a tooth from a zombie) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous and 24 hours; see text Saving Throw none; Spell Resistance no

You damage the mind of a single creature, devouring their intellect and psyche. You can cast this spell multiple times. For each time *devour intellect* is prepared, you can designate a total number of points of ability score drain equal to your caster level, which can be divided amongst any number of times the spell is cast.

When you cast *devour intellect*, you choose how many points of ability score drain the spell inflicts on the target. This ability score drain is divided as evenly as possible amongst the target's Intelligence, Wisdom, and Charisma scores. You gain an enhancement bonus to your Intelligence, Wisdom, and Charisma scores equal to the amount of ability drain the target suffered to that ability score. This enhancement bonus lasts for 24 hours. The ability drain inflicted by this spell is permanent, but if you are slain, it changes to ability damage, instead. You must choose to have the spell inflict at least one point of ability drain each time you cast it. This spell is not considered to be expended until the total amount of ability score damage it can inflict has been used up (counting from amongst all of the times you cast it).

ENEMY AWARENESS

School divination; Level ranger 1 Casting Time 1 standard action Components V, S, DF Range 240 feet Area 240-ft.-radius emanation centered on you Duration 1 min./level (D) Saving Throw none; Spell Resistance no

You sense the presence of your favored enemies within the spell's area. At the beginning of your turn each round, you automatically become aware of whether or not any creatures whose creature type (and subtype, if applicable) you selected for your favored enemy class feature are within the spell's area. As a swift action, you can determine the total number of creatures within the spell's area. As a move action, you can determine the exact creature type (and subtype, if relevant) of a single creature whose presence you identified earlier in the same turn as a swift action, as well as the direction and relative distance of that creature.

ENHANCE MUTAGEN

School transmutation; Level alchemist 2 Casting Time 1 move action Components V, S Range personal Target you Duration 1 round/level (D)

This spell has no effect unless you are currently under the effects of your mutagen class feature, and the remaining duration for the mutagen affecting you is at least 10 minutes. You enhance the power of the mutagen currently in your body by causing it to be metabolized more rapidly, increasing the alchemical bonus to each of your physical ability scores (Strength, Dexterity and Constitution) by +2 (any ability scores for which you did not have an alchemical bonus are treated as having an alchemical bonus of +0), and improving the natural armor bonus to AC granted by your mutagen by +2. When *enhance mutagen*'s effect ends (whether it is dispelled, its duration expires, or some other effect ends it), the effects of the mutagen currently affecting you also end.

EXPLOSIVE SEAL

School abjuration; Level magus 4, occultist 4, sorcerer/ wizard 3 Casting Time 1 minute Components V, S Range touch Target object touched Duration 1 day/level Saving Throw see text; Spell Resistance yes

RITUAL VERSION

School abjuration; Level 3 Casting Time 30 minutes Components V, S, SC (up to 6) Additional Requirements Each of the casters must remain in physical contact with the target for the ritual's entire casting time.

Skill Checks Appraise DC 22, 1 success; Knowledge (arcana) or Knowledge (religion) DC 28, 1 success; Spellcraft DC 28, 1 success

Range touch

Target object touched

Duration 1 day/level

Saving Throw see text; Spell Resistance yes Backlash Each caster suffers 1d6 points of damage. Failure The target immediately explodes, inflicting 10d6 points of fire damage to each creature in a 10-ft.-radius burst.

You place a potent warding symbol on a single object, which must be no larger than 10 cubic feet per caster level. The ward is invisible, and if any creature other than yourself touches the warded object, the ward releases a powerful pulse of energy, dealing 5d6 points of force damage to the creature that triggered it. When you cast the spell, you can choose a number of creatures up to your caster level to attune to the ward, allowing them to touch the warded object without triggering it. If cast as a ritual, all secondary casters are automatically attuned to the ward, in addition to any creatures attuned in this way.

FICTIONAL FACSIMILE

School illusion (image); Level bard 5, mesmerist 4, sorcerer/ wizard 6, witch 6 Casting Time 10 minutes Components V, S, M (blood, hair, nails, or some other piece of the individual the facsimile is a copy of) Range long (400 ft. + 40 ft./level) Effect one illusory copy of an individual Duration 1 day/level Saving Throw Will disbelief; Spell Resistance no RITUAL VERSION School illusion (image); Level 6 Casting Time 60 minutes

Components V, S, M (blood, hair, nails, or some other piece of the individual the facsimile is a copy of), SC (up to 6) **Additional Requirements** The primary caster, as well as each secondary caster, must have met the individual the facsimile is a copy of at least once.

Skill Checks Bluff DC 30, 2 successes; Disguise DC 28, 3 successes; Perform (act) or Stealth DC 30, 1 success **Range** long (400 ft. + 40 ft./level)

Effect one illusory copy of an individual **Duration** 1 day/level

Saving Throw Will disbelief; Spell Resistance no

Backlash Each caster suffers 1 point of Intelligence, Wisdom, and Charisma damage.

Failure Each caster suffers 1 point of Intelligence, Wisdom, and Charisma drain.

You create an illusory copy of a single humanoid creature, complete with illusory clothing and equipment. This illusory copy is practically indistinguishable from the original, with identical appearance, voice, and even mannerisms and modes of speech. Although the illusory copy is capable of creating tactile sensation, and feels real when touched, it cannot physically interact with objects or creatures, and is unable to lift, move, or even hold objects or creatures. The illusory copy has limited intelligence (as a creature with Intelligence 10), and is capable of acting on its own initiative. Left to its own devices, the copy engages in the sorts of activities that the creature it is a copy of would engage in, and even believes itself to be that individual. Despite this belief, the illusory copy has a deep-seated subconscious understanding that it is not real, it avoids touching or interacting with physical objects in a way that would reveal its illusory nature. As long as you are within 100 feet of the illusory copy, you can mentally control its actions, allowing you to choose what it says and does.

FINAL RETURN

School necromancy; Level antipaladin 4, cleric 9, psychic 9, sorcerer/wizard 9, spiritualist 6, witch 9 Casting Time 1 standard action Components V, S, M (a petal from a flower left on a grave) Range personal Target you Duration 24 hours; see text

You prepare your spirit to rise from your body and avenge you in the event of your death. If you die during the spell's duration, you rise as a ghost 1d4 x 10 minutes later, gaining the ghost template, except that you do not gain the rejuvenation ability, and your ghostly form only lasts for a short time. You remain as a ghost until the next sunrise (if you died between sunrise and sunset) or until sunset (if you died between sunset and sunrise).

When you rise as a ghost in this fashion you are restored to full hit points, and regain the use of any feats, class features, or other abilities that can only be used a limited number of times per day, including spellcasting. You also create spectral versions of any gear that you were currently wearing or holding at the time of your death, except for expendable items (potions, scrolls, etc.). At the GM's discretion, you may be able to create a spectral version of up to one of your possessions per 5 caster levels that was not in your possession, but only if you possess a particularly strong bond to those items. You cannot be returned to life by any means while affected by this spell.

If you are reduced to o hit points as a ghost, you are destroyed, and your spirit passes on to the afterlife. If you are destroyed in this way, you cannot be returned to life by any means unless the caster succeeds on a caster level check (DC 15 + your caster level).

FOCUSED BEAM

School evocation [composite, force]; Level magus 1 (or two o-level spell slots), sorcerer/wizard 1 (or two o-level spell slots) Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous Saving Throw none; Spell Resistance none

You produce a lance of force that erupts from your fingertips to strike your target. You must succeed on a ranged touch attack to hit the ray's target. If the attack hits, it deals a number of points of force damage equal to 2d6 plus 1 per caster level (to a maximum of 2d6+10 at 10th level).

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, it deals an additional point of damage per caster level (to a maximum caster level of 10 at 10th level).

FREEZING FINGERS

School evocation [cold, composite]; Level magus 6 (or three 4th-level spells slots), sorcerer/wizard 6 (or three 4th-level spell slots) Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect 1d4 rays Duration instantaneous and 1 round/level; see text Saving Throw Fortitude partial; Spell Resistance yes

You extend your hand and unleash several bolts of freezing ice to strike your foes and freeze them in place. When you cast this spell, you create 1d4 rays of ice energy, each of which must be directed at a different creature or object. For each of these rays, you must make a ranged touch attack. If the attack hits, it deals 8d6 points of cold damage, and causes the victim to be slowed, as the spell *slow*, for 1 round per caster level. If the attack roll results in a critical hit, then the target is paralyzed for 1 round per caster level, instead. A successful Fortitude save negates the slowed or paralyzed effect.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, the spell creates one additional ray.

GALLANT DEFENSES

School conjuration (summoning) [bonded]; Level antipaladin 4, paladin 4, sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range o ft. Effect a summoned suit of full plate and a summoned shield Duration 1 round/level

You conjure a suit of armor and a shield, which instantly appear on your person, as though you had donned the armor normally. The summoned armor is a suit of masterwork full plate, and the summoned shield is a masterwork heavy steel shield. Further, as long as you wear the armor, you are immune to critical hits and precision-based damage, as well as bleed damage. If you are already wearing armor when you cast *gallant defenses*, the spell fails.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *gallant defenses*, you suffer a 50% spell failure chance for 1d4 rounds, during which time your maximum Dexterity bonus to AC is reduced to +1, and your movement speed is reduced as though you were wearing heavy armor.

GLACIAL PATH

School evocation [bonded, cold]; Level magus 4, sorcerer/ wizard 4 Casting Time 1 standard action Components V, S, M (1 oz. of glacial spring water) Range 60 ft. Area 60-ft.-line Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

You unleash a pulsing wave of winter's fury in a focused line, freezing your foes. Each creature in the spell's area suffers 1d6 points of cold damage per caster level (to a maximum of 1od6 at 1oth level), and is encased in a thin layer of frost. A successful Fortitude save halves the damage and prevents the creature from being encased in frost. Creatures encased in this way gain the entangled condition until they spend a fullround action clearing the frost away, or suffer at least 1 point of fire damage (which instantly melts the frost).

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *glacial path*, you suffer 1d6 points of cold damage per 2 caster levels, and become entangled in frost until you spend a full round scraping the frost away, or suffer at least 1 point of fire damage.

HEAT SINK

School evocation [cold]; Level bloodrager 4, druid 4, magus 4, sorcerer/wizard 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./level) Area 10-ft.-radius spread Duration instantaneous Saving Throw Reflex partial; Spell Resistance yes

You cause all the heat in a localized area to vanish, siphoning it away to power a fire spell while you leave the area and everything within it flash-frozen. Creatures in the affected area suffer 1d4 points of cold damage per caster level (maximum 10d4 at 10th level). A successful Reflex save halves this damage. You also regain a single spell slot, whose spell level must be less than or equal to 1/10 the total damage inflicted by this spell on all creatures in the spell's area. This spell slot can only be used to cast spells with the fire descriptor.

IMBUE HUMANITY

School transmutation (polymorph); Level druid 9, shaman 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, M (a set of finely tailored miniature clothing, worth at least 100 gp) Range close (25 ft. + 5 ft./2 levels) Target one Tiny or smaller animal of CR 1 or less Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You transform a meek and humble animal into an intelligent adult human. The transformed animal becomes a human, as though affected by *alter self*, except that its Intelligence score changes to be equal to 3d6, and it receives a +4 bonus to its Wisdom and Charisma scores. The animal also learns one language of your choice that you are able to speak. As the transformation occurs, the target may determine what gender of human it will turn into, and the resulting human body has an effective age of 20. Generally speaking, the target's attitude towards you after this transformation is completed is helpful, but they are under no special obligation to obey your commands. Creatures transformed by this spell typically have a general recollection of their lives as animals, but often struggle to remember specific details, due to the limitations that their minds had prior to the transformation. Other versions of this spell, which can transform animals into dwarves, elves, halflings, or other races are rumored to exist.

IMPERSONATE ENTITY

School illusion (glamer); Level bard 3, mesmerist 3, occultist 3, psychic 5, shaman 5, sorcerer/wizard 5, spiritualist 4, summoner 4, witch 5 Casting Time 1 minute Components V, S, F (a stylized mask) Range personal; see text Target you Duration 1 day/level (D)

You alter your aura in such a way that allows you to intercept magical messages intended for others. When you cast *impersonate entity*, you must choose one of the following:

General Impersonation: Any contact entity^{HA} or contact other plane spells cast within 1 mile per caster level of you are redirected to you, rather than the creature that would normally be contacted. At the GM's discretion, other similar spells that do not contact specific individuals may also be affected in this way.

Impersonate Creature: When you cast impersonate entity, choose a creature. You must have at least one of the following connections to the creature: have met the creature at least once, have an accurate physical description of the creature, know the creature's name, or have an object belonging to the creature in your possession. For the spell's duration, any spells, spell-like abilities, or supernatural abilities that would contact the chosen creature have a percentage chance of contacting you, instead. This chance is equal to the total number of connections you have to the creature, multiplied by your caster level (for example, a 10th-level caster who only knew the creature's name would have a 10% chance of intercepting any given message, while a 12th-level caster who had met the creature, knew its name, had an accurate description, and had an object belonging to the creature would have a 48% chance per message). You are able to intercept such effects regardless of your range from both the origin of the effect and the impersonated creature.

Impersonate Deity: When you cast impersonate entity, choose a deity. You must make a Knowledge (religion) check about that deity. For the spell's duration, any spells, spell-like abilities, or supernatural abilities that would contact the chosen deity, or an agent thereof, has a percentage chance of contacting you, instead. This chance is equal to the result of your Knowledge (religion) check. Each time you cast *impersonate entity* in this way, there is a 5% chance that the deity you impersonate takes notice, and may choose to intervene.

You are not aware of any contact attempts that you do not intercept, and the creature or creatures you are impersonating are not aware of any contacts that you successfully intercept, although they may learn through other means that the contact missed them. If the spell would normally allow the contacted creature or deity to respond, you may do so, but the same limitations that would apply to the spell's normal recipient apply to you. If the spell allows you to provide a complex response (one that is more than a few words), the creature contacting you may be entitled to a Sense Motive check to realize that you are not the intended recipient of the message, at the GM's discretion.

If you cast this spell as a spiritualist, you may only impersonate the spirits of deceased creatures. You must still choose between a general impersonation and impersonating a creature. If you are a spiritualist, this spell can allow you to intercept a *speak with dead* spell, and cause the affected corpse to say whatever you want.

If you cast this spell as a summoner, you may only impersonate aberrations, deities, and outsiders. You must still choose between the spell's three modes.

IMPLANT IDENTITY

School enchantment (compulsion) [mind-affecting]; Level alchemist 4, bard 4, inquisitor 5, mesmerist 4, psychic 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (5 oz. of soft clay) Range touch Target creature touched Duration 1 day/level (D) Saving Throw Will negates; Spell Resistance yes

You cause the target to believe that he is someone completely different from his actual identity. When you cast the spell, you must name or identify a single creature, which can be a specific individual (such as "Thomas the baker") or a general type of creature (such as "a chicken"). The target loses all memory of their personal identity, and act as though they were the chosen creature. Note that the target's actions are limited by their physical abilities as well as their knowledge of the subject. A creature that believes it is a dragon may roar, flap his arms, and spit, but this spell does not grant him the ability to fly or breathe fire. Similarly, if you choose a subject with which the target is not familiar, the target will simply behave based on his perception of how that person might: for example, a poor farmer made to believe he was the king might run around insisting on extravagances that the real king might never ask for nor expect, just because he believes the king would act that way. The target honestly believes he is the individual in question, and spells such as zone of truth and *detect thoughts* only confirm this delusion.

Affected creatures remember who they are on a subconscious level, and they will not take actions that are suicidal as a result of the spell (such as jumping off of a cliff in an attempt to fly). In combat situations, the target's survival instincts temporarily overpower the spell's effects, allowing the target to take actions to defend himself that the chosen creature may not be capable of.

INNER FURY

School transmutation; Level bloodrager 2 Casting Time 1 swift action Components V Range personal Target you Duration up to 1 round/level (D); see text

You must be in a bloodrage when you cast this spell, or it has no effect. The spell ends automatically once you end your bloodrage, but ending the spell (whether it is dismissed, dispelled, or its duration expires) does not automatically end your bloodrage. Each round that you remain in a bloodrage while affected by this spell counts as two rounds for the purposes of how many rounds you can bloodrage each day. The morale bonuses to Strength and Constitution granted by your bloodrage increase by +2. If you have the greater bloodrage class feature, they increase by +3, instead, and if you have the mighty bloodrage class feature, they increase by +4, instead.

INSPIRING EPIC

School enchantment [mind-affecting]; Level bard 6, bloodrager 4, medium 4, mesmerist 6, paladin 4, psychic 6 Casting Time 1 round Components V, S, F (a flag or coat of arms) Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

RITUAL VERSION

School enchantment [emotion, mind-affecting]; Level 6 Casting Time 60 minutes

Components V, S, M (one costume for each caster, worth at least 100 gp), SC (up to the Charisma modifier of the primary caster)

Additional Requirements The ritual must be performed in front of at least 3 witnesses who are not participating in performing the ritual.

Skill Checks Bluff or Profession (actor) DC 28, 2 successes; Perform (any) DC 30, 3 successes; Sense Motive DC 28, 1 success

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

Area 60-ft.-radius spread

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes Backlash Each caster suffers 1d4 points of Charisma damage. Failure Each caster suffers 1d4 points of Charisma drain. Additionally, for 1 week, each creature's starting attitude towards each caster is reduced by one step (helpful becomes friendly, friendly becomes indifferent, and so on).

You inspire great heroism in each creature in the spell's area. Affected creatures gain a +2 morale bonus on attack and damage rolls. Additionally, the first time during the spell's duration that an affected creature is reduced to 0 or fewer hit points, she immediately heals an amount of damage equal to 4d8 + your caster level (to a maximum of 4d8+15 at 15th



level). This healing can prevent a creature from being slain by damage that would otherwise kill them. Each affected creature can benefit from healing in this way only once each time the spell is cast.

INTERVENTION

School abjuration [divisible]; Level cleric 5, paladin 4, shaman 5, sorcerer/wizard 5, spiritualist 6, summoner 6 Casting Time 1 immediate action Components V, S, M (a whole oyster shell) Range medium (100 ft. + 10 ft./level) Target one or more creatures, no two of which can be more than 30 ft. apart Duration 1 round Saving Throw Will negates (harmless); Spell Resistance

yes (harmless)

You create a field of soft light that dampens impacts, absorbs energy, and protects people from harm. You can cast this spell multiple times. For each time *intervention* is prepared, you can prevent up to 3d6 points of damage per caster level, which can be divided amongst any number of times the spell is cast.

When you cast *intervention*, choose a number of d6s of damage for the spell to prevent, drawing from this pool. You must further divide these damage dice amongst the targets of the spell, to a maximum of 1d6 per caster level per target. Each target gains a number of temporary hit points equal to the result of the dice assigned to them. These temporary hit points last for 1 round. If a target of this spell is damaged by a spell or ability that has a secondary effect if it deals damage (such as a poisoned weapon), the target ignores that secondary effect if the damage only reduces the temporary hit points granted by this spell, and does not reduce their actual hit point total.

You must choose to have the spell prevent at least 1d6 points of damage per target each time you cast it. This spell is not considered to be expended until the total number of dice worth of damage it is capable of preventing has been used up (counting from amongst all of the times you cast it).

INVERTED JUDGMENT

School necromancy; Level inquisitor 4 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no

When you cast this spell, you must expend one remaining use of your judgment class feature, or the spell is wasted and has no effect. You pronounce judgment upon the target, causing him to suffer one or more negative effects. Choose an effect from the list below to apply to the target. If you have the second judgment class feature, you can choose up to two effects, and if you have the third judgment class feature, you can select up to three effects. As a swift action at any time during the spell's duration, you can exchange one of these effects for another from the list, but multiple instances of the same effect do not stack.

Clumsiness: You pronounce the target inept with weapons, imposing a penalty on his attack rolls equal to 1 + 1 per 5 caster levels. If your caster level is 10 or higher, this penalty is doubled on attack rolls made to confirm critical hits.

Entropy: You declare the target's inevitable doom and ultimate meaningless in the grand scheme of the universe. His fast healing and regeneration (if any) are reduced by an amount equal to 1 + 1 per 3 caster levels. If this reduces the fast healing or regeneration to 0, it ceases to function.

Impotence: You undermine the target's magic, imposing a penalty on concentration checks and caster level checks made to overcome a target's spell resistance equal to 1 + 1 per 3 caster levels.

Sensitivity: You strip the calluses from your target, reducing any damage reduction he possesses by an amount equal to 1 + 1 per 5 caster levels.

Susceptibility: You demonstrate that the target is not as resistant to the world around him as he might believe. The target's energy resistance to acid, cold, electricity, fire, and sonic are each reduced by an amount equal to 2 + 2 per 3 caster levels. If the target has immunity to any of these energy types, then each time the target is exposed to damage of that type, the immunity does not apply to a number of points of that damage equal to 1 + 1 per 3 caster levels.

Vulgarity: You proclaim the target's base nature, and he suffers a penalty on all saving throws equal to 1 + 1 per 5 caster levels. If your caster level is 10 or higher, the penalty is doubled against curses, diseases, and poisons.

Vulnerability: You decry the target's poor defenses, imposing a penalty to AC equal to 1 + 1 per 5 caster levels. If your caster level is 10 or higher, this penalty is doubled against attack rolls made to confirm critical hits against the target.

Weakness: You denounce the target as weak and feeble, and he suffers a penalty on weapon damage rolls equal to 1 + 1 per 3 caster levels.

LIGHTNING STROKES

School evocation [divisible, electricity]; **Level** bloodrager 3, druid 3, magus 3, occultist 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a stone or piece of wood that has been struck by lightning)

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

Target one creature or object

Duration instantaneous

Saving Throw Reflex partial, see text; Spell Resistance yes

You create a powerful stroke of lightning that damages your foes. You can cast this spell multiple times. For each time *lightning strokes* is prepared, you can inflict a total of 1d6 points of electricity damage per caster level (to a maximum of 10d6 at 10th level), which can be divided amongst any number of times the spell is cast.

Each time you cast *lightning strokes*, you choose how many damage dice the spell will inflict on the target, drawing from this pool, to a maximum of 1d6 points of electricity damage per caster level (to a maximum of 1od6 at 1oth level). A creature damaged by this spell is dazed for 1 round. A successful Reflex save halves the damage and negates the dazed condition. You must choose to have the spell inflict at least 1 damage dice each time you cast it. This spell is not considered to be expended until the total number of damage dice the spell is capable of inflicting have been used up (counting from amongst all of the times you cast it).

MARTIAL INSIGHT

School divination; Level ranger 1 Casting Time 1 move action Components V, S Range personal Target you Duration 1 round/level (D)

You instantly gain expertise related to your combat style. Choose a single feat from among those available for the combat style you selected for your combat style ranger class feature. You must have a sufficient ranger level to select the feat in question, as outlined in the combat style class feature. You gain the benefits of the chosen feat for the spell's duration.

MENTAL BLOSSOMING

School transmutation; Level bard 3, cleric 4, inquisitor 3, mesmerist 3, psychic 3, sorcerer/wizard 4, spiritualist 3, summoner 3, witch 4 Casting Time 1 standard action Components V, S, F (a trepanning auger) Range personal Target you Duration 1 minute/level and instantaneous; see text

You open your mind to expansive possibilities, making it work far more efficiently for a short time. Whenever you make an Intelligence- or Wisdom-based skill check or ability check, as well as whenever you make a Will save, you may roll twice and take the higher result. Additionally, when you cast *mental blossoming*, you immediately regain a single spell slot of 3rd level or lower, which can only be used to cast a spell with the mind-affecting descriptor.

MERCIFUL BLESSING

School conjuration (healing); Level paladin 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude half (harmless); Spell Resistance yes (harmless)

When you cast this spell, you must also expend two remaining uses of lay on hands, or the spell is wasted and has no effect. The target heals 1d6 hit points per paladin level you possess, and gains the benefits of one of your mercies (you choose which mercy when you cast the spell). Undead creatures, as well as creatures that are neither living nor dead, such as constructs, are unaffected by this spell.

MESMERIZE MONSTER

School enchantment (compulsion) [mind-affecting]; Level mesmerist 6 Casting Time 1 standard action Components V, S, F (a gold pocket watch worth at least 500 gp) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 minute/level (D) Saving Throw Will negates; Spell Resistance yes

This functions as mesmerize person, except as noted above.

MESMERIZE PERSON

School enchantment (compulsion) [mind-affecting]; Level mesmerist 3 Casting Time 1 standard action Components V, S, F (a gold pocket watch worth at least 100 gp) Range close (25 ft. + 5 ft./2 levels) Target one humanoid creature Duration 1 minute/level (D)

Saving Throw Will negates; Spell Resistance yes

When you cast this spell, you must expend two remaining uses of your mesmerist trick class feature, or the spell is wasted and has no effect. This functions as the spell *dominate person*, except as noted here. Additionally, you can implant tricks in the target from up to 30 feet away, and do not need to touch him to do so.

MIRROR GALLERY

School illusion (figment) [divisible]; Level bard 4, bloodrager 4, magus 4, sorcerer/wizard 4 Casting Time 1 standard action; see text Components V, S, M (shards from a broken hand mirror) Range personal Target you Duration 1 round/level (D)

You surround yourself with a number of illusory images of yourself, which mimic your movements. This spell can be cast multiple times. For each time *mirror gallery* is prepared, you can create a total number of illusory copies of yourself equal to 1d4 plus 1d4 per four caster levels, which can be divided amongst any number of times the spell is cast.

Whenever you cast *mirror gallery*, you choose a number of d4s worth of images to create, drawing from this pool, to a maximum of 5d4 images. These images function identically to those created by a *mirror image* spell. You must choose to have the spell create at least 1d4 images each time you cast it. This spell is not considered to be expended until the total number of d4s worth of images it is capable of creating have been used up (counting from amongst all of the times you cast it).

Additionally, you can cast this spell as an immediate action, rather than a standard action. If you do so, you must expend an additional 1d4 images from the total number of images that the spell can create. These images are expended as though they had been used for this casting of the spell, but the spell does not actually create those images (for example, if you cast the spell to create 2d4 images as an immediate action, it would expend 3d4 images from the spell's pool of total images).

MOB JUSTICE

School transmutation; Level inquisitor 5 Casting Time 1 standard action Components V, DF Range close (25 ft. + 5 ft./2 levels) Targets one or more allies within range Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance ves (harmless)

When you cast this spell, you must expend one remaining use of your judgment class feature per two targets, or the spell is wasted and has no effect. You empower each target with a portion of your divine judgment, granting them the benefits of each of your active judgments. If you change judgments while under the effects of this spell, the benefits that the targets gain change accordingly. If your judgment ends for any reason, the spell ends immediately. If one of your allies ceases to participate in combat for any reason, including being frightened, panicked, paralyzed, stunned, or unconscious, that ally ceases to gain the benefits of your judgments until he resumes combat, but other allies are unaffected.

MORTICIA'S AGONIZING TERROR

School necromancy [divisible, fear, mind-affecting]; Level antipaladin 1, bard 1, bloodrager 1, cleric 1, inquisitor 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target 1 living creature/2 levels, no two of which can be more than 30 ft. apart. Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You fill the targets with dread, forcing them to flee from you or suffer the burden of terrible pain as their own minds manifest wounds in anticipation of what you will do to them. You can cast this spell multiple times. For each time *Morticia's agonizing terror* is prepared, you can affect a total number of Hit Dice worth of creatures equal to 2d4, plus 1d4 per three caster levels beyond 1st (to a maximum of 5d4 at 1oth level), which can be divided amongst any number of times the spell is cast.

Each time you cast *Morticia's agonizing terror*, you choose a number of d4s of Hit Dice worth of creatures to be affected by the spell, drawing from this pool, to a maximum of 1d4 per caster level. Targets with the fewest Hit Dice are affected first, and any Hit Dice remaining that are insufficient to affect a target are wasted. Creatures affected by the spell become frightened for the spell's duration. However, at the beginning of an affected creature's turn, it may choose to suffer an amount of damage equal to 1d6 + your caster level (to a maximum of 1d6+5 at 5th level). If it does, it may choose to act normally that round, as though it were not frightened.

You must choose to have the spell affect at least 1d4 Hit Dice worth of creatures each time you cast it. This spell is not considered to be expended until the total number of d4s of Hit Dice worth of creatures it is capable of affecting have been used up (counting from amongst all of the times you cast it).

MORTICIA'S COSMIC HORROR

School necromancy [composite, fear, mind-affecting]; Level psychic 7 (or three 5th-level spell slots), sorcerer/wizard 7 (or three 5th-level spell slots), witch 7 (or three 5th-level spell slots) Casting Time 1 standard action

Components V, S Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw Will partial; Spell Resistance yes

You force the target's mind full of such terrible visions of fear that the stress and terror shatters their minds. Each round on your turn, beginning when the spell is cast, the target must succeed on a Will save or suffer 1 point of Intelligence, Wisdom, and Charisma damage, and be dazed with fear for 1 round. If the target succeeds on her Will save, this damage is negated and she can act normally that round, but must continue making saving throws on each subsequent round. A character that rolls a natural 1 on a saving throw to resist this spell's effects gains a random insanity (see *Pathfinder Roleplaying Game: GameMastery Guide* for more information on insanities).

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, you may choose one additional target.

MORTICIA'S DARK CHAMPIONS

School necromancy [divisible]; Level cleric 6, occultist 5, sorcerer/wizard 7, spiritualist 5, witch 7 Casting Time 1 round Components V, S, M (a piece of a skull) Range close (25 ft. + 5 ft./levels) Target one or more corpses Duration 1 minute/level (D) Saving Throw none; Spell Resistance no

You cause the target to transform into an undead creature of your choosing, which serves you for the spell's duration. You can cast this spell multiple times. For each time *Morticia's dark champions* is prepared, you can create up to 2 Hit Dice of undead per caster level, which can be divided amongst any number of times the spell is cast.

When you cast *Morticia's dark champions*, you must choose a number of Hit Dice, drawing from this pool, to a maximum of 1 Hit Dice per caster level. You can divide these Hit Dice among a number of different undead creatures. You must also choose a type or types of undead creatures whose Hit Dice are equal to or less than this amount (if one of the undead creatures you choose is a template, such as skeletons, vampires, or zombies, this is the number of Hit Dice that the target will have once the template is applied). The created undead creatures serve you for the duration of the spell. At the end of the spell's duration, the undead creatures are destroyed.

You must choose to have the spell create an undead creature with at least 1 Hit Dice each time you cast it. This spell is not considered to be expended until the total number of Hit Dice worth of undead it is capable of creating have been used up (counting from amongst all of the times you cast it).

MORTICIA'S DRAINING TENDRILS

School necromancy [composite]; Level antipaladin 3 (or two 2nd-level spell slots), shaman 4 (or two 3rd-level spell slots), sorcerer/wizard 3 (or two 2nd-level spell slots), witch 3 (or two 2nd-level spell slots) Casting Time 1 standard action Components V, S, M (the head of a lamprey) Range touch Target creature touched Duration instantaneous Saving Throw Fortitude partial, see text; Spell Resistance yes Your hand becomes a writhing mass of tentacles that latch onto and drain the life force from the touched creature. You must succeed on a melee touch attack. If the attack hits, it deals 1d4 points of damage per 2 caster levels (to a maximum of 5d4 at 1oth level), and also inflicts 1d4 points of Strength damage to the target. A successful Fortitude saves halves the damage and negates the Strength damage.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. If you use a total of three or more spell slots of the listed level to cast the spell, it also inflicts 1d4 points of Dexterity damage. If you use a total of five or more spell slots of the listed level to cast the spell, it also inflicts 1d4 points of Constitution damage.

MORTICIA'S INVIGORATION

School transmutation; Level cleric 7 Casting Time 1 standard action Components V, S, DF Range 60 ft. Targets up to 1 creature/level; see text Duration instantaneous and 1 round/level; see text Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

When you cast this spell, you must also expend three remaining uses of channel energy, or the spell is wasted and has no effect. If you channel positive energy, each target must be a living creature. If you channel negative energy, each target must be an undead creature. You fill your allies with energy that not only heals them, but invigorates them as well. Each target regains hit points equal to twice the amount that you would normally heal with your channel energy class feature (for example, a 13th-level cleric would cause each target to heal 14d6 hit points). Additionally, each target gains a +2 sacred bonus (if you channel positive energy) or profane bonus (if you channel negative energy) on attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 round per caster level.

MORTICIA'S SKITTERING SWARMS

School conjuration (summoning) [divisible]; Level bard 4, druid 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4 Casting Time 1 round Components V, S, M (a pouch of fly wings) Range long (400 ft. + 40 ft./level) Effect one or more summoned spider swarms Duration 1 round/level Saving Throw none; Spell Resistance no

You call forth tiny magical spiders, which emerge from innumerable tiny cracks in the ground and attack your enemies. You can cast this spell multiple times. For each time *Morticia's skittering swarms* is prepared, you can conjure a total number of spider swarms equal to 1/2 your caster level, which can be divided amongst any number of times the spell is cast.

Whenever you cast *Morticia's skittering swarms*, you choose a number of spider swarms to summon, drawing from this pool, to a maximum number of spider swarms equal to 1/2 your caster level. The summoned swarms have statistics identical to a spider swarm (Pathfinder Roleplaying Game Bestiary), and have a number of temporary hit points equal to your caster level. The saving throw DC for the poison of a swarm conjured by this spell is equal to the spell's saving throw DC, instead of its normal DC. A creature slain by one of the spider swarms summoned by this spell is infested with thousands of spider eggs, which hatch in 1d4 rounds, creating a new spider swarm.

When you cast Morticia's skittering swarms, you must succeed on a caster level check (DC 10 + 5 per swarm summoned by the spell). If you succeed, the spider swarms obey your mental commands for the spell's duration. Otherwise, each summoned spider swarm attacks the nearest living creature until slain. Spider swarms created by the eggs laid by summoned spider swarms are never under your control, and do not disappear at the end of the spell's duration.

You must choose to have the spell summon at least 1 spider swarm each time you cast it. This spell is not considered to be expended until the total number of spider swarms it is capable of summoning have been used up (counting from amongst all of the times you cast it).

MUTAGENIC RESTORATION

School transmutation; Level alchemist 4 Casting Time 1 move action **Components** V, S, M (three sticks of licorice) **Range** personal Target you **Duration** 1 round/level (D)

This spell has no effect unless you are currently under the effects of your mutagen class feature, and the remaining duration for the mutagen affecting you is at least 20 minutes. Your body rapidly begins to metabolize the mutagen within you, allowing you to heal quickly. You gain fast healing equal to 1/2 your alchemist level. Additionally, if you are currently suffering from any effects that allowed a Fortitude save to resist, you can make a new saving throw to end each of those effects each round. If the effect is a disease or poison, each successful saving throw made in this way counts against the number of saving throws needed to cure the disease or poison, but failed saves have no consequence. In the case of any other effect allowing a Fortitude save, a successful save immediately ends the effect. When mutagenic restoration's effect ends (whether it is dispelled, its duration expires, or some other effect ends it), the effects of the mutagen currently affecting you also end.

OVERWHELMING EMOTION

School enchantment (compulsion) [composite, emotion, mind-affecting]; Level bard 4 (or three 2nd-level spell slots), mesmerist 4 (or three 2nd-level spell slots), psychic 4 (or three 2nd-level spell slots), sorcerer/wizard 4 (or three 2ndlevel spell slots) Casting Time 1 standard action **Components** V, S **Range** close ($_{25}$ ft. + 5 ft./2 levels) Target one living creature **Duration** 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

You overburden the target with intense emotions, causing him to act giddy and overwhelmed with happiness, or causing him to succumb to terrible depression. Each round, the target is overcome with either a joyful or a depressed emotion (there is a 50% chance of each). The effects of each are outlined below.

Joyful: While the target is affected by this emotion, he gains a +2 morale bonus on attack and damage rolls, but suffers a -4 penalty to AC and a -2 penalty on Will saves due to a false sense of invincibility.

Depression: While the target is affected by this emotion, he suffers a -4 penalty on attack and damage rolls.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, the duration of this spell increases by 1 round. If you use a total of four or more spell slots of the listed level to cast the spell, then instead of a 50% chance each round that the target is overcome with either emotion, you choose which emotion they are affected by at the beginning of your turn each round, and they remain affected by that emotion until the next time you make this choice.

PLANAR EXILE

School abjuration [curse]; Level cleric 9, occultist 6, psychic 9, sorcerer/wizard 8, witch 9 Casting Time 1 hour **Components** V, S Range 1 mile/level Target one behemoth, Great Old One, or outsider Duration instantaneous; see text Saving Throw Will negates and Will partial, see text; Spell **Resistance** yes **RITUAL VERSION**

School abjuration [curse]; Level 8 **Casting Time 8** hours

Components V, S, F (a golden 7-pointed star worth 500 gp), SC (up to 6)

Additional Requirements The primary caster must have visited the plane that the target will be sent to. If at least one of the casters is native to the plane the target is to be sent to, all casters receive a +5 bonus on all skill checks made to perform the ritual.

Skill Checks Intimidate DC 36, 1 success; Knowledge (arcana) or Knowledge (religion) DC 37, 1 success; Knowledge (planes) DC 36, 2 successes; Spellcraft DC 36, 4 successes Range 1 mile/level

Target one behemoth, Great Old One, or outsider **Duration** instantaneous; see text

Saving Throw Will negates and Will partial, see text; Spell **Resistance** yes

Backlash Each caster suffers 1d6 points of Charisma damage. Failure A gate to the plane the target would have been sent to opens in a random location within 30 feet of the casters. There is a 50% chance that each caster must succeed on a Reflex save or be sucked into the gate, and a 50% chance that 6d6 Hit Dice worth of outsiders emerge from the *gate* and attack the casters.

The target must succeed on a Will save or be banished to the plane of your choosing. If the plane that you chose is the creature's home plane, it suffers a -2 penalty on all saving throws made to resist this spell's effects. If the creature is successfully banished in this way, it cannot return to the plane from which it was banished for 24 hours, after which it must make another Will save with a +4 bonus, or be unable to return to that plane for 1 week. Finally, if it fails this saving throw, then after 1 week, it must succeed on another Will save with a +8 bonus, or be unable to return to the plane it was banished from for 1 month.

If this spell was cast as a ritual, then if the creature fails its secondary saving throw after 24 hours, it is instead unable to return for 1 year, and if it fails its third saving throw after 1 year, it is unable to return for 100 years.

While the banishing effect is instantaneous, the effect preventing the creature from returning to the plane it was banished from is a curse effect, and can be removed with *break enchantment* or more powerful magic.

PLENTIFUL PROTECTION

School abjuration [divisible]; Level cleric 2, inquisitor 2, magus 2, paladin 3, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2 Casting Time 1 standard action Components V, S, F (a wooden nesting doll) Range long (400 ft. + 40 ft./level) Target one living creature Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You enshroud a creature with a dome of tangible magical energy which repels attacks and protects it from harm. You can cast this spell multiple times. For each time *plentiful protection* is prepared, you can grant a total amount of deflection bonus to AC equal to 4 + 1 per 5 caster levels you possess, which can be divided amongst any number of times the spell is cast.

Each time you cast *plentiful protection*, you choose an amount of deflection bonus for the spell to grant, drawing from this pool, to a maximum deflection bonus equal to 2 + 1/5 your caster level. Characters affected by this spell also gain immunity to critical hits for the spell's duration.

You must choose to have the spell grant at least a +1 deflection bonus each time you cast it. This spell is not considered to be expended until the total amount of deflection bonus the spell is capable of granting has been used up (counting from amongst all of the times you cast it).

PORTAL

School conjuration (creation) [composite]; Level occultist 4 (or three 3rd-level spell slots), sorcerer/wizard 4 (or three 3rd-level spell slots), summoner 3 (or three 2nd-level spells) Casting Time 1 standard action Components V, S, M (an iron key) Range medium (100 ft. + 10 ft./level) Effect two dimensional portals, each occupying a single 5-foot cube

Duration 1 minute/level Saving Throw none; Spell Resistance no

You create a pair of shimmering columns of blue light that allow transportation between those two points without need of having to cross the intervening space. When you cast this spell you create two shimmering blue pillars in any unoccupied spaces within the spell's range. Any creature in a square occupied by one of these pillars can move to the location of the other pillar as though that square were adjacent, regardless of the actual distance between them (this includes normal movement, 5-foot-steps, bull rushes, and so on).

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, you may create an additional shimmering pillar of light in an unoccupied square within the spell's range. Creatures located in any square occupied by one of these pillars can move to the location of any of the other pillars as though that square were adjacent.

POWERFUL PERSONALITY

School enchantment [divisible]; Level alchemist 1, bard 1, cleric 1, inquisitor 1, mesmerist 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a red rose petal) Range personal Target you Duration 10 minutes

You speak with magically enhanced authority, granting your words extra weight. You can cast this spell multiple times. For each time *powerful personality* is prepared, you can grant yourself a total competence bonus on Bluff, Diplomacy and Intimidate checks equal to your caster level (to a maximum of +5 at 5th level), which can be divided amongst any number of times the spell is cast.

Each time the spell is cast, you choose what amount of competence bonus the spell grants you, drawing from this pool, to a maximum bonus equal to your caster level, or +10, whichever is lower. You must choose to have the spell grant at least a +1 bonus each time you cast it. This spell is not considered to be expended until the total competence bonus it is capable of granting has been used up (counting from amongst all of the times you cast it).

PRONOUNCEMENT OF FAVOR OR FOLLY

School divination; Level cleric 2, druid 2, inquisitor 2, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, witch 2 Casting Time 1 standard action Components V, S, F (a pair of dice worth at least 5 gp) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round Saving Throw Will negates; Spell Resistance yes You open a window into the target's future, showing him what will come to pass. You can choose to make this omen positive, granting the target a +2 bonus to AC, as well as on ability checks, attack rolls, saving throws, and skill checks; or you can choose to make the omen negative, bestowing a -2penalty to AC, as well as on ability checks, attack rolls, saving throws, and skill checks. You also regain a single expended spell or spell slot of 1st level or lower. The spell or spell slot regained in this way must be used to cast a spell that targets or affects the target, and must be cast by the end of your next turn, or it is once again expended as though it had been used.

RELIVE DEMISE

School necromancy; Level cleric 3, inquisitor 4, medium 4, occultist 4, shaman 4, sorcerer/wizard 4, spiritualist 3, witch

Casting Time 1 standard action Components V, S, M (a human knuckle bone) Range touch Target corpse touched Duration concentration, up to 1 hour/level Saving Throw Will negates; Spell Resistance yes

You cause a corpse to rise up and perform a silent rendition of its last moments. When you cast this spell, the corpse animates as a zombie or skeleton, and begins to replay its last moments of life, moving in reverse from the point of its death until you cease to concentrate on the spell. The corpse's condition may limit its ability to perform these actions: a corpse with no legs is unable to walk, and a corpse that died by falling down a cliff is unable to "fall in reverse." Similarly, a corpse with no arms may have difficulty conveying activities like sword fighting, although it will do its best to mimic the actions involved. If the corpse's mouth is intact, it silently mouths its half of any conversations it had, in reverse. A Linguistics check (DC 25) is required to make out what the corpse is "speaking" in this way. The corpse ignores any creatures or objects currently present that it did not interact with at the time it is recreating, but such things may potentially interfere with the accuracy of its pantomime, nonetheless.

RESIST NEGATIVE/POSITIVE ENERGY

School transmutation; **Level** alchemist 3, antipaladin 2, cleric 3, druid 3, inquisitor 3, paladin 2, shaman 3, spiritualist

Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 10 min./level (D) Saving Throw Fortitude negates (harmless), see text; Spell Resistance yes (harmless), see text

The target gains limited protection from your choice of either positive or negative energy. Each time the target is subjected to hit point damage or healing of the chosen energy type (including spells such as *cure light wounds* or *inflict light wounds*, and a cleric's channel energy class feature), the amount of damage healed or inflicted is reduced by 10. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. Only hit point damage or healing is affected. Other side effects (such as the mercies from a paladin's lay on hands class feature) still apply.

This spell is considered harmless if it grants protection from a type of energy that typically damages the target. If the chosen energy typically heals the target, the spell is not considered harmless.

RESIZE OBJECT

School transmutation; Level antipaladin 1, bard 2, bloodrager 1, cleric 2, druid 2, inquisitor 2, medium 2, occultist 1, paladin 1, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2 Casting Time 10 minutes Components V, S, M (special incense and oils worth 5% the market price of the target), F (a set of measuring scales) Range touch Target object touched Duration instantaneous Saving Throw Fortitude negates (harmless, object); Spell Resistance yes (harmless, object)

You permanently change the size of the object, keeping every aspect of it to scale. You can either increase or decrease the size of the object, and it functions as though it were made for a creature one size category larger (or smaller) than the one it was originally intended for (for example, you could use this spell to adjust a suit of armor for a Medium creature, making it appropriate for a Small creature, instead).

RIGHTEOUS HALO

School evocation [good, light]; Level cleric 2, paladin 2 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 min./level (D) Saving Throw see text; Spell Resistance yes

A brilliant halo of light appears above your head, increasing the light level to normal light within 20 feet of you, and increasing the light level by one step (to a maximum of normal light) for an additional 20 feet beyond that. Additionally, any evil creature within 60 feet that can see you must succeed on a Will save or suffer a -2 penalty on attack rolls, saving throws against fear effects, and sight-based Perception checks, as the heavenly light strikes fear into their hearts.

RIP FROM REALITY

School abjuration; Level cleric 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8 Casting Time 1 standard action Components V, S, M (a handful of soil) 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 create a spatial distortion that sends outsiders in the area back to their home plane. Any extraplanar creature that

enters the spell's area or begins its turn within the spell's area must succeed on a Will save or be forcibly returned to their home plane. Outsiders banished in this way cannot return to the plane they were banished from for 24 hours, even by means of spells such as *gate*. The first time that an outsider is successfully banished by this spell, you immediately regain a single spell slot of 6th-level or lower. For each subsequent outsider banished by this spell, you immediately regain an additional spell slot one level lower (5th-level for the second outsider, 4th-level for the third outsider, and so on). Each of these spell slots can only be used to cast a spell of the calling or summoning subschool.

ROILING MUD

School conjuration (creation); Level druid 6, ranger 4, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (a live earthworm) Range long (400 ft. + 40 ft./level) Area 40-ft.-radius spread Duration 1 hour/level and instantaneous; see text Saving Throw none, see text; Spell Resistance yes

You create a field of thick, churning mud, which springs into existence at the point you designate. The affected area is considered difficult terrain and any character attempting to move through the mud must succeed on a Reflex save or fall prone. Even if a creature succeeds on this save, she must also succeed on a DC 20 Acrobatics check or move at half speed (this is in addition to the impact of difficult terrain). Additionally, when you cast *roiling mud*, you regain a single spell slot of 5th level or lower, which can only be used to cast a spell with the earth descriptor.

SAITAR'S FATE CHEATER

School divination [composite]; Level cleric 9 (or three 7thlevel spell slots), psychic 8 (or three 7th-level spell slots), sorcerer/wizard 9 (or three 7th-level spell slots), witch 9 (or three 7th-level spell slots) Casting Time 10 minutes Components V, S, F (complex horoscopes and astrological charts worth at least 1,000 gp) Range personal Target you Duration 1 hour/2 levels, or until discharged

You peer into your future and blend the probable outcomes, giving you greater control over your fate. Roll a number of d2os equal to 1/2 your caster level, and note the results. At any time during the spell's duration, before making a d2o roll of any kind (including, but not limited to, ability checks, attack rolls, caster level checks, initiative checks, saving throws, and skill checks), you may choose to instead treat the roll as though it were one of the rolled results. If you do, you may not use the chosen result again. Once each result has been used once, the spell is discharged.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, you may roll 2 additional d2os, and note the results of those rolls, as well.



SAITAR'S OTHERWORLDLY INSIGHT

School divination [divisible]; Level bard 2, cleric 3, inquisitor 3, mesmerist 2, occultist 2, psychic 3, shaman 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a pouch of shattered glass) Range personal Target you Duration see text

You can learn secrets about the immediate future by making contact with otherworldly forces. You can cast this spell multiple times. For each time *Saitar's otherworldly insight* is prepared, you can contact these extraplanar forces for a total number of rounds equal to your caster level, which can be divided amongst any number of times the spell is cast.

Whenever you cast *Saitar's otherworldly insight*, choose a number of rounds for the spell to last, drawing from this pool. During each of these rounds, otherworldly forces whisper to you, and you gain a +1 insight bonus to AC and a +2 competence bonus on all Knowledge, Perception, and Sense Motive skill checks.

Additionally, as a standard action, as long as the spell's remaining duration is 3 rounds or more, you can reduce the spell's current duration by 3 rounds in order to invoke these extraplanar forces to perform one of the following effects. Answer a Specific Question: You may ask a single yes or no question about an event which will unfold within the next 24 hours. The spirits always answer truthfully, but if the answer is impossible to determine for certain, they may answer that they do not know.

Predictive Insight: Until the end of your next turn, you roll all attack rolls, ability checks, saving throws, and skill checks twice and take the higher result.

You must choose to have the spell's duration be at least 1 round each time you cast it. This spell is not considered to be expended until the total number of rounds of duration it is capable of having have been used up (counting from amongst all of the times you cast it).

SAITAR'S PANOPTIC VISIONS

School divination (scrying); **Level** bard 5, cleric 6, occultist 6, psychic 6, sorcerer/wizard 6, witch 6

Casting Time 1 hour

Components V, S, F (a mirrored cube, at least six inches to a side, worth at least 3,000 gp)

Range see text Effect one or more magical sensors; see text

Duration 1 min./level

Saving Throw Will negates, see text; Spell Resistance harmless

You create one or more scrying sensors, allowing you to spy on multiple targets simultaneously. For each time *Saitar's panoptic visions* is prepared, you can create a total of one scrying sensor, plus one additional scrying sensor per three caster levels beyond 1st, which can be divided amongst any number of times the spell is cast.

When you cast Saitar's panoptic visions, choose a number of scrying sensors to create, drawing from this pool, to a maximum of 6 scrying sensors. Each of the sensors must be assigned to a different creature, object, or place. For creatures, this spell functions as scrying, except as noted here. For objects, it functions as scrying, except the object is only entitled to a saving throw if it is magical or currently in the possession of a creature at the time the spell is cast. For locations, it functions as *scrying*, except that a saving throw is only required if there is currently a creature in the location in question at the time the spell is cast, in which case each creature that would be viewed by the spell is entitled to a Will saving throw, and if any of them succeed on their saving throw, the spell fails. Each sensor is treated as a separate scrying attempt, and so even if one creature, object, or location has a successful saving throw, the others may still work normally. For sensors assigned to an object or location, the adjustments to the save DC are based on your knowledge of and connection to the object or location, not any creatures in possession of the object or in the location. Each sensor displays what it sees on a different face of the mirrored cube that serves as the spell's focus.

You must choose to have the spell create at least 1 sensor each time you cast it. This spell is not considered to be expended until the total number of sensors it is capable of creating have been used up (counting from amongst all of the times you cast it).

SAITAR'S SPIRIT SIGHT

School divination; Level bard 2, medium 1, shaman 1, spiritualist 1 Casting Time 1 standard action Components V, S, M (special paste made from grave dirt and holy water) Range personal Target you Duration 10 min./level (D)

You can see any objects or beings that are naturally invisible, as well as any that are naturally ethereal. They appear as hazy and translucent images of themselves, which allow you to see them with relative clarity, but still easily distinguish things that are visible normally from things you can only see with this spell. This spell does not grant you the ability to see creatures or objects that are not naturally invisible or ethereal, such as the target of an *invisibility* spell. You also gain a +5 competence bonus on Knowledge checks made to identify creatures and objects seen with this spell.

Finally, this spell allows you to easily determine what medium and/or shaman spirits inhabit a particular area, as it allows you to see such entities plainly.

SAITAR'S TEMPORAL INSIGHTS

School divination; Level, psychic 5, sorcerer/wizard 5 Casting Time 1 round Components V, S, M (a butterfly's wing) Range personal Target you Duration 24 hours, or until discharged

You can look into the future and see the outcomes of various possibilities, allowing you to choose the actions best suited to create the ideal future for yourself. Whenever you make an ability check, attack roll, saving throw, or skill check, before the roll is made, you can choose to roll 1d6 and add the result as an insight bonus on the roll. You can use this ability a total number of times equal to 1/2 your caster level. Once each of these uses has been expended, the spell is discharged.

SCULPT SELF

School transmutation [divisible]; Level druid 8, shaman 8, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a live tadpole) Range personal Target you Duration varies; see text

You transform yourself into any number of strange and fantastic shapes. You can cast this spell multiple times. For each time *sculpt self* is prepared, you can have these transformations last for a total number of minutes equal to your caster level, which can be divided amongst any number of times the spell is cast.

When you cast *sculpt self*, choose a number of minutes for the spell to last, drawing from this pool. Other than its duration, this spell functions as *alter self*, *beast shape IV*, *elemental body III*, form of the dragon I, monstrous physique *IV*^{UM}, *plant shape II*, *undead anatomy III*^{UM}, or *vermin shape II*^{UM}, depending on what form you take. You may choose a different form each time you cast the spell.

You must choose to have the spell's duration be at least 1 minute each time you cast it. This spell is not considered to be expended until the total number of minutes it is capable of lasting have been used up (counting from amongst all of the times you cast it).

SIDESTEP

School conjuration (teleportation) [bonded]; Level magus 5, occultist 5, sorcerer/wizard 5 Casting Time 1 immediate action Components V, S, M (a live cricket) Range long (400 ft. + 40 ft./level) Target you Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance ves (harmless)

This functions as the spell *dimension door*, except as noted here, and the fact that your turn does not immediately end after casting this spell, although after casting *sidestep*, you can't cast spells until the beginning of your next turn. If you cast this spell in response to being attacked or targeted by a spell, the teleportation is too slow to allow you to avoid the attack or spell, and you suffer the effects of the attack or spell immediately before being transported. However, if you cast this spell in response to the first attack in a full-attack action, you are transported after the first attack, but before any subsequent attacks, possibly sparing you from one or more attacks.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *sidestep*, you are stunned for 1d4 rounds.

SLIMY BODY

School transmutation; Level alchemist 3, antipaladin 3, bloodrager 3, druid 4, magus 4, spiritualist 4 Casting Time 1 standard action Components V, S, M (1 oz. of slime from a babau or ooze) Range personal Target you Duration 1 round/level (D) Saving Throw see text; Spell Resistance no

Your body begins to sweat a thick, acidic slime similar to that produced by a babau demon. Any creature that strikes you with a natural attack or unarmed strike takes 1d8 points of acid damage, plus an additional 1d8 points of acid damage for every 4 caster levels beyond 1st (to a maximum of 5d8 points of acid damage at 17th level). If you are hit with an attack made with a manufactured melee weapon, that weapon suffers this damage instead, and the damage is not halved before hardness is applied. In either case, a successful Reflex save negates this acid damage.

You are not harmed by the acidic slime as long as the spell persists. When the spell ends, you stop producing the slime, but any slime already on you remains, inflicting damage to you each round at the beginning of your turn until it is removed. You can attempt to remove the slime as a full-round action that provokes of opportunity by making a Reflex saving throw. Success indicates that the slime is removed successfully. Alternatively, immersing yourself in water or a similar substance automatically removes the slime. Any remaining slime dissipates after 1d4 rounds, even if it is not successfully removed.

SONG OF HOPE

School enchantment (compulsion) [emotion, languagedependent, mind-affecting, sonic]; Level bard 1 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You sing a few notes of inspiring song, which, bolstered by magic, bestows great hope upon a single individual. You may expend 4 rounds of bardic music rather than expend a spell slot to cast this spell. The target is immediately cured of all fear effects and becomes immune to fear for the duration of the spell. The target also receives a +1 morale bonus on all saving throws for the spell's duration.

SPHERE OF ETERNAL NIGHT

School evocation [darkness]; Level cleric 6, druid 7, inquisitor 6, occultist 5, sorcerer/wizard 6, witch 6 Casting Time 1 round Components V, S, M (a black blindfold) Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius spread Duration permanent Saving Throw none; Spell Resistance no

RITUAL VERSION

School evocation [darkness]; Level 6 **Casting Time 6 hours Components** V, S, F (a dark cloth wrapped in black twine), SC (up to 3) Additional Requirements The primary caster must keep his eyes closed throughout the entire ritual. Skill Checks Bluff or Intimidate DC 32, 2 successes; Knowledge (arcana) or Spellcraft DC 30, 1 success; Stealth DC 28, 3 successes **Range** close ($_{25}$ ft. + 5 ft. /2 levels) Area 20-ft.-radius spread **Duration** permanent Saving Throw none; Spell Resistance no Backlash Each caster gains 1 negative level, and suffers 2d6 points of damage. Failure Each caster must succeed on a Will save or become permanently blind.

The spell's area is filled with perpetual darkness, preventing any light from entering the area. The light level in the area is reduced to magical darkness, as though with the *deeper darkness* spell. In addition, any character that enters the area must make Fortitude save or have their vision blighted by the darkness, making them blind in conditions of dim light, normal light, or bright light for the next minute.

SPIKE SKIN

School transmutation [divisible]; Level alchemist 5, cleric 5, druid 6, inquisitor 5, magus 5, shaman 6, sorcerer/wizard 5, summoner 5, witch 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 minute, or until discharged

You sprout stony spikes all over your body, which inflict terrible wounds on those who would dare to attack you. You can cast this spell multiple times. For each time *spike skin* is prepared, it can prevent a total amount of hp damage equal to 5 per caster level, which can be divided amongst any number of times the spell is cast.

When you cast *spike skin*, choose an amount of hp damage that the spell can prevent, drawing from this pool, to a maximum amount equal to 5 times your caster level. For the spell's duration, whenever you suffer any amount of bludgeoning, piercing, or slashing damage, the amount of damage you suffer is reduced by 5. Additionally, if the source of the damage was a melee attack made with a natural attack, unarmed strike, or manufactured weapon without reach, the attacker suffers an amount of damage equal to the damage prevented in this way. Once the spell has prevented a total amount of damage equal to the amount you chose when it was cast, it is discharged.

You must choose to have the spell prevent at least 5 points of damage each time you cast it, and the amount of damage you choose must be a multiple of 5. This spell is not considered to be expended until the total amount of damage it is capable of preventing has been used up (counting from amongst all of the times you cast it).

SPIRAL PATTERN

School illusion (pattern) [divisible]; Level bard 6, mesmerist 6, sorcerer/wizard 8, witch 8 Casting Time 1 round Components V, S, M (a multihued seashell) Range long (400 ft. + 40 ft./level) Effect colorful lights with a 20-ft.-radius spread Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You create a blossom of twisting color that can captivate and beguile those within its wild lights. You can cast this spell multiple times. For each time *spiral pattern* is prepared, you can affect a total number of Hit Dice worth of creatures equal to 4 times your caster level, which can be divided amongst any number of times the spell is cast.

When you cast *spiral pattern*, you choose a number of Hit Dice worth of creatures to be affected by the spell, drawing from this pool, to a maximum of 4 times your caster level. Only creatures within the area of the lights are affected, whether they are within the area of the lights when the spell is cast, or enter the area later. Amongst creatures that are within the area of the lights at the time the spell is cast, those with the fewest Hit Dice are affected first. Affected creatures must succeed on a Will save at the beginning of their turn each round, or become confused for the spell's duration. If they fail this saving throw while already confused, they become fascinated by the lights, instead. If they fail this saving throw while they are already fascinated, they become stunned for 1 round.

You must choose to have the spell affect at least 1 Hit Dice worth of creatures each time you cast it. This spell is not considered to be expended until the total Hit Dice worth of creatures it is capable of affecting have been used up (counting from amongst all of the times you cast it).

STEAL MISERY

School enchantment [mind-affecting]; Level bard 5, cleric 5, mesmerist 5, psychic 5, shaman 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M (a dirty sponge) Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level (D) and instantaneous; see text Saving Throw Will negates; Spell Resistance yes

You overwhelm the target with an intense sense of euphoria, crippling his ability to care about anything as you rip away all of his fears and thoughts of misery. The target becomes fascinated for the spell's duration, and this fascination is not broken unless the target suffers damage, allowing you and others to make non-damaging hostile actions against the target without ending the fascination. The target is entitled to a new Will save at the end of its turn each round to end the spell's effects. Additionally, when you cast *steal misery*, you immediately regain one spell slot of 4th level or lower, which can only be used to cast a spell with the disease, fear, pain, or poison descriptor.

SUBTLE LEGERDEMAIN

School enchantment (compulsion) [mind-affecting]; Level mesmerist 2 Casting Time 1 standard action Components V, S, F (a single playing card) Range close (25 ft. + 5 ft./2 levels) Target one ally Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You implant one of your mesmerist tricks in the target. The trick must be one that you know, and counts against the number of tricks you can have implanted at any given time, as well as the number of tricks you can implant per day.

SUBVERT SPELL

School abjuration; Level bard 3, bloodrager 3, cleric 3, druid 3, inquisitor 3, magus 3, medium 3, mesmerist 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3, summoner 3, witch 3 Casting Time 1 standard action Components V, S, M (a 1-inch square of rubber) Range medium (100 ft. + 10 ft./level) Target one spellcaster Duration instantaneous Saving Throw none; Spell Resistance no

This functions as the counterspell version of *dispel magic*, except that if the dispel check is successful, instead of causing the spell to be countered, you instead redirect it. If the spell's target has one or more targets, you may choose new targets for the spell. Each new target must be one that could have been targeted when the spell was originally cast (based on the spell's range and any limitations on what it can target). If the spell has an area, you may relocate that area to anywhere within the spell's range (measured from the location of the original caster). If the spell has an effect, such as summon monster I or minor creation, subvert spell has no effect. The only exception to this is spells whose effect is one or more rays, in which case you can choose the creatures or objects attacked by those rays, although each new target must be one that could have been targeted when the spell was originally cast.

SUMMON MERCHANT I

School conjuration (summoning); Level bard 1, cleric 1, occultist 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 minute Components V, S, F (a gold coin) Range close (25 ft. + 5 ft./2 levels) Effect one summoned merchant Duration 1 min./level; see text Saving Throw none; Spell Resistance no

Created by enterprising merchants, this spell creates a magical beacon that allows merchants belonging to a particular trans-planar merchant league to transport themselves to you and do business on the spot. Most merchants summoned in this way are outsiders native to other planes (including, but not limited to, devils, genies, and mercanes), but some include humanoid creatures from the Material Plane, as well. The spell allows the summoned merchant to view the surroundings into which she would be summoned, as though with the spell clairaudience/ *clairvoyance*, and the merchant may choose not to answer the summons as a result. Similarly, any hostile action against the merchant (whether by the summoner or another creature) immediately ends the spell and causes all objects the merchant brought with her to return to whence they came, even if they are no longer in her possession. Casters who routinely cause trouble for merchants summoned in this way may find themselves blacklisted and unable to get any merchant to answer their summons.

Merchants summoned by this spell have a base value and purchase limit similar to a settlement. There is a 50% chance that any item whose market price is less than or equal to the merchant's base value is in the merchant's inventory and available for purchase. The merchant's purchase limit is the amount of gold the merchant has available to buy items from you or your allies. In addition, each merchant summoned by this spell has a number of minor, medium, or major magic items available, besides what is allowed by its base value, which should be determined randomly or selected by the GM. For *summon merchant I*, the base value is 50 gp, the purchase limit is 500 gp, and the merchant has 1d2 minor magic items.

Additionally, for a fee of 5 gp, the merchant will appraise an object for you. She makes Appraise checks at a +5 bonus. The merchant can also cast *detect magic* for you for a fee of 5 gp, with a Spellcraft modifier of +5. In either case, if you sell the item that is appraised or which has *detect magic* cast on it to the merchant, the fee is waived.

SUMMON MERCHANT II

School conjuration (summoning); **Level** bard 2, cleric 2, occultist 2, sorcerer/wizard 2, summoner 2, witch 2

This functions as *summon merchant I*, except that the merchant's base value is 200 gp, her purchase limit is 1,000 gp, she has 1d3 minor magic items, and her Appraise and Spellcraft modifiers are +7. In addition to offering *detect magic*, she can also cast *identify* for 10 gp.

SUMMON MERCHANT III

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

This functions as *summon merchant II*, except that the merchant's base value is 500 gp, her purchase limit is 2,500 gp, she has 1d4 minor magic items and 1d2 medium magic items, and her Appraise and Spellcraft modifiers are +9.

SUMMON MERCHANT IV

School conjuration (summoning); **Level** bard 4, cleric 4, occultist 3, sorcerer/wizard 4, summoner 3, witch 4

This functions as *summon merchant III*, except that the merchant's base value is 1,000 gp, her purchase limit is 5,000 gp, she has 1d6 minor magic items and 1d3 medium magic items, and her Appraise and Spellcraft modifiers are +11.

SUMMON MERCHANT V

School conjuration (summoning); **Level** bard 5, cleric 5, occultist 4, sorcerer/wizard 5, summoner 4, witch 5

This functions as *summon merchant IV*, except that the merchant's base value is 2,000 gp, her purchase limit is 10,000 gp, she has 1d6 minor magic items, 1d4 medium magic items, and 1d2 major magic items, and her Appraise and Spellcraft modifiers are +13.

SUMMON MERCHANT VI

School conjuration (summoning); **Level** bard 6, cleric 6, occultist 5, sorcerer/wizard 6, summoner 5, witch 6

This functions as *summon merchant V*, except that the merchant's base value is 4,000 gp, her purchase limit is 25,000 gp, she has 2d4 minor magic items, 1d6 medium magic items, and 1d3 major magic items, and her Appraise and Spellcraft modifiers are +15.

SUMMON MERCHANT VII

School conjuration (summoning); **Level** cleric 7, occultist 6, sorcerer/wizard 7, summoner 6, witch 7

This functions as summon merchant VI, except that the merchant's base value is 8,000 gp, her purchase limit is 50,000 gp, she has 2d4 minor magic items, 2d4 medium magic items, and 1d4 major magic items, and her Appraise and Spellcraft modifiers are +17. Additionally, the merchant can cast *analyze dweomer* for a fee of 690 gp (this fee is halved, rather than waived, if you sell an item scrutinized in this way to the merchant).

SUMMON MERCHANT VIII

School conjuration (summoning); Level cleric 8, sorcerer/ wizard 8, witch 8

This functions as *summon merchant VII*, except that the merchant's base value is 12,000 gp, her purchase limit is 75,000 gp, she has 2d4 minor magic items, 2d4 medium magic items, and 1d6 major magic items, and her Appraise and Spellcraft modifiers are +19.

SUMMON MERCHANT IX

School conjuration (summoning); **Level** cleric 9, sorcerer/ wizard 9, witch 9

This functions as *summon merchant VIII*, except that the merchant's base value is 16,000 gp, her purchase limit is 100,000 gp, she has 2d4 minor magic items, 2d4 medium magic items, and 2d4 major magic items, and her Appraise and Spellcraft modifiers are +21.

SUMMON MIST STALKERS

School conjuration (summoning); Level cleric 7, druid 7, shaman 7, sorcerer/wizard 7, summoner 5, witch 7 Casting Time 1 round Components V, S Range medium (100 ft. + 10 ft./level) Effect fog spreads in a 40-ft. radius inhabited by summoned hounds of Tindalos Duration 1 round/level Saving Throw none; Spell Resistance no

You conjure a cloud of otherworldly mist, as well as 1d3+1 hounds of Tindalos^{B2}, which attempt to stalk and kill everything within the mist. Other than the size of the area, the mist functions as a *fog cloud* spell, except that it requires a strong wind (21+ mph) to disperse the cloud in 4 rounds, and a severe wind (31+ mph) to disperse the fog in 1 round. The hounds of Tindalos are not under your direct control, but attack any creatures within the area of the mist (potentially including you, if you remain in the mist). All hounds summoned in this way gain the mistsight special ability, allowing them to see through the conjured fog as though it was not there. The hounds are unable to leave the area of the fog, and if the fog is dispersed, the hounds return whence they came, ending the spell immediately.

SURRENDER SPIRIT

School divination; Level medium 2 Casting Time 1 standard action Components V, S, M (a black candle) Range personal Target you Duration 10 min./level (D)

You intensify your connection with your channeled spirit. If you are not currently channeling a medium spirit when the spell is cast, it has no effect. Otherwise, the benefits granted by your spirit's spirit bonus are doubled for the spell's duration. The close merging of your soul with the spirit has its downsides, however. If the channeled spirit has fewer than 3 points of influence over you when you cast *surrender spirit*, its influence over you increases by 1. If the channeled spirit already has 3 or more points of influence over you, then the effects of its spirit penalty are doubled for the spell's duration.

TEMPEST BOLTS

School evocation [electricity]; Level druid 7, shaman 7 Casting Time 1 round Components V, S, F (an iron rod) Range long (400 ft. + 40 ft./level) Effect one or more 30-ft.-long vertical lines of lightning Duration 1 min./level Saving Throw Reflex half; Spell Resistance yes

This spell functions like *call lightning*, except that each bolt deals 7d6 points of electricity damage (or 7d10 if created outdoors in a stormy area), and you may call a maximum of 20 bolts. Additionally, as a full-round action, you can call down up to three bolts of lightning, each of which must strike a target square at least 15 feet horizontally from each other targeted square. Calling multiple bolts in this way drains the spell more quickly: if you call two bolts as a full-round action, a total of three bolts are expended from the number you can call, and if you call three bolts as a full-round action, a total of five bolts are expended from the number you can call.

TEMPORARY MUTATION

School transmutation; Level alchemist 6 Casting Time 1 move action Components V, S Range personal Target you Duration 1 round/level (D)

This spell has no effect unless you are currently under the effects of your mutagen class feature, and the remaining duration for the mutagen affecting you is at least 1 hour, and that mutagen's effects end immediately as soon as *temporary mutation* takes effect. You cause the mutagen within you to transform your body more completely, causing



you to gain the mutant template (*Pathfinder Roleplaying Game: Bestiary 5*) for the spell's duration. Each time you use *temporary mutation*, you can choose different mutations and deformities.

THE KING IN YELLOW

School conjuration (calling) [chaos, evil]; Level bard 6, cleric 9, sorcerer/wizard 9, summoner 6, witch 9 Casting Time 3 rounds Components V, S, F (any object bearing a yellow sign) Range close (25 ft. + 5 ft./2 levels) Effect one summoned Hastur Duration 1 round/level

Saving Throw none; Spell Resistance no

RITUAL VERSION

School conjuration (calling) [chaos, evil]; Level 9 Casting Time 90 minutes

Components V, S, F (a copy of the play *The King in Yellow*), SC (up to 6)

Additional Requirements The ritual must be performed in front of at least 3 witnesses who are not participating in the ritual.

Skill Checks Bluff or Profession (actor) DC 34, 3 successes; Diplomacy DC 32, 2 successes; Knowledge (arcana) or Spellcraft DC 34, 3 successes; Knowledge (geography) DC 30, 1 success

Range close (25 ft. + 5 ft./2 levels) Effect one summoned Hastur

Duration 1 hour

Saving Throw none; Spell Resistance no

Backlash Each caster suffers 1d4 points of Wisdom drain

and gains a random madness (see the *Pathfinder Roleplaying Game GameMastery Guide* for more information about madnesses).

Failure Each caster must succeed on a DC 25 Will save or be compelled to attempt suicide in a manner of their choosing sometime in the next 24 hours.

With this spell, you conjure the mythos entity Hastur^{B4}. If this spell was cast as a ritual, Hastur does not attack you or any secondary casters unless you give it reason to. Either way, is not compelled to serve you, and pursues its own interests, which usually involve wholesale destruction and slaughter. At the end of the spell's duration, Hastur returns whence it came.

TOTAL HALLUCINATION

School illusion (phantasm) [composite, mind-affecting]; Level bard 4 (or three 3rd-level spell slots), mesmerist 3 (or three 2nd-level spell slots), psychic 5 (or three 4th-level spell slots), sorcerer/wizard 5 (or three 4th-level spell slots) Casting Time 1 standard action Components V, S, F (a miniature funhouse mirror) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will disbelief; Spell Resistance yes

You alter the target's perceptions, causing him to see, hear, and otherwise experience the world differently from how it truly is. You determine the nature of the illusion, which must be able to be summarized in 25 words or less, and can only change the appearance of existing creatures, objects, or landscape (for example, you could determine that the target views a nearby pool of lava as though it were a pile of gold coins, or that the target sees his travelling companions as though they were marauding ogres, and sees you and your allies as though you were his travelling companions, etc.). This spell can replicate the effects of *mirage arcana* and *seeming* to fulfill what you describe, but only in the mind of the target. The illusion applies to all senses (in the above examples, it could prevent the target from feeling the heat of the lava as he greedily scoops it into his pockets, and it could cause him to hear anything his allies say as grunts and howls from maddened ogres, etc.).

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, you can target one additional creature. Each target receives the same hallucination.

TUMULTUOUS THUNDER

School evocation [bonded, sonic]; Level bard 3, magus 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a broken bell) Range long (400 ft. + 40 ft./level) Area 10-ft.-radius burst Duration 1 round/level Saving Throw Reflex partial, Fortitude partial, see text; Spell Resistance yes

At the point you designate, a massive sustained burst of incredibly loud sound explodes into existence, damaging those who remain in the area. Each creature in the spell's area at the time that the spell is cast is knocked prone unless it succeeds on a Reflex save. Additionally, whenever a creature enters the spell's area, or begins its turn within the area, that creature suffers 2d8 points of sonic damage, and must succeed on a Fortitude save or be deafened for 1 minute.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *tumultuous thunder*, you become deafened for 1d4 rounds.

UNDERWORLD BARGAIN

School conjuration (healing); Level cleric 9 Casting Time 24 hours Components V, S, M (a diamond worth 5,000 gp), F (lead or stone manacles) Range touch Target corpse touched Duration instantaneous Saving Throw none, see text; Spell Resistance none, see text

RITUAL VERSION

School conjuration (healing); Level 9 Casting Time 9 hours

Components V, S, M (a diamond worth at least 5,000 gp and a ruby and sapphire worth 1,000 gp each), F (a lead cauldron or a stone altar), SC (up to your Wisdom modifier) Skill Checks Bluff, Diplomacy, or Intimidate DC 35, 2 successes; Knowledge (religion) DC 35, 5 successes; Sense Motive DC 35, 2 successes Range close (25 ft. + 5 ft./2 levels) Target corpse touched Duration instantaneous Saving Throw none, see text; Spell Resistance none, see

text

Backlash Each caster gains 2 negative levels. Failure Each caster must succeed on a Fortitude save or die. Creatures that die in this way rise as zombies after 1d20 hours, and are compelled to attempt to fulfill the task they would have set to the target.

You return the target to life even stronger than he was before, imbuing him with holy or unholy power to fulfill some specific task or purpose. This spell functions like *raise dead*, except that the target does not suffer any negative levels from being returned to life, and is restored to life at full hit points. Additionally, the target gains a +8 bonus to the ability score your choice. This bonus is either sacred (if you are good) or profane (if you are evil). If you are neutral, you may choose which bonus is granted.

When you cast this spell, you must select some specific task the target can complete, such as slaying a particular creature, locating an object, or repairing a broken object. Until the task is completed, if the target would die, he is utterly destroyed, body and soul, and cannot be returned to life until a *wish* or *miracle* spell restores his soul and he receives the benefits of a *true resurrection* spell. Each day the target fails to make some form of progress towards completing the task you have set, he suffers 1 point of ability drain to each of his ability scores, which cannot be healed by any means, but is instantly cured as soon as he makes further progress on the task.

Once the task is complete, the target loses the sacred or profane bonus to the chosen ability score, but no longer suffers ability drain from failing to pursue the task, and is not destroyed if slain. If the chosen task is an open-ended activity (such as "travel west"), then the task is considered complete after 1 day per caster level.

UNDYING MURDER

School conjuration (summoning); Level antipaladin 4, druid 4, shaman 4, sorcerer/wizard 5, witch 5 Casting Time 1 round Components V, S, M (a crow that has been dead for no more than 24 hours) Range close (25 ft. + 5 ft./2 levels) Effect one swarm of crows Duration concentration, up to 1 hour Saving Throw none; Spell Resistance no

A murder of vengeful crows springs from nothingness at the point you designate and fights on your behalf, with new crows seemingly arising spontaneously within its cawing, rustling mass of black feathers and bloody talons. This swarm has statistics identical to a crow swarm^{AP33}, except that the swarm's maximum hit points are increased by an amount equal to twice your caster level, and it gains regeneration 5, which is overcome by fire and good-aligned weapons and spells. As long as you concentrate on the spell, you can control the swarm's movements. As a move action, you can shift your senses to the crow swarm, allowing you to see, hear, and feel what it does, though this leaves your body blind, deaf, and helpless. You can shift your senses back to your own body with another move action. As a swift action, you can cause the crows to speak up to 25 words (each crow speaks the same words in unison, in a raspy, inhuman voice).

UNERRING AMMUNITION

School transmutation [composite]; Level magus 3 (or three 1st-level spell slots), ranger 3 (or three 1st-level spell slots), sorcerer/wizard 3 (or three 1st-level spell slots) Casting Time 1 standard action Components V, S, F (a tiny magnet in the shape of an arrow) Range touch Target up to 10 pieces of ammunition touched Duration 1 round/level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You imbue the target ammunition with magical accuracy, causing it to fly straight and true. Any attack roll made with the affected ammunition gains a +5 competence bonus, and the attack ignores any cover less than total cover, and any concealment less than total concealment. Finally, if the attack results in a critical threat, that critical threat is automatically confirmed.

Composite: If you cast this spell using the optional composite method, the competence bonus also applies to damage rolls made with the affected ammunition.

VERBECK'S ELDRITCH ARMORY

School conjuration (creation) [composite]; Level magus 5 (or three 4th-level spells slots), sorcerer/wizard 7 (or three 5th-level spells slots) Casting Time 1 standard action Components V, S, F (a sliver from an anvil) Range medium (100 ft. + 10 ft./level) Effect one or more magic weapons Duration 1 minute/level Saving Throw none; Spell Resistance yes

You create one or more weapons wrought from pure arcane power, which last a short time. You can create one or more magical weapons, whose total enhancement bonus (including weapon special abilities with an enhancement bonus equivalent) is equal to 1/3 your caster level. Each weapon created in this way must have at least a +1 enhancement bonus, and cannot have an enhancement bonus in excess of 1/2 your caster level, but otherwise, can have any magic weapon special abilities that you desire, provided that the cost of those abilities is expressed as an enhancement bonus equivalent. These abilities count against the enhancement bonus of the created weapon. You cannot give weapons created in this way the *bane* weapon special ability. If you use this ability to create a weapon that fires projectiles or ammunition, you also create 50 pieces of non-magical ammunition for that weapon. Weapons and ammunition created by this spell is faintly translucent, and obviously made of magic. Such items vanish into nothingness at the end of the spell's duration.

Composite: If you cast this spell using the optional composite method, you may choose to use more than the listed number of spell slots to do so. For each additional spell slot of the same level you use to cast this spell, the total enhancement bonus available for you to divide amongst all of the weapons created by this spell increases by 2.

VERBECK'S HELPFUL HANDS

School transmutation [composite]; Level magus 1 (or two o-level spell slots), sorcerer/wizard 1 (or two o-level spell slots), spiritualist 1 (or two o-level spell slots), summoner 1 (or two o-level spell slots), Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Targets up to one unattended object/level; see text Duration concentration Saving Throw Will negates (object); Spell Resistance no

You can lift and move each target from a distance. Each round, when you concentrate on the spell, you can direct each object to fly up to 30 feet in any direction, although the spell ends for a given object if the distance between you and it ever exceeds the spell's range. Each object can be directed to move in a different way each time you concentrate, and you can effectively control each object simultaneously. You cannot propel the objects with enough force to damage creatures that they strike. You cannot affect objects that weigh more than 5 pounds.

Composite: If you cast this spell using the optional composite method, you can affect objects weighing up to 5 pounds + 5 pounds per two caster levels.

VERBECK'S IMPRESSION ATTUNEMENT

School divination; Level medium 4, mesmerist 5, occultist 5, psychic 6, spiritualist 6 Casting Time 1 standard action Components V, S Range touch Target one touched object Duration instantaneous and 1 hour/level (D); see text Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You use the psychic impressions left on the target object by emotionally or psychically charged events to turn the object into a divining rod that can lead you to people, places, or things that were involved in those events. This functions as the spell object reading, except that you gain a competence bonus on the Appraise check equal to twice your caster level, and all information revealed in this way is gained instantly. For the spell's duration, as long as you are holding the target object, you can concentrate on any creature, object, or location depicted in any of the visions that this spell's use of psychometry caused you to have about the object. If you do so, you learn the direction and relative distance of that person, place, or object. If the person, place, or object is on another plane, you learn the plane that they are on, instead.

VERBECK'S PHANTOM CONDUIT

School conjuration (calling); Level occultist 5, paladin 4, spiritualist 5 Casting Time 1 standard action Components V, S Range touch Target touched weapon, tool, or piece of clothing Duration instantaneous; see text Saving Throw none; Spell Resistance no

RITUAL VERSION

School conjuration (calling); Level 4

Casting Time 4 hours **Components** V, S, SC (up to your Wisdom modifier) **Skill Checks** Diplomacy DC 27, 2 successes; Knowledge (history) DC 24, 1 success; Knowledge (nobility) DC 24, 1 success

Range touch

Target touched weapon, tool, or piece of clothing Duration instantaneous; see text

Saving Throw none; Spell Resistance no

Backlash Each caster suffers 1d4 points of Charisma damage. **Failure** The primary caster must succeed on a DC 20 Will save or be possessed by a random spirit. Treat this as a ghost whose CR is equal to the ritual's caster level, and which always possesses the malevolence ability.

You conjure the spirit of one of the item's deceased previous owners, which appears as a phantom, and immediately gains possession of the item. The phantom has statistics as though it were the phantom of a spiritualist whose class level is equal to your caster level minus 4, and it is able to wield, wear, or otherwise use the item targeted by the spell, which is automatically and instantaneously equipped to it when it is called. If the phantom loses contact with the target item at any time, the spell immediately ends, and the phantom disappears into nothingness. The GM determines the phantom's emotional focus. If the item does not have any previous owners who are now deceased, the spell fails.

You do not have any direct control over the phantom, but depending on the nature of the phantom, may be able to convince it to answer questions or perform services for you. This functions similarly to bargaining with an outsider conjured by a *planar ally* spell, except that most phantoms prefer to barter services for services, rather than accepting payment in gold. As a general rule, phantoms require services of roughly proportionate value to any services that the phantom provides to you. This value is generally based on how long it takes to perform the task, but dangerous tasks count as 10 times as long as relatively safe tasks (so asking for 1 hour of the phantom's aid in combat might be paid for by performing 10 hours writing letters to the phantom's loved ones based on its dictation, and ensuring that they are delivered).

As soon as the phantom's task is complete and it has received payment, or once it becomes clear that no agreement will be reached, the phantom generally returns whence it came. Phantoms of particularly evil creatures may decide to remain and cause trouble, instead, and may even attack you.

This spell always conjures the phantom of whichever previous owner of the item had the strongest connection to it, among all of its previous owners that are deceased. As a result, casting this spell multiple times on the same item will always conjure the same phantom, unless a previous owner with a stronger connection has died since the previous time the spell was cast, or the psychic imprint left on the item was altered, such as with *implant false reading*. However, as your caster level increases, the spell is able to allow the phantom to manifest more fully, increasing its Hit Dice and abilities to equal that of a phantom of a spiritualist whose class level is equal to your caster level minus 4, even if the phantom manifested as a less powerful version a previous time the spell was cast.

VERBECK'S POWERFUL PROJECTILES

School transmutation [divisible]; Level cleric 2, magus 2, occultist 2, ranger 3, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, F (a magic arrow worth at least 40 gp) Range touch Target varies; see text Duration 1 round/level Saving Throw Fortitude negates (object); Spell Resistance yes (object)

You imbue a number of pieces of ammunition with minor magical power. You can cast this spell multiple times. For each time *Verbeck's power projectiles* is prepared, you can target a total number of pieces of ammunition equal to 5 times your caster level, which can be divided amongst any number of times the spell is cast.

Each time you cast Verbeck's powerful projectiles, you choose a number of pieces of ammunition to target, drawing from this pool, to a maximum number of targets equal to 5 per caster level. Affected pieces of ammunition gain a single +1- enhancement-bonus-equivalent weapon special ability of your choice for which they are eligible. At caster level 10, affected pieces of ammunition instead gain either two +1-enhancement-bonus-equivalent weapon special abilities, or one +2-enhancement-bonus-equivalent weapon special ability. At caster level 15, affected pieces of ammunition gain a total enhancement bonus equivalent of abilities equal to +3, divided as you choose. You may not grant the bane weapon special ability in this way. All targets receive the same weapon special ability, and all targets must be eligible to receive each of the granted abilities. This spell does not grant an actual enhancement bonus of any kind, but can still be used to grant magic weapon special abilities to weapons without an enhancement bonus.

You must choose to have the spell target at least 1 piece of ammunition each time you cast it. This spell is not considered to be expended until the total number of targets it is capable of targeting have been used up (counting from amongst all of the times you cast it).

VICIOUS TOUCH

School evocation; Level antipaladin 1, bloodrager 1, magus 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (a wishbone) Range touch Target creature touched Duration instantaneous Saving Throw none; Spell Resistance yes You rip the target's vital energy from him, infusing yourself with his essence. With a successful melee touch attack, you deal an amount of damage equal to 2d6 + your caster level to both yourself and the target. Additionally, you regain a single expended spell slot of 1st level or lower. If the target is a spellcaster, you immediately become aware of all spells of 1st level or lower that the target is currently able to cast, and can choose one of them to prepare in this slot (even if you are a spontaneous spellcaster). Otherwise, you must choose and prepare a single spell of 1st level or lower that you are currently able to cast and prepare it in that slot, instead. If the damage inflicted by this spell is prevented in any way (whether to you or the target), you do not regain the spell slot.

WALL OF LIGHTNING

School evocation [electricity]; **Level** druid 5, magus 4, sorcerer/wizard 4

Casting Time 1 minute

Components V, S, M (a small brick of electrum)

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

Effect one wall of lightning 100 ft. long, 5 ft. thick, and 10 ft. high

Duration concentration + 1 round/level Saving Throw Reflex partial; Spell Resistance yes

RITUAL VERSION

School evocation [electricity]; Level 4 Casting Time 40 minutes

Components V, S, F (an electrum idol worth 500 gp), SC (up to 6)

Additional Requirements If this ritual is performed outdoors during stormy conditions, all casters receive a +5 bonus on all skill checks made to perform it. Skill Checks Knowledge (arcana) DC 32, 2 successes;

Spellcraft DC 32, 2 successes

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

Effect one wall of lightning 100 ft. long, 5 ft. thick, and 10 ft. high

Duration 1 hour

Saving Throw Reflex partial; **Spell Resistance** yes **Backlash** Each caster suffers 2d6 points of electricity damage.

Failure Each caster must succeed on a Reflex save or suffer an additional 10d6 points of electricity damage and be paralyzed for 1d4 minutes.

You force twisting purple lightning into a solid, crackling barrier that damages those that cross it, and may stun them within its space. Any creature that enters the spell's area or begins its turn within it must succeed on a Reflex save or suffer 1d6 points of electricity damage and be stunned for 1 round. *Wall of lightning* can be made permanent with *permanency*. The minimum caster level required is 11th, and the gp cost is 10,000 gp.

WILD CONSCRIPTION

School enchantment (compulsion) [bonded]; Level druid 3, mesmerist 4, ranger 2, shaman 3, sorcerer/wizard 4, witch 3 Casting Time 1 standard action Components V, S, M (a raw steak) Range 120 ft. Area cone-shaped emanation Duration concentration, up to 1 round/level

Saving Throw Will negates; Spell Resistance yes

You reach out to the minds of primal creatures and draw them to your presence to defend you for a short time. All animals, magical beasts, and plants within the spell's area must succeed on a Will save or be drawn to your presence, moving closer to you until they occupy the nearest unoccupied space to you. Creatures affected in this way never harm you or your allies for the spell's duration, and actively engage any creatures that are currently attempting to harm you (note that creatures of animal intelligence may have difficult recognizing certain methods of hostile action, such as a spellcaster assaulting you with a mind-affecting effect that does not have a visible manifestation). The spell ends immediately if you or any of your allies take any hostile actions against any of the affected creatures.

Spellbond: When preparing this spell, you may prepare another spell in the same spell slot. If you cast either spell, both spells are expended. If you cast the spell prepared in the same slot as *wild conscription*, all animals, magical beasts, and plant creatures within a 500-foot-radius spread become alerted to your location, and, unless those creatures succeed on a Will save equal to *wild conscription's* saving throw DC, their attitude towards you changes to hostile.

WRATHFUL SMITE

School evocation [evil or good]; Level antipaladin 3, paladin

Casting Time 1 swift action Components V, S, DF Range personal Target you Duration 1 round/level, or until discharged

When you cast this spell, you must expend one remaining use of smite evil or smite good, or the spell is wasted and has no effect. You channel all the fury of your smite into a single, devastating blow. When you cast this spell, choose a single creature you can see. If the chosen creature is not evil (if you expended a use of smite evil) or not good (if you expended a use of smite good), this spell has no effect. Otherwise, you gain a deflection bonus to AC against attacks made by that creature equal to your Charisma modifier plus 2. Additionally, the first attack you make against the chosen creature automatically hits, ignoring any concealment or other effects (such as from a *mirror image* spell). You must still make an attack roll to determine if the attack is a critical threat, and gain a bonus on the attack roll equal to twice your Charisma modifier. Further, the attack automatically bypasses any DR the creature might possess and stops any regeneration or fast healing it might have for a number of rounds equal to your Charisma modifier. Finally, the attack deals an amount of additional damage equal to twice your paladin level. If the target is a creature that you would normally deal double the normal bonus damage to on your first attack with a successful smite, the damage bonus for the attack made with this spell is equal to three times your paladin level, instead.

This spell is discharged once you make an attack against the chosen creature. If you expend smite evil when the spell is cast, the spell has the good descriptor, and if you expend smite good when the spell is cast, the spell has the evil descriptor.

Appendix 1: New Feats

This section presents a variety of feats that provide players with more ways to interact with the new spell mechanics introduced in this book. They are presented in alphabetical order.

Cautious Ritualist

You can perform rituals more safely than most. **Prerequisite:** Knowledge (arcana, history, planes, or religion) 5 ranks.

Benefit: Whenever you perform a ritual, as either a primary or secondary caster, you are less likely to suffer the ritual's backlash or failure. You suffer a ritual's backlash only if one or more of the skill checks made to perform the ritual was a failure. Further, you suffer the failure effect of the ritual only if at least 3/4 of the skill checks made to perform the ritual were failures (the ritual still has no effect if less than 1/2 of the skill checks are successful). Other casters participating in the ritual suffer backlash and failure normally.

Composite Specialist

You always get the most from composite spells. Benefit: Whenever you cast a spell with the composite descriptor, if that spell has an additional effect or benefit that occurs only when the spell is cast using the composite method, that additional effect or benefit applies, even if the spell was not cast using that method.

Composite Spell [Metamagic]

You can prepare a spell using multiple spell slots of a lower spell level.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: A composite spell is prepared using three spell slots of a lower spell level than the spell's normal spell level. The spell's unmodified spell level must be of a spell level that you can currently cast. The spell uses up three spell slots of a spell level two levels lower than the spell's normal level (for example, a 5th-level spell would use up three 3rd-level spell slots). Only spells of 3rd level or higher can be affected by this feat. Spells affected by this feat gain the composite descriptor.

Contingency Caster

You do not suffer ill effects for casting spells prepared in the same slot as an indecisive spell.

Benefit: When you cast a spell prepared in the same spell slot as a bonded spell, you may choose not to suffer the normal penalty for doing so. You can use this ability three times per day.

Divisible Spell [Metamagic]

You are able to divide a spell into multiple components. Benefit: A divisible spell can be cast multiple times. Each time it is cast, you choose a caster level to use as the spell's effective caster level. The minimum caster level you can choose is the minimum caster level to cast a spell of the spell's unmodified spell level, and the maximum caster level is equal to your actual caster level, minus the sum of all chosen caster levels from each previous time you cast the spell from the same spell slot. For all aspects of the spell, including its range, duration, caster level checks, and leveldependent effects of the spell, the spell uses the chosen caster level instead of your actual caster level. The spell slot used to cast the spell is not expended until the sum of the caster levels that you have chosen for each time the spell is cast equals your actual caster level. The spell gains the divisible descriptor. This feat cannot be applied to spells that already have the divisible descriptor. A divisible spell uses up a spell slot 3 levels higher than the spell's actual level.

Fountain Spell [Metamagic]

You can use remaining energy from a cast spell to regain a previously cast spell.

Prerequisite: Able to cast 3rd-level spells.

Benefit: When you cast a fountain spell, you regain an expended spell slot. The regained spell slot is two spell levels lower than the fountain spell's unmodified spell level, and can only be used to cast spells of the same school, subschool, and descriptors as the fountain spell. A fountain spell uses up a spell slot one level higher than the spell's actual level.

Bonded Spell [Metamagic]

You can prepare a second spell in the same spell slot as another spell.

Benefit: A bonded spell is prepared in the same spell slot as another spell. If you cast either spell, both spells are expended. If you cast the other spell prepared in the same spell slot, instead of casting the indecisive spell, you suffer 1d6 points of damage per spell level of the spell slot the two spells were prepared in. The spell gains the bonded descriptor. A bonded spell uses up a spell slot one level higher than the spell's actual level.

Quicken Ritual

You can perform rituals much more quickly, but doing so risks performing them incorrectly.

Benefit: Whenever you serve as a primary or secondary caster for an occult ritual, you can choose to cast it quickly. If the ritual's casting time is normally measured in hours, it is reduced to tens of minutes. If the ritual's casting time is normally measured in tens of minutes, it is reduced to minutes. Casting the ritual quickly in this way makes it difficult to perform, increasing the DC of all skill checks made to cast the ritual by +4.

Spellpower Scrounger

You know how to squeeze the most power possible out of bountiful spells.

Benefit: Whenever you cast a spell with the divisible descriptor, when you choose an amount for whichever variable is used to provide a pool that determines how many times the spell is cast, the spell is treated as though you had selected an amount one higher than you actually did. For example, if a 5th-level caster with this feat prepared the divisible spell *powerful personality*, she would gain a total bonus of +5 to distribute amongst multiple castings, as normal. If she used the entire bonus at once, she would get a total bonus of +6. If she assigned a +1 bonus per casting of the spell, each casting would result in a total of a +2 bonus.



Appendix 2: New Familiars

Whether they serve as arcane teachers and mentors, or merely as magical helpers and assistants, familiars are an excellent way to add a little extra detail and personality to a spellcasting character, and the exotic familiars that can be gained with Improved Familiar can really serve to help set a character apart from the crowd.

Of course, spending a feat on accessorizing your character can be a bit excessive, and while it makes sense that the much more powerful familiars that can be gained with Improved Familiar are reserved for those who make that expenditure, it's more difficult to explain why there are no options for magical creatures to serve as basic familiars.

As a result, each of the familiars in this section is presented in both a standard and greater form. The standard form can be chosen as a standard familiar, and has a stat-block comparable with those of standard familiars, while the greater version can be selected as an improved familiar by any spellcaster of 7th level or higher (regardless of their alignment), and have more powerful stat-blocks with a greater number of powers and spell-like abilities, allowing each creature to serve as either a standard or improved familiar.

Familiar Bonuses

The familiars in this section grant the following bonuses to their masters, regardless of which version of the familiar is gained.

Azure Dragonfly: An azure dragonfly grants its master a +1 bonus on Will saving throws and a +1 bonus on Fortitude saves made to resist becoming poisoned.

Flying Skull: A flying skull grants its master a +1 bonus on concentration checks made to cast spells with verbal components, and a +1 bonus to her caster level for the purposes of casting bountiful spells.

Garden Dragon: A garden dragon familiar grants its master a +1 bonus on Knowledge (nature) checks, and a +2 bonus on the saving throws against the spells and abilities of plant and fey creatures.

Hell Raven: A hell raven familiar grants its master a +2 bonus on all skill checks made as part of casting a ritual (see Pathfinder Roleplaying Game Occult Adventures for more information on rituals). A hell raven familiar speaks its master's choice of Abyssal or Infernal.

Whiskey Spirit: A whiskey spirit familiar allows its master to consume twice as many alcoholic beverages before becoming intoxicated, and grants its master a +4 bonus on Fortitude saves made against ingested poisons.
Azure Dragonfly

This bright blue insect is of primordial size, though it is very clearly a dragonfly. It flies at great speed, making appear as a blue blur flashing by.

AZURE DRAGONFLY CR 1/4 XP 100 N Tiny vermin Init +1; Senses Perception +2	AZURE DRAGONFLY, GREATERCR 2XP 600NN Tiny magical beastInit +1; Senses Perception +2
DEFENSE	DEFENSE
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)	AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 5 (1d8+1)	hp 17 (2d10+6)
Fort +3, Ref +1, Will +2	Fort +,6 Ref +4, Will +2
Defensive Abilities mindless	Defensive Abilities mindless
OFFENSE	OFFENSE
Speed 5 ft., fly 20 ft. (average)	Speed 5 ft., fly 20 ft. (average)
Melee bite +3 (1d3-1 plus poison)	Melee bite +5 (1d4+1 plus poison)
Space 2-1/2 ft.; Reach o ft.	Space 2–1/2 ft.; Reach 0 ft.
STATISTICS	Spell-Like Abilities (CL 5th; concentration +7)
Str 8, Dex 12, Con 12, Int —, Wis 14, Cha 14	1/week—find the path (CL 11th)
Base Atk +0; CMB -3; CMD 8	1/day—invisibility purge
Feasts Weapon Finesse ^B	STATISTICS
Feats Weapon Finesse ^B	Str 12, Dex 12, Con 16, Int —, Wis 14, Cha 14
Skills Fly +5	Base Atk +2; CMB +1; CMD 12
SQ mindless familiar	Feats Ability Focus (poison), Improved Natural Attack (bite)
ECOLOGY	Skills Fly +5
Environment any	ECOLOGY
Organization solitary, pair, or swarm (3–8)	Environment any
Treasure none	Organization solitary, pair, or swarm (3–8)
SPECIAL ABILITIES	Treasure none
Poison (Ex): Bite—injury; <i>save</i> Fortitude DC 11; <i>frequency</i> 1/	SPECIAL ABILITIES

Poison (Ex): Bite—injury; save Fort DC 16; frequency 1/round Mindless Familiar (Ex): An azure dragonfly familiar gains for 4 rounds; effect 1d2 Dex damage and -1 on saving throws an Intelligence score as appropriate for its master's level, but made to resist the greater azure dragonfly's master's spells for 1 minute; cure 1 save.

> Mindless Familiar (Ex): A greater azure dragonfly familiar gains an Intelligence score as appropriate for its master's level, but retains its immunity to mind-affecting effects.

Whether left to their own devices or bonded as a familiar, these giant insects are avid hunters and are happy to use their poison to catch or kill any prey they think of as weak, immobilizing them and eventually eating them. Azure dragonfly poison is rarely sought after by naturalists, though occasionally bids have been made to secure the poison of greater azure dragonflies, with the aim to make a variant of their poison that could aid any spellcaster. As these azure dragonflies are most often in the service of powerful and dangerous spellcasters, however, such bids tend to be highly unsuccessful.

Azure dragonflies serving as familiars tend to be aggressive in nature and will most often advise their master to seek out violent and direct solutions to their problems, often finding some way to involve themselves in a key element of plot. In this respect, azure dragonflies show little regard for the lives of other creatures.

Ecology

Azure dragonflies are large insects, named for their bright blue coloring. Each has a body about the size of a house cat, but has much larger wingspans and long tails that make them appear even larger than they actually are. Typical azure dragonflies spend much of their time in swamps and tend to serve as familiars for hags, witches, and other swampdwelling spellcasters. Over time, azure dragonflies absorb more and more magic, becoming magical beasts.

round for 4 rounds; effect 1d2 Dex damage; cure 1 save.

retains its immunity to mind-affecting effects.

Wild azure dragonflies tend to be more pests than a real danger, and keep clear of humans and other civilized peoples unless desperate or attracted by magic. Though mindless, these creatures seem to display some cunning and the ability to follow instructions. They are drawn to magic, which they can absorb to grow more powerful, though the energy required to form the arcane bond limits this growth, and only wizards capable of commanding especially powerful familiars can forge a bond with a greater azure dragonfly, or realize the potential of an already bonded azure dragonfly.

Flying Skull

This creature appears to be a human skull detached from the body, and flies around roughly at the height of a human head. From time to time, its mouth opens and a few words escape in an eerie, breathy voice.

FLYING SKULL CR 1/8 XP 50 N Diminutive undead Init -1; Senses darkvision 60 ft.; Perception +0 DEFENSE	FLYING SKULL, GREATERCR 2XP 600N Diminutive undeadInit +1; Senses darkvision 60 ft.; Perception +6DEFENSE
AC 14, touch 13, flat-footed 14 (-1 Dex, +1 natural, +4 size) hp 9 (1d8+5) Fort +2, Ref -1, Will +2	AC 16, touch 15, flat-footed 15 (+1 Dex, +1 natural, +4 size) hp 22 (3d8+9) Fort +3, Ref +2, Will +3
OFFENSE	OFFENSE
Speed 5 ft., fly 20 ft. (average) Melee bite +0 (1d2-4) Space 1 ft.; Reach 0 ft.	Speed 5 ft., fly 20 ft. (average)Melee bite +2 (1d2-4 plus curse bite)Space 1 ft.; Reach 0 ft.
STATISTICS	Special Attacks animate corpse, curse bite
Str 3, Dex 8, Con —, Int 4, Wis 10, Cha 14 Base Atk +0; CMB -8; CMD 1	Spell-like Abilities (CL 5th, concentration +7) 1/day—command undead (DC 14)
Feats Toughness	STATISTICS
Skills Fly +9	Str 3, Dex 12, Con —, Int 10, Wis 10, Cha 14
Languages Common	Base Atk +2; CMB -6; CMD 5
ECOLOGY	Feats Ability Focus (curse bite), Toughness
Environment any	Skills Bluff +5, Fly +13, Knowledge (Religion) +6, Perception
Organization solitary	+6 Languages skulltongue
Treasure none	
	ECOLOGY
Ecology	Environment any Organization solitary Treasure none
These strange undead creatures are created from the skulls of	SPECIAL ABILITIES
witches and warlocks who died as a result of a magical attack	

Animate Corpse (Su): A greater flying skull can animate the body of a deceased creature of Medium size or smaller without a head by landing on its shoulders as a standard action. If it does, the body rises as a zombie on the next round. The creature remains animated in this fashion so long as the flying skull remains attached; separating from the creature is another standard action. A zombie animated in this way has a number of Hit Dice equal to 1/2 the flying skull's master's wizard level, instead of the normal amount.

Curse Bite (Su): Any creature stuck by the greater flying skull's bite attack must succeed on a Will save (DC 15) or be wracked by a terrible curse that imposes a -2 penalty to all of their ability scores for 24 hours. Multiple instances of curse bite do not stack.

Skulltongue (Su): A greater flying skull can speak any language that its master can speak. Additionally, it is able to communicate with any undead creature as though they shared a language.

These strange undead creatures are created from the skulls of witches and warlocks who died as a result of a magical attack or built-up magical energies, and returned to life as magical flying skulls. Typically, these skulls are human, though it is not terribly uncommon for them to come in the skulls of other civilized races. Flying skulls of monstrous races are far more are rare; ogre mage flying skulls are the most common of monstrous flying skulls, though others are possible. As undead creatures, flying skulls do not need to eat, sleep, or breathe, which make them ideal familiars for absent-minded wizards. However, the macabre nature of these familiars makes them unpopular among superstitious spellcasters.

Flying skulls tend to have mischievous personalities and enjoy jokes of all kinds, especially insults and practical jokes with dire consequences. While all flying skulls have some affinity for language, they lack the intelligence for wit, tending to have very crude and often cruel senses of humor.

Flying skulls only very rarely remember specific details of their past lives, occasionally blurting out some memory or piece of information when a certain stimulus is presented. Though rare, these ideas tend to become focuses of obsession for the flying skull, and they will fixate on these ideas until they are dealt with, making them potentially hazardous to wizards who would rather not be bothered.

Garden Dragon

These emerald green dragons are roughly the size of a large house cat or small dog. They have large leafy wings and a ring of forest green fur, which surrounds their short-snouted heads.

GARDEN DRAGON CR 1/2	GARDEN DRAGON, GREATER CR 3
XP 200	XP 800
N Tiny dragon	N Tiny dragon
Init +1; Senses low-light vision, darkvision 30 ft.; Perception	Init +1; Senses low-light vision, darkvision 30 ft.; Perception
+1	+7
DEFENSE	DEFENSE
AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)	AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size)
hp 7 (1d12+1)	hp 31 (3d12+12)
Fort +3, Ref +3, Will +3	Fort +7, Ref +4, Will +4
OFFENSE	OFFENSE
Speed 10 ft., fly 40 ft. (average)	Speed 10 ft., fly 40 ft. (average)
Melee bite +1 (1d4 plus 1 fire damage)	Melee bite +3 (1d4 plus 1d4 fire damage) and 2 claws +3 (1d2)
Space 2–1/2 ft.; Reach o ft. (5 ft. with bite)	Space 2-1/2 ft.; Reach o ft. (5 ft. with bite)
Special Attacks breath weapon (15-ft. cone, 1d4 fire damage	Special Attacks breath weapon
and creatures in area are dazzled, Reflex DC 11 for half	Spell Like Abilities (CL 10th, concentration +12)
damage; usable once every 1d4 minutes)	1/day—plant growth, speak with plants
STATISTICS	1/hour—entangle (DC 13), wall of thorns
Str 10, Dex 12, Con 12, Int 2, Wis 12, Cha 10	STATISTICS
Base Atk +1; CMB -1; CMD 10	Str 10, Dex 12, Con 18, Int 10, Wis 12, Cha 15
Feats Improved Natural Attack	Base Atk +3; CMB -1; CMD 10
Skills Fly +7, Profession (gardener) +2	Feats Improved Natural Attack, Skill Focus (Stealth)
Languages Draconic (can't speak)	Skills Appraise +6, Diplomacy +8, Fly +11, Perception +7,
SQ green thumb	Sense Motive +7, Stealth +18
	Languages Draconic
ECOLOGY	SQ green thumb, natural camouflage
Environment any	
Organization solitary, pair, or clutch (2 plus 1 young	ECOLOGY
noncombatant)	Environment any
Treasure none	Organization solitary, pair, or clutch (2 plus 1 young
SPECIAL ABILITIES	noncombatant)
	Treasure none
Green Thumb (Ex): A garden dragon can improve the	SPECIAL ABILITIES
growth of plants, causing them to grow larger and bear	
Browner or plantes, causing them to grow larger and bear	

Breath Weapon (Ex): A greater garden dragon's breath weapon shoots fire in a 15-ft. cone. Creatures in the area must attempt a DC 17 Reflex save or suffer 2d4 fire damage and become dazed for 1 round. Creatures that succeed on this save take half damage and ignore the dazed effect, but are instead dazzled for 1 round. The greater garden dragon can use this ability once every 1d4 rounds.

Green Thumb (Ex): A greater garden dragon can improve the growth of plants, causing them to grow larger and bear larger, more succulent fruits. Any plant that a garden dragon touches at least once a day for 1 month has its yield increased by 50% the next time it is harvested.

Natural Camouflage (Ex): A greater garden dragon can use Stealth to hide outdoors, even while observed or in conditions of bright light.

Ecology

Garden dragons are very small and benign members of the dragon family. They have a great love for all things that grow, and enjoy spending their time around the beautiful things grown by humans. They have a natural magic that aids in the growth of plants, making them excellent additions to any garden. They also make fine familiars and favor wizards who grow their own magical ingredients or otherwise tend to plants that they can relax among. Though small, even the most humble of garden dragons is capable of breathing fire, and they are more combat-ready than the typical familiar, able to dispatch large vermin, woodpeckers, squirrels, and other small creatures that endanger their gardens and provide their chief food supply.

larger, more succulent fruits. Any plant that a garden dragon

touches at least once a day for 1 month has its yield increased

by 50% the next time it is harvested.

Hell Raven

Though about the size of a common raven, this bird has feathers that range from bright red to a very dark reddish brown. Its eyes are bright yellow, and its voice is a hoarse and malevolent whisper.

HELL RAVEN CR 1/2	HELL RAVEN, GREATER CR 3
XP 200 N Tiny animal (extraplanar) Init +2; Senses low-light vision; Perception +2	XP 800 N Tiny magical beast (extraplanar) Init +3; Senses low-light vision, sight of the hells; Perception
DEFENSE	+2
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)	DEFENSE
hp 3 (1d8-1) Fort +1, Ref +4, Will +2	AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size) hp 13 (3d10-3) Fort +2, Ref +6, Will +3
OFFENSE	
Speed 10 ft, fly 60 ft. (good)	OFFENSE
Melee bite $+4$ (1d3-5)	Speed 10 ft., fly 60 ft. (good)
Space 2-1/2 ft.; Reach o ft.	Melee bite +8 (1d3-5 plus poison) Space 2-1/2 ft.; Reach o ft.
STATISTICS	Spell Like Abilities (CL 5th, concentration +8)
Str 1, Dex 14, Con 8, Int 2, Wis 14, Cha 14	1/day—bestow curse (DC 16), speak with dead
Base Atk +0; CMB -7; CMD 5 Easts Skill Fogus (Surrival) Weapon Finance	1/week—contact other plane (outer plane demigod, no
Feats Skill Focus (Survival), Weapon Finesse ^B Skills Fly +14, Survival +6	chance of Int or Cha decrease, CL 12th, 6 questions)
ECOLOGY	STATISTICS
Environment any	Str 1, Dex 16, Con 8, Int 6, Wis 14, Cha 16
Organization solitary, pair, nest (3-9), or murder (10-100)	Base Atk +3; CMB -4; CMD 9
Treasure none	Feats Ability Focus (poison), Skill Focus (Survival), Weapon Finesse ^B
	Skills Fly +11, Survival +8
Ecology	Languages Abyssal or Infernal
	ECOLOGY
Hell ravens are similar to typical ravens in terms of their	Environment any
biology, but have distinct red feathers, setting them apart	Organization solitary, pair, nest (3-9), or murder (10-100)
from their common cousins. Hell ravens originate on the lower planes, typically on one of the warmer of the various	Treasure none
hells. While a common sight throughout the lower planes,	SPECIAL ABILITIES
these creatures are typically so far below the notice of other	
extraplanar entities that they are given even less regard than the fiendish animals that dot such places. When found on the	Poison (Ex): Bite—injury; <i>save</i> Fort DC 12; <i>frequency</i> 1/ round for 6 rounds; <i>effect</i> 1 point of Cha damage and the

Material Plane, hell ravens are almost always in service to a wizard as a familiar. Hell ravens tend to be very clever creatures, and are even darkness and can see 4 times as far as a hum

more inquisitive than their common brethren, often heading into dangerous situations without a second thought. Hell ravens that spend more time on the lower planes develop a potent poison, which can rapidly degenerate mortals into twisted wretches. Hell ravens also are well studied in rituals of all sorts, and commonly share their knowledge of such fiendish things with their wizard masters.

Hell ravens commonly serve as familiars to wizards with some taint of the lower planes already inside of them, such as tiefling wizards, or those who study tomes with a lower planes origin. Though a few of these ravens already exist on the Material Plane, having flown through planar gates that were briefly open and having propagated there, most remain on the planes. **Sight of the Hells:** A greater hell raven can see in all forms of darkness and can see 4 times as far as a human in conditions of dim light. Greater hell ravens can also see invisible evil outsiders, though they cannot see such creatures if they are ethereal.

Whiskey Spirit

Though normally contained within a bottle of fine spirits, this wispy creature appears in a roughly humanoid guise. It is without clear features, and its coloration shifts from deep oak brown to light amber, depending on the light. This spirit is approximately the size of a human thumb and fits neatly into a shot glass.

WHISKEY SPIRITCR 1/8XP 50N Fine outsiderInit +0; Senses Perception +9	WHISKEY SPIRIT, GREATERCR 1XP 400N Fine outsiderInit +0; Senses detect poison, discern lies, Perception +9
DEFENSE AC 18, touch 18, flat-footed 18 (+8 size) hp 4 (1d10–1) Fort +1, Ref +0, Will +5 Immune poison, disease Defensive Abilities liquid adaption	DEFENSE AC 18, touch 18, flat-footed 18 (+8 size) hp 4 (1d10-1)) Fort +1, Ref +0, Will +5 Immune poison, disease Defensive Abilities liquid adaption
OFFENSE Speed 5 ft., swim 60 ft. Melee slam +4 (1d2-5) Space 1/2 ft.; Reach 0 ft. STATISTICS Str 1, Dex 10, Con 8 Int 2, Wis 16, Cha 16 Base Atk +1; CMB -2; CMD -2 Feats Alertness	OFFENSE Speed 5 ft., swim 60 ft. Melee slam +4 (1d2-4) Space 1/2 ft.; Reach 0 ft. Spell-Like Abilities (CL 7th, concentration +10) Constant—detect poison, discern lies At will—delay poison, remove sickness ^{UM} 1/day—remove curse 1/week—divination (CL 9th)
Skills Perception +9, Sense Motive +9 SQ create whiskey ECOLOGY Environment any Organization solitary Treasure none	STATISTICS Str 1, Dex 10, Con 8 Int 2, Wis 16, Cha 16 Base Atk +1; CMB -12; CMD -2 Feats Alertness Skills Perception +9, Sense Motive +9 SQ create whiskey, magic whiskey
SPECIAL ABILITIES Create Whiskey (Su): Once per hour, as a standard action,	ECOLOGY Environment any Organization solitary

Treasure none

SPECIAL ABILITIES

a whiskey spirit can create up to 1 oz of whiskey, enough for a single drink. Whiskey created by a whiskey spirit confers a potent pleasant feeling, causing any creature who consumes it to gain a +1 morale bonus for 1 hour on one of the following (determined randomly at the time of the consumption): attack rolls, or saving throws, or skill and ability checks. This whiskey retains its benefits for 1 hour, after which time it becomes ordinary whiskey.

Liquid Adaption (Su): A whiskey spirit can breathe liquid, including water and alcoholic beverages, as easily as it breathes air.

Ecology

Whiskey spirits are miniscule spirits that are given birth by very potent and carefully crafted whiskey. As a result, these creatures are only found in the very finest bottles of whiskey, bourbon, and scotch. Vaguely resembling a humanoid creature, the whiskey spirit is an outsider who represents sophisticated revelry, and inhabits a single bottle of whiskey, to which it is bound. Joyful creatures, whiskey spirits do not speak (or if they do, their voices are too small to hear), and so they chiefly express themselves through dancing, cavorting, capering, and the like. **Create Whiskey (Su):** Once per hour, as a standard action, a greater whiskey spirit can create up to 1 oz. of whiskey, enough for a single drink. Whiskey created by a greater whiskey spirit confers a potent pleasant feeling, causing any creature who consumes it to gain a +1 morale bonus for 1 hour on one of the following (determined randomly at the time of the consumption): attack rolls, or saving throws, or skill and ability checks. This whiskey retains its benefits for 1 hour, after which time it becomes ordinary whiskey.

Liquid Adaption (Su): A greater whiskey spirit can breathe liquid, including water and alcoholic beverages, as easily as it breathes air.

Magic Whiskey (Su): Once per day, whenever it uses its create whiskey special ability, the greater whiskey spirit can imbue that 1 oz. of whiskey with magic, causing it to additionally function as a potion of any spell the greater whiskey spirit's master knows. This special whiskey potion loses potency after 1 hour, becoming ordinary whiskey.

Appendix 3: New Magic Items

The following section presents a variety of magic items designed to allow spellcasters to make the most of the new mechanics introduced in this book. They are presented in alphabetical order.

AMULET OF SAFE BONDS

PRICE 3,000 gp

Slot neck; CL 1st; Weight — Aura faint abjuration

These golden chains are simple in design, though often augmented with a decorative pendant in the shape of a shield or suit of armor. When worn, they fill the wearer's head with an oppressive but not uncomfortable feeling, like immersion in water.

Once per day, when the wearer of one of these amulets casts a spell he had prepared in the same spell slot as a bonded spell, he may invoke the amulet's magic. If he does, he does not suffer the harmful effects from the bonded spell as a result.

Construction Requirements	Cost 1,500 gp
Create Wondrous Item, shield	

ATHAME OF RITUAL SACRIFICE

PRICE 5,302 gp

Slot none; CL 3rd; Weight 1 lb. Aura faint necromancy

These daggers are made from steel, but treated to glow purple when exposed to fire. The blades themselves are wavy, and carved with sinister runes hinting at its dark purpose. In addition to functioning as a +*1* dagger, an athame of ritual sacrifice has additional powers that can be activated with bloodshed. Whenever a creature is reduced to o or fewer hit points by an attack made with the dagger, the wielder gains a +4 competence bonus on skill checks made to perform occult rituals for 24 hours.

Construction RequirementsCost 2,802 gpCraft Magical Arms and Armor, death knell

BOOK OF OLD WORDS

PRICE 6,500 gp

Slot —; CL 11th; Weight 5 lbs.

Aura moderate divination

A massive tome bound in black leather and painted with the image of a grinning demon, a *book of old words* is filled with countless pages of virtually illegible magical information. These pages are written in blood that never quite dries, instead shining with a bright vitality when read, and leaving stains up anything that touches the page, although the words themselves never seem to smear.

A book of old words can only be read with the aid of *read* magic, or a similar spell. By using the book as an optional focus component while performing any occult ritual, the reader can reroll a single skill check made as part of performing the ritual. The book of old words can also be used as an optional focus component when casting a spell with the ritual descriptor. If it is, and the caster has at least 1 rank in at least half of the skills required to cast the ritual version of the spell, he treats his caster level as 2 higher than it actually is for the purposes of that spell.

Construction Requirements Create Wondrous Item, *legend lore* Cost 3,250 gp

BROOCH OF FOUNTAIN RECOVERY PRICE 60,000 gp

Slot neck; CL 7th; Weight — Aura moderate conjuration

These brooches are often made from cobalt, and take the shape of a heart, carved with stars and moons. They are always warm to the touch, but never uncomfortably so, and extensive physical contact with one of these brooches reduces the appearance of scars and similar disfigurements.

Whenever the wearer of one of these brooches casts a spell with the fountain descriptor, the brooch glows with a powerful light that envelops the caster and heals some of his wounds. If he regains one or more spell slots as a result of casting the fountain spell, he recovers 1d6 hit points per spell level of the spell regained in this way. If he regained a conjuration spell in this way, he also is either cured of a single disease or poison he is suffering from, or cured of one of the following conditions: exhausted, fatigued, paralyzed, or sickened.

Construction RequirementsCost 30,000 gpCreate Wondrous Item, cure critical wounds

COMPOSITE CROWN

PRICE 100,000 gp

Slot head; CL 7th; Weight 3 lbs.

Aura moderate transmutation

These ornate crowns blend various styles and incorporate several different precious metals, as well as sapphires of many colors. Whenever the wearer of one of these crowns casts a spell, the gems glow with an inner light.

A composite crown alters the wearer's mind, allowing her to better see the workings of magic in order to find new ways to easily assemble composite spells. When casting a spell using the composite method, the wearer of one of these crowns may use one fewer spell slot than she normally would (to a minimum of 2 spell slots). Additionally, she treats her caster level as 1 higher than it actually is for all spells cast using the composite method. She must still spend the requisite number of spell slots to enhance the effects of spells that have additional benefits based on the number of spell slots used to cast the spell.

 Construction Requirements
 Cost 50,000 gp

 Create Wondrous Item, mnemonic enhancer

ELIXIR OF BOUNTY

PRICE 4,500 gp

Slot —; CL 11th; Weight —

Aura moderate transmutation

Contained in a crystal vial, this bright blue liquid turns pink when held in the hands of an arcane spellcaster. When consumed, this liquid grants the imbiber a rush of magical power, allowing him to cast a spell again. Drinking the elixir is a move action, and allows the user to cast any single spell that he had cast within the last minute, without expending another spell slot to do so. If the spell is not cast before the end of the imbiber's next turn, the elixir is wasted, with no effect.

Construction Requirements	Cost 2,250 gp
Create Wondrous Item, mage's lucubration	

GLOVES OF STRONG BONDS

PRICE 7,500 gp

Slot hands; CL 5th; Weight —

Aura faint enchantment

These supple leather fingerless gloves are midnight black and seem to absorb light, making the wearer's hands seem like an empty void. If the wearer is a spellcaster, the gloves glow with tiny pricks of bright light, like countless stars. These gloves grant the wearer exceptional power when she uses spells prepared in the same spell slot as a bonded spell, redirecting the energy of the bonded spell into the paired spell. Whenever she casts a spell prepared in the same spell slot as a bonded spell, she treats her caster level as 4 higher than it actually is for the purposes of that spell, but suffers a -2 penalty on any saving throws made to resist the harmful effects inflicted on her by the bonded spell prepared in that slot.

Construction Requirements	Cost 3,750 gp
Create Wondrous Item, heroism,	

RING OF RECOVERED PROTECTION PRICE 30,000 gp

Slot ring; CL 1st; Weight — Aura faint abjuration

These small rings are made from metal, typically steel recycled from magical shields, and allow the wearer to transform the energy of regained spells into raw defensive power. Whenever the wearer uses a spell to recover another spell, such as by casting a fountain spell, or though the use of a spell such as *mage's lucubration*, he can choose to gain a deflection bonus to AC equal to the level of the spell to be recovered, instead of recovering the spell. If he does, this bonus lasts for 1d4 minutes.

Construction Requirements Forge Ring, *shield of faith* <u>Cost 15,000 gp</u>

RING OF SPELL RETENTION

PRICE 50,000 gp

Slot ring; CL 13th; Weight —

Aura strong universal Forged from gold and inlaid with several small ivory jewels carved with tiny runes of magical binding, a *ring of spell retention* has the power to capture and store spell energy as it leaves the caster's hands. Up to three times per day, when the wearer of one of these rings casts a spell, she can invoke its power to store some of the spell power of the cast spell. If she does, then for the next spell she casts after that, she treats her caster level as being 1 higher than it actually is for every two spell levels of the spell that she cast when she activated this ability. If the ring is activated when a divisible spell is cast, then the ring's magic applies each time the wearer casts that particular divisible spell that day, without consuming any further uses of the ring's powers.

Construction Requirements

Forge Ring, limited wish

<u>Cost 25,000 gp</u>

ROBE OF FLEETING PROTECTION

PRICE 35,000 gp

Slot none; **CL** 1st; **Weight** 1 lb. **Aura** faint conjuration

Available in a wide variety of colors, these full-length wizard robes are typically woven using threads of slightly varying hues, making the robe appear to shimmer with each movement the wearer makes. As the robe's magic is used, this is augmented by an arcane glow, giving off light equivalent in strength to a candle.

Each time the wearer casts a spell, he gains an armor bonus equal to the spell's level for 1 minute. Multiple instances of this ability do not stack, but whenever the wearer casts a divisible spell, instead of gaining the normal armor bonus, he can instead choose to increase the robe's existing armor bonus by +1, and reset the duration on that armor bonus to 1 minute.

Construction Requirements Create Wondrous Item, mage armor

ROD OF BOTH WAYS

PRICE 100,000 gp

Cost 17,500 gp

Slot none; **CL** 13th; **Weight** 5 lbs. **Aura** moderate transmutation

A tiny wizard is carved in exquisite detail on each end of these rods, each figure in a dramatic pose. One of these wizards is painted red and the other blue, and whenever the user casts a bonded spell, the wizards animate and begin performing spellcasting motions.

Up to three times per day, the wielder of one of these rods can use its magic when casting a bonded spell in order to cast the spell that was prepared in the same spell slot as the bonded spell as an immediate action. If he does, he does not suffer any harmful effects from the bonded spell as a result of casting the paired spell.

Construction RequirementsCost 50,000 gpCraft Rod, *limited wish*, any five bonded spells

ROD OF COMPOSITION

PRICE 25,000 gp

Slot none; CL 5th; Weight 5 lbs. Aura faint universal

This short rod is made from gold and silver, intertwined to resemble two serpents constricting one another. When held in the hands of a character that has a composite spell prepared, the serpents give an audible hiss, and the rod thrums with magical power.

These rods grant additional power to characters who cast certain composite spells. Whenever the wielder of one of these rods casts a spell using the composite method, she is treated as though she had used an additional spell slot of the same spell level for the purpose of determining any additional effects the spell has based on how many spell slots were used to cast it.

Construction Requirements	Cost 12,500 gp
Craft Rod, any three composite spells	

SPHERE OF ENDLESS ARCANA

PRICE 75,000 gp

Slot none; **CL** 7th; **Weight** 2 lbs. **Aura** moderate universal

A perfectly smooth sphere of amber, these arcane instruments often contain tiny fey, minuscule dragons, or other diminutive magical creatures imprisoned within. The spheres are roughly 6 inches in diameter..

A sphere of endless arcana must be held in one hand to be used, and greatly increases the power of spells cast with spell slots gained from spells with the fountain descriptor. When the wielder of one of these orbs casts a fountain spell, he can recover a spell of up to 1 level higher than he normally would be able to up to the maximum level of the increases the spell level limit of any spell slots he gains as a result of casting that fountain spell by 1. Any other restrictions on what type of spell can be prepared or cast in that spell slot remain, and are not altered by the *sphere of endless arcana*. This ability can be used three times per day. Finally, as long as the sphere is held, the wielder treats his caster level as 2 higher for the purposes of any spells cast with spell slots regained with fountain spells.

Construction RequirementsCost 13,150 gpCreate Wondrous Item, mage's lucubration

STAFF OF COMPOSITION

PRICE 25,300 gp

Slot none; **CL** 1st; **Weight** 4 lbs. **Aura** faint transmutation

These straight, smooth staves are made from multiple different types of wood, which form neat and orderly bands vertically along the staff's length, each section a different shade and with unique grain, but all of them connected without a single apparent seam or other connection. A *staff* of *composition* functions as a +*i quarterstaff*, but is more powerful in the hands of spellcasters who employ composite spells. Whenever the wielder casts a spell using the composite method, the next attack he makes with the *staff* of *composition* deals an additional 1d6 points of bludgeoning damage for every 2 spell levels of the composite spell (rounded down). If no attack is made with the staff within one minute, this benefit is lost.

Construction Requirements Craft Magic Arms and Armor, *magic weapon*

PRICE 20,000 gp

Cost 10,000 gp

Cost 12,800 gp

TORCH OF RITUAL FIRE
Slot none; CL 5th; Weight 1 lb.

Aura faint evocation

A stout torch made from darkened bronze and carved with runes in a variety of dead languages, once lit, these torches burn indefinitely until their magic is used or until they are doused with the tears of a medusa.

A torch of ritual fire sheds light and heat like a normal torch, and once lit, can also be used to cast ritual spells more easily. The torch's wielder can use it as a focus for the ritual version of any ritual spell in order to take 10 on all skill checks made as part of performing the ritual. Alternatively, the torch can be used as a focus for the spell version of a ritual spell. If used in this way, its bearer may make a single skill check of each type listed in the ritual version of the spell as part of casting it, at the same DCs. If these checks are successful, he treats his caster level as being 2 higher than it actually is for the purposes of that spell. The torch's bearer can never take 10 or 20 on these checks, even if he would otherwise be able to do so. Using the *torch of ritual fire* in either of these ways extinguishes it, and it cannot be used again for 24 hours.

Construction Requirements

Create Wondrous Item, *continual flame*, any three spells with the ritual descriptor

Appendix 4: Miscast Spells

Much of what is written about magic and spells is what occurs when everything works the way that it is supposed to, and for most spells, if anything goes wrong while casting it, the result is simply that the spell fails completely, with no effect whatsoever. But magic is a fickle creature, and sometimes seems to have a mind of its own. There are countless stories of mishandled magic getting out of hand, and having effects and consequences that were both unforeseen and disastrous. While these sorts of scenarios can be difficult to codify into game rules, there is certainly room for some exploration of this resonant trend.

This appendix introduces the concept of miscast spells: effects that occur when an attempt to cast a particular spell is foiled for one reason or another, which, rather than having the spell fail completely, causes the spell to behave in ways that are different from how it functions when it is cast successfully, generally with a drawback or penalty of some kind that is detrimental to the caster, but not necessarily so severe that it is worse than failing to cast the spell at all. In order to help these miscast spells feel unique and mysterious, they are tied to individual spells, rather than applying generically to a wide host of spells. Except as noted under the miscast spell's description, and the general rules for miscast spells, when a spell is miscast, it functions in all ways as the normal version of the spell.

Miscasting a Spell

The rules for spellcasting do not take the possibility of miscasting a spell into account, and so it is up to the GM to determine what conditions will be appropriate for determining a spell to be miscast. The following are suggestions for some situations that might result in miscasting a spell.

Failed Concentration: Normally, if a spellcaster fails a concentration check made to cast a spell defensively, because she suffers damage while casting the spell, or due to adverse conditions during the casting period, the spell fails. At the GM's discretion, a failure on such a concentration check by less than 5 could result in the spell being miscast, instead.

Improper Preparation: Normally, when a wizard attempts to prepare a spell from another character's spellbook, he must make a Spellcraft check to do so (DC = 15 + the spell's level). At the GM's discretion, this check could be rolled in secret, and if the check fails by less than 5, the wizard is able to prepare the spell, but when it is cast, it is the miscast version of the spell, instead.

Unusual Magical Interactions: There are places in the world where magic functions differently, and it is also possible for a source rich in arcane energies to create a kind of mystical interference that hampers spellcasting. At the GM's discretion, certain areas or conditions might cause spells to be miscast even if everything is done correctly. In these cases, the GM should allow a concentration check to avoid having the spell be miscast, with the DC dependent on the severity of the effect causing the interaction, but ranging from 10 + the spell's level, for relatively minor interference, to 15 + twice the spell's level, for severe interference.

Use Magic Device Mishaps: When activating an item blindly, if the Use Magic Device check is failed by 9 or less, the attempt has no effect, but if it is failed by 10 or more, a mishap occurs. For items that directly replicate spell effects, at the GM's discretion, a failure by less than 5 could result in a miscast version of the spell being cast, instead. The GM might also rule that attempts to use a scroll, staff, or wand with Use Magic Device which fail by less than 5 also result in a miscast version of the spell.

Miscast Spell Rules

Except as noted here, and in the miscast spell's individual description, below, a miscast spell functions as normal for that spell. Because a miscast spell is not fully under the caster's control, it is difficult to dismiss, and the caster must succeed on a concentration check (DC 20 + twice the spell's level) in order to successfully dismiss the spell. Failure by less than 5 means that the caster can try to dismiss the spell again with another standard action, but a failure by 5 or more prevents the caster from making any further attempts to dismiss the spell. Along the same lines, you may not choose to automatically succeed on dispel checks made to dispel miscast spells that you have cast.

Additionally, if a spell requires you to concentrate on it in order to achieve an effect, or simply to maintain it, you must succeed on a concentration check (DC 10 + twice the spell's level) in order to successfully do so. If you would already need to make a concentration check for some reason, increase the DC of that concentration check by 5, instead. Failing this concentration check prevents you from accomplishing any specific actions you are able to take by concentrating on the spell, but if you were concentrating simply to maintain the spell, there is a 50% chance that the spell continues to function, anyway. If this occurs, the DC for all further concentration checks made to maintain the spell increases by +2. This effect stacks.

Miscast Spells

The following miscast spells are presented in alphabetical order. All spells listed here are from among those in the *Pathfinder Roleplaying Game Core Rulebook*, and are those that lent themselves most to being miscast. GMs should use these as examples for creating miscast effects for other spells.

ACID ARROW

The acid fails to form into a cohesive arrow, and instead sprays wildly, dealing 1d4 points of acid damage to each creature in a 15-foot cone originating from your space, as well as 1d4 points of acid damage to you. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing an additional 1d4 points of acid damage to each creature damaged in the initial burst.

AIR WALK

The touched creature is able to walk on air as though it were solid, but he finds that the air feels solid to all of his movements, not just beneath his feet, making it difficult for him to act at all. The spell functions as normal, but at the beginning of the target's turn each round, he must succeed on a DC 10 Strength check or be effectively paralyzed for 1 round by the seemingly solid air surrounding him. Even if he succeeds on the check, he moves at half speed and suffers a -4 penalty on attack rolls and to AC. If the result of the Strength check is 20 or higher, he moves at 3/4 his normal speed (rounded up) and suffers only a -2 penalty. If the result of the Strength check is 30 or higher, he suffers no penalties that round.

ALARM

Each hour, roll a d%. If the result is 90-99, the alarm triggers on its own, without any creature actually causing it. If the result is 100, the alarm triggers and will not stop triggering, continually producing both an audible and mental alarm until the spell effect is ended. This imposes a -4 penalty on your concentration checks, due to the ongoing mental alarm, and the audible alarm imposes a -4 penalty on Perception checks made within the spell's area.

ALTER SELF

Instead of transforming into the type of creature you chose, you transform into a random humanoid creature, instead, using the table from the spell *reincarnate* to determine what type of creature you transform into.

ANIMAL GROWTH

In addition to making the target larger, the spell also fills it with a bestial rage. The creature must succeed on a secondary Will saving throw or have its attitude towards all creatures it can currently sense become hostile. Additionally, the creature is automatically confused for 1d4 rounds.

ANIMAL SHAPES

Each target must succeed on a secondary Will saving throw or have their minds reduced to that of an animal. This functions identically to the effects of failing the Will save for a *baleful polymorph* spell.

ANIMATE DEAD

You animate the dead, but are unable to control them. The out of control spell affects all corpses within a 200-foot radius, rather than only affecting the touched corpses, ignoring the normal restriction of how many Hit Dice worth of undead can be animated with a single casting of the spell (this also does not increase the spell's material component cost). The undead created by the spell are not controlled by you, and automatically attack any living creature they encounter. They foster a special hatred and resentment of you, and will attack you preferentially above other targets. However, while the undead creatures created by the spell can recognize you, they have no special ability to locate you.



ANIMATE OBJECTS

The animated objects are not under your control. There is a 25% chance that they obey the first order you give them, then mindlessly continue that order and ignore all further commands, a 25% chance that they attack you and your allies, and a 50% chance that they engage in seemingly mindless behavior related to their function (for example, an animated oven might lumber about in search of things to consume, and animated broom might brush and sweep the floors, and an animated candle might light fires).

ANIMATE PLANTS

You do not have any control over the animated plants, and instead of attacking the creature you designate, each target randomly determines a target it can sense and attacks that creature.

ANIMATE ROPE

The animated rope is not under your control, and attempts to enwrap any creature that comes within 1 foot of it, including you.

ANTILIFE SHELL

The spell prevents access to living creatures, but actively siphons away the life force of those within it. At the beginning of your turn each round, each creature within the spell's area suffers 2d6 points of negative energy damage. Undead creatures are not healed by this damage.

ARCANE EYE

The spell functions normally, but your own eyesight is blocked while you receive sensory input from the *arcane eye*, rendering you blind.

ASTRAL PROJECTION

Your astral body is not connected to your body by the traditional silver cord, and it is difficult for you to return to your body. Your astral body is unable to return to the Material Plane by any means, mystically barred from that realm of existence. In order to end the spell and return to your physical body, you must travel to the Ethereal Plane and then make your way to the location corresponding to your body's location on the Material Plane. Then, you must succeed on a DC 20 Intelligence, Wisdom, or Charisma check to re-enter your body. This check can be made once per day.

BARKSKIN

The target's toughened skin makes movement more difficult, reducing its Dexterity by an amount equal to the natural armor bonus provided by the spell.

BESTOW CURSE

The negative energies invoked by the spell come back upon you threefold. The spell functions normally, but you are also affected by *bestow curse*, suffering all three of the listed effects (-6 penalty to a random ability score, -4 penalty on attack rolls, saves, ability checks, and skill checks, and a 50% chance to take no action each turn). All three of these effects can be removed with a single *remove curse* or similar effect.

BINDING

You are caught up in the spell's effects as well, and both you and the original target are affected by the same version of the spell. You are entitled to saving throws and spell resistance to resist the spell's effects, as normal.

BLINK

The rapid transitions between the Material Plane and the Ethereal Plane are highly disorienting, and you must succeed on a Fortitude save each round or be nauseated for 1 round. Additionally, there is a 50% chance that you are considered flat-footed against each attack made against you.

CALL LIGHTNING

Each round that you do not concentrate on the spell, there is a 10% chance that a bolt of lightning strikes a random creature within range anyway. These lightning strikes count against the total number of lightning bolts you can call with the spell.

CHAIN LIGHTNING

Any excess electrical energy not discharged by the spell strikes out erratically, rather than dissipating harmlessly. If you choose to affect fewer secondary targets then the maximum, a number of additional secondary targets are chosen at random from among the creatures in the area (including you). If there are not enough creatures in the area to reach the maximum number of targets, you suffer an additional 2d6 points of electricity damage for each remaining secondary target left unused.

CHARM PERSON

The target is overwhelmed with a desire for your attention and affection, as the spell lacks the subtlety and control of one that is properly cast, driving him to obsess over you. Each hour, there is a 20% chance that the target is compelled to perform some outlandish action in an attempt to impress you. This functions as *suggestion*, and the target is entitled to an additional saving throw to resist the effect. Typically, these actions are the desperate acts of one maddened by infatuation, and may include things like spying on you, attacking someone seen as a rival for your affection, breaking into your home and stealing something of yours as a keepsake, or even darker, more desperate acts.

CLONE

Each day, there is a 10% chance that the clone awakens on its own, even if you are still alive. If this occurs, the soulless clone does everything in its power to kill you and replace you. Although the clone has no soul, once it awakens, it is useless for the spell's original purposes, and your spirit cannot inhabit it if you die.

COMPREHEND LANGUAGES

The spell's ability to translate languages is highly compromised. For each given minute of speech listened to or text read, there is a 40% chance that you understand the content correctly, a 40% chance that you interpret the meaning as the exact opposite of what it should be, and a 20% chance that you interpret it completely incorrectly, as an incomprehensible collection of random words.

DEATH KNELL

As you absorb the dying creature's life force, you also absorb a portion of its spirit. The creature's spirit possesses you as though with the spell *riding possession*^{OA}, except that it can communicate with you telepathically, and once per day it can affect you as though with the spell *suggestion* (DC = 10 + 1/2 the possessing creature's Hit Dice + the possessing creature's Charisma modifier), except that the duration of the *suggestion* is only 1 hour. The *riding possession* effect lasts indefinitely, but can be ended with a *remove curse* effect, in addition to the normal means of ending the spell.

DELAY POISON

The poison continues to spread and intensify within the body while it is delayed. When the spell ends, the poison's frequency is doubled (so a poison that would normally have a frequency of 1/round for 6 rounds instead has a frequency of 1/round for 12 rounds), and the saving throw DC to resist the poison increases by +2.

DETECT EVIL

The safeguards that normally protect you from being easily overwhelmed by evil auras are not in place, and you are subject to being stunned by powerful evil auras regardless of your alignment. Additionally, an aura does not need to be overwhelming to stun you, nor does its source need to be twice your character level: any aura whose source is either twice your character level or greater or at least 4 greater than your character level (whichever is lower) causes you to be stunned for 1 round.

DIMENSION DOOR

There is a 25% chance that you arrive at the intended destination, a 25% chance that you arrive in a random location within the spell's range (as determined by the GM), a 25% chance that you are stranded on the Ethereal Plane for 1d10 minutes and then arrive at the intended destination, and a 25% chance that the spell simply fails, with no effect.

DISCERN LIES

The spell's accuracy is greatly diminished. There is a 20% chance that it causes you to believe that any given statement that was not a deliberate falsehood was, and a 20% chance that it does not successfully detect any given deliberate falsehood.

DISPEL MAGIC

The spell functions normally, but the arcane energies of the spell also interfere with your own magical aura, affecting you as though with the targeted version of the spell.

ENTROPIC SHIELD

The magical field works both ways, imposing a 20% miss chance on your ranged attacks requiring attack rolls, as well as those made against you.

EXPEDITIOUS RETREAT

The spell grants you incredible speed, but not the reflexes to control it effectively. You suffer a -4 penalty to AC against attacks of opportunity. Additionally, you provoke attacks of opportunity for making movements that normally do not allow them, such as a 5-foot step and the withdraw action.

FIRE SHIELD

The flames conjured by the shield are damaging to you, as well as those who attack you. Each round, you suffer 2d6 points of cold damage (for chill shield) or fire damage (for warm shield). A successful Reflex save reduces this to 1d6 points of damage.

FIREBALL

The explosion caused by the spell is wild and difficult to control. Instead of taking the form of a 20-foot-radius burst, the explosion takes the form of a burst whose radius is equal to 5 feet + 1d6 x 5 feet (anywhere from a 10-foot-radius burst to a 35-foot-radius burst). As the size of the explosion grows, the intensity of the heat is reduced, and for every 5 feet by which the radius exceeds 20 feet, the spell deals 1d6 fewer points of damage (it does not, however, deal more damage with a smaller radius).

FLAMING SPHERE

The globe of fire created by the spell is difficult to control. At the beginning of your turn each round, you must succeed on a DC 20 concentration check or the *flaming sphere* rolls 1d6 x 5 feet in a random direction.

FLY

The spell grants you the ability to fly, but no particular ability to control that flight. The maneuverability for the fly speed the spell grants is clumsy, rather than good, and the subject does not gain the normal bonus on Fly skill checks. Additionally, whenever the subject flies within 5 feet of a solid object, she must succeed on a DC 10 Fly check or crash into the object, suffering 1d6 points of damage for every 10 feet she had flown so far that round, and ending her movement.

FREEDOM OF MOVEMENT

It is difficult for the affected creature to stop her own momentum. At the beginning of her turn each round, if she moved since the beginning of her last turn, she must succeed on a Strength check (DC 10 + 1 per 5 feet she moved since the beginning of her last turn) or be forced to move at least half the distance that she moved since the beginning of her last turn, and in the same direction. Further, the target has difficulty not moving in straight lines, and must succeed on a DC 25 Acrobatics check in order to turn as part of a move action. Finally, all combat maneuver checks made by the target to grapple other creatures automatically fail.

GHOUL TOUCH

The spell does not protect you from the necromantic energy that it releases. When you touch the target, you must also succeed on a Fortitude save to resist the spell's effects, or be paralyzed as well. Since you are not the primary target, and suffer only from the excess magical energy, you gain a +4 bonus on this saving throw.

HASTE

The spell increases affected creatures' speed, but does not improve their reflexes to match. If an affected creature makes the extra attack granted by *haste* as part of a full-attack action, she suffers a -2 penalty on all attacks made that round. She must declare whether she is using the extra attack when she makes the first attack as part of the full-attack action. Additionally, whenever she moves, she must succeed on an Acrobatics check to end her movement in the intended square. Otherwise, her momentum carries her an additional 1d4 x 5 feet in the same direction (even if this would exceed her movement speed). Finally, each affected creature suffers a -4 penalty to AC against attacks of opportunity.

HORRID WILTING

Rather than affecting individual creatures, the spell affects all creatures in a 30-foot-radius burst, centered in the center of the area of comprised by each of the individual targets you selected.

ILLUSORY SCRIPT

Rather than appearing as unintelligible text, the *illusory script* details some hidden secret or thought that you would prefer to keep to yourself. The illusory message is generally not related at all to the hidden message, and is not necessarily your deepest, darkest secret, but is always a fact or anecdote about you, or a belief or opinion that you hold, and always one that you would generally go out of your way to keep hidden.

INSTANT SUMMONS

Rather than summoning the target object to you, when you discharge the spell, it teleports you directly to the location of the target object. Unlike the normal version of the spell, the spell does work if the item is in the possession of another creature. There is no way to know whether the spell was miscast or not, other than to discharge the spell.

INVISIBILITY

If the target is an object, the spell functions normally. If the target is a creature, only the creature becomes invisible, not any of his or her gear. As a result, as long as the creature is wearing or carrying any equipment, he does not gain the normal benefits of being invisible, although he is treated as having total concealment for the purposes of whether or not attackers can precision-based damage (he does not gain the other benefits of total concealment). If the creature removes all worn and carried equipment, the spell functions normally.

IRRESISTIBLE DANCE

The urge to dance imposed by the spell is incredibly contagious. Each creature that begins its turn within 10 feet of the target while the target is dancing (potentially including you) must succeed on a Will saving throw or be affected as though she were the target of the spell, including the ability to spread the dance. Once a creature has made a saving throw to resist this effect (whether successful or otherwise), he is immune to any further spreading of the *irresistible dance* from that particular casting.

KNOCK

The target door, lid, or container vanishes entirely, transported to the Ethereal Plane. Any objects that may have been inside the object are not transported, and remain where they are (most likely spilling out onto the floor beneath the object). Any object that would not successfully have been opened by the spell is not transported in this way.

LEGEND LORE

For every two truthful pieces of information granted by the spell, you also learn one piece of information that is merely a wild rumor, with no basis in fact. The spell does not provide any means of distinguishing one from the other, although independent research may make it clear what is accurate and what isn't.

MAGE'S MAGNIFICENT MANSION

The portal that grants entry into the mansion is one-way, and once inside, leaving the mansion is difficult. You have no direct control over the layout of the mansion, and instead of *unseen servants*, the mansion is inhabited by a single outsider, determined by the GM, whose CR is equal to your caster level +2, and who is hostile towards all creatures that enter the mansion. The mansion can be exited with *plane shift*, or similar spells, or by finding the invisible exit that is concealed somewhere within the mansion's floorplan. Finally, if the outsider inhabiting the mansion is killed, the spell effect ends, and all creatures inside the mansion are returned harmlessly to the Material Plane by the place where the mansion's entrance was.

MAGIC JAR

The spell functions normally, except that the spirit that is displaced into the jar is then able to possess the bodies of nearby creatures, in the same manner that you were able to. The spirit cannot possess its own body in this way, and if it attempts to possess a body that is already possessed through this or a similar effect, the target receives a +4 bonus on his saving throw to resist the possession. Any spirit displaced by that spirit is also able to attempt to possess another body, in the same fashion. If a spirit successfully possesses a body that was already being possessed by another entity, the previous possessor is displaced into the *magic jar*, and cannot attempt to possess the body it was evicted from, although it can possess its own body, provided that it left it willingly.

MESSAGE

Instead of being audible to all targeted creatures within range, the spell is audible to all creatures within range.

MODIFY MEMORY

In addition to the spell's normal effects, your own memory is altered in a similar fashion. You must succeed on a Will save or be affected by the spell as well. If you fail, the mode the spell takes is determined by the GM, as is the exact nature of the memory added, modified, recalled, or removed. If you fail your saving throw, you also have no recollection of the spell being miscast, and no way to easily identify how your memory may have been altered.

NIGHTMARE

You invite dark forces to prey upon your dreams. In addition to the spell's normal effect, the next time you rest, you are affected as though by the spell *nightmare* as well, at the same saving throw DC as the target (including any modifiers that applied to the target, but not modifiers that apply to you).

PERMANENT IMAGE

Each day, there is a 1% chance that the image becomes sentient and self-aware. If the image is of a creature, it has a personality based loosely on your perception of what that creature's personality is like. If the image is of an object or force, its personality is more alien, although it may be based on certain perceptions about it (for example, a trophy might be vain and boastful, while a tool might be helpful, etc.). If the image becomes self-aware, it can effectively concentrate on itself in order to move about within the spell's range, and you are no longer able to concentrate on it to affect it in any way.

PLANE SHIFT

There is a 20% chance that the spell takes you to a different plane than the one you intended, determined at random. You arrive within 50100 miles of a similar location on the new plane to where you intended to go on the original plane (for example, attempting to travel to the City of Brass on the Elemental Plane of Fire would cause you to arrive within 50100 miles of amajor metropolis on the plane you arrived on instead.

PRISMATIC SPHERE

You are unable to pass through the sphere safely, and suffer the spell's effects if you attempt to do so. If you pass through the sphere from the inside, you suffer the various effects in reverse order.

RAGE

The morale bonus to Strength and Constitution is doubled, and the target is confused, in addition to the spell's normal effects. The confusion effect cannot be ended without also ending the benefits of the *rage*.

REMOVE CURSE

If you are able to successfully remove the curse from the target, it is not dissipated, but instead transfers over to you. You suffer from the curse that was successfully removed, as though you had just been cursed in the same fashion. You are not allowed an initial saving throw to resist the curse, but can make any further saving throws normally. If you fail to remove the curse from the target, this has no effect.

RESURRECTION

This functions as the spell *false resurrection*^{UI}, except that if the shadow demon is removed, the target's body dies, rather than being alive but soulless.

SHADOW WALK

The spell functions normally, except that magical energies swirl around you, invisible to you and those you bring with you, but shining like a beacon to the denizens of the plane. Each hour, there is a 40% chance of a random encounter with denizens of the Plane of Shadow, and such creatures are always aware of you when combat begins, possibly granting them a surprise round.

SHIELD OTHER

The spell works both ways, so that the target suffers a fraction of the damage that would be dealt to you, and you suffer a fraction of the damage that would be dealt to her. Additionally, instead of each suffering half of the damage, you and the target each suffer 3/4 of the damage that would be dealt to either one of you.

SPEAK WITH DEAD

You conjure the spirit of the deceased creature back into its body, rather than simply animating it with the ability to answer your questions. The target is treated as though it were animated as a zombie or skeleton (at the GM's discretion, depending on the state of the remains), and then affected as though by the spell *possession*^{OA}, with the spirit of the creature it once was possessing it. You are still able to question the creature normally, but because it has control over its body, it may choose to attack you, or take other actions.

STONE SHAPE

The spell functions as normal, but the stone's hardness is permanently reduced by 2d4 points, to a minimum hardness of 1.

TELEPATHIC BOND

The telepathic link between targets is poorly filtered, causing some thoughts to be transmitted across the bond that were not intended to be. Each target must succeed on a Will save, or his surface thoughts are broadcast to all other targets for the spell's duration, as though with the spell *detect thoughts*.

TRUE SEEING

The spell reveals truths about reality that man was not meant to know, which the spell normally protects against. You suffer 1d4 points of Wisdom drain, and gain a random insanity (see Pathfinder Roleplaying Game: GameMastery Guide and Pathfinder Roleplaying Game: Horror Adventures for more information on insanities).

UNDETECTABLE ALIGNMENT

The spell shields your alignment by stripping it from you, radically altering your morals and beliefs. You must succeed on a Will save or have your alignment changed to Neutral, in a fashion similar to a *helm of opposite alignment*. This effect is permanent, but can be undone with a *break enchantment* spell.

WATER BREATHING

The transmuted creatures can breathe water, but lose the ability to breathe air for the spell's duration.

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 5: 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 further 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 (*).

<u>Caladast</u>

This elf's dark, tanned skin is an odd combination with his long, flowing blonde hair. His body is lean and fit, with wiry muscles that demonstrate a catlike grace. He wears a vest made from the hide of some massive scaled creature, and wears a large curved blade upon his back.

Caladast XP 12,800

CR 11

Elf shaman^{ACG} 11

CN Medium humanoid (elf)

Init +4; Senses low-light vision; Perception +6

DEFENSE

AC 25, touch 17, flat-footed 20 (+8 armor, +2 deflection, +4 Dex, +1 dodge)

hp 64 (11d8+11)

Fort +8, **Ref** +13, **Will** +15; +2 vs. enchantments Immune sleep

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 keen shock adamantine elven curve blade +11/+6 (1d10+4/15-20 plus 1d6 electricity)

Special Attacks hexes (evil eye, feral speech^{UM}, friend to the animals [30 ft.], fury), wandering hex (battle master)

Shaman Spells Prepared (CL 11th; concentration +15) 6th—awaken (DC 20); mass bull's strength^s or stone tell^s 5th—animal growth (DC 19), baleful polymorph (DC 19); awaken^s (DC 19) or righteous might^s

4th—command plants (DC 18), rain of frogs^{UM}, thorn body^{APG}; grove of respite^{S,APG} or wall of fire^S

3rd—call lightning (DC 17), dominate animal (DC 17), fly, pocketful of vipers^{UI} (DC 17), stench of prey^{ACG} (DC 17); magic vestment^S or speak with plants^S

2nd—barkskin, bear's endurance, bull's strength, hold person (DC 16), warp wood (DC 16); barkskin^s or fog cloud^s 1st—doom (DC 15), entangle (DC 15), goodberry, produce flame, thorn javelin^{ACG}; charm animal^s (DC 15) or enlarge person^s (DC 15)

o (at will)—dancing lights, detect magic, guidance, read magic

S spirit magic spell; Spirit Nature; Wandering Spirit Battle

Before Combat Caladast casts *magic vestment* at the start of each day. If he anticipates a fight, he casts *barkskin, bear's endurance*, and either *bull's strength* or *mass bull's strength*, depending on how many allies he has with him.

During Combat Caladast prefers to do battle himself, in melee, engaging foes with his +*i* keen shock adamantine elven curve blade. Against foes he cannot reach, he casts either *fly* or call lightning.

Morale No stranger to guerilla tactics, Caladast abandons a fight as soon as there is no longer a good reason to remain. If his objective is met, he will continue fighting long enough for his allies to slip away, before doing so himself. If the fight is going against him, he will not hesitate to flee, helping his allies to do the same as best he can.

STATISTICS

Str 13, Dex 18, Con 8, Int 10, Wis 19, Cha 12 Base Atk +8; CMB +9; CMD 26 Feats Dodge, Great Fortitude, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

Skills Acrobatics +7 (+3 to jump), Climb +4, Handle Animal +15, Intimidate +12, Perception +6, Survival +18, Swim +5; Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven

SQ battle spirit, elven magic, spirit animal (hawk named Sylthaya), spirit of nature, storm burst, wind charge ENCOUNTERS

Entourage solitary or warband (Caladast plus 1–3 treants and 3–12 animals of CR 4–7)

Combat Gear potion of cure serious wounds, potion of delay poison, potion of fly; **Other Gear** +4 hide armor, +1 keen shock adamantine elven curve blade, amulet of the spirits (wind)^{ACG}, belt of incredible dexterity +2, boots of elvenkind, cloak of resistance +4, headband of inspired wisdom +2, ring of protection +2, 455 gp

Boon Caladast has access to a wide variety of useful herbs and poultices, and can provide them for friends in need. He may also be willing to call upon the forces of nature to provide information for his allies, and, for those whose efforts are in keeping with his ongoing struggle against the forces of encroaching civilization and protecting the natural world, he may be willing to aid in combat directly.

SPECIAL ABILITIES

Nature's Fury (Ex) Caladast's allies within 30 feet that have the animal, fey, magical beast, or plant creature type gain a +2 morale bonus on attack and damage rolls.

Background

A man with a rather tragic past, Caladast was abandoned in the forest as a child, for reasons that will probably never be known. Miraculously, the infant elf survived the ordeal, due to a friendly nature spirit which encountered him and raised him, forming a close bond between Caladast and the natural world that has endured for centuries.

When he eventually reached adulthood and set off in search of his own people, he was shocked and appalled by what he saw as their decadent and lazy lifestyle, and the unnatural ways in which they lived their lives, and this disdain was even worse towards the non-elven races, such as humans and dwarves, whose far more industrious civilizations put them even further at odds with his world view.

Caladast waged bitter wars against the forces of civilization for decades, calling upon plants and animals to aid him in his hit-and-run battles against overwhelming odds. Time and experience has cooled his hatred of civilization somewhat, and he now limits himself primarily to stopping further encroachment into unspoiled wilderness, rather than attempting to reclaim civilized lands. His closeness with the spirits of the natural world is greater than ever, though, and he is well-versed on natural lore.

Claire Verbeck

Somewhat on the short side, this brown-haired woman's 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.

CLAIRE VERBECK

CR 14

XP 38,400 Female human occultist^{OA} 14

LG Medium humanoid (human)

Init +8; Senses aura sight, darkvision 60 ft.; Perception +16 DEFENSE

AC 27, touch 15, flat-footed 24 (+11 armor, +2 deflection, +3 Dex, +1 natural)

hp 80 (14d8+14)

Fort +14, Ref +13, Will +13

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +2 adamantine longsword +16/+11 (1d8+6/19–20) **Ranged** +3 revolver +18/+13 (1d8+3/x4)

Implement Schools (5 generic focus)

Abjuration (amulet, 3 points) Resonant—warding talisman; Focus—mind barrier

Conjuration (compass, 3 points) Resonant—casting focus; Focus—servitor

Divination (book, 3 points) Resonant—third eye; Focus sudden insight

Enchantment (censer, 3 points) Resonant—glorious presence; Focus—cloud mind

Illusion (crystal, 3 points) Resonant—distortion; Focus minor figment

Transmutation (boots, o points) Resonant—physical enhancement; Focus—legacy weapon

Occultist Spells Known (CL 14th; concentration +20) 5th (3/day)—commune, false vision, greater forbid action^{UM} (DC 21), communal stoneskin^{UC}, telekinesis 4th (5/day)—freedom of movement, hold monster (DC 20), planar adaptation^{APG}, scrying (DC 20), shocking image^{UC}

3rd (5/day)—clairaudience/clairvoyance, haste, hold person (DC 19), major image (DC 19), nondetection

(DC 19), major image (DC 19), nonactection

2nd (7/day)—blur, calm emotions (DC 18), locate object, resist energy, rope trick

<mark>1st (7/day)—alarm, charm person (DC 17), disguise self, feather fall, gravity bow^{apg}</mark>

o (at will)—daze (DC 16), detect magic, ghost sound (DC 16), mage hand, resistance

TACTICS

Before Combat She uses legacy weapon on her revolver when she expects combat is near, adding two weapon special abilities she thinks will be useful. Claire prefers to avoid bloodshed, and will use spells and focus powers to avoid it if able. If she has time to prepare, she casts *blur* and *shocking image* on herself for protection.

During Combat Claire prefers to resolve fights quickly 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 uses her longsword. **Morale** Claire is happy to both give and receive quarter, if she believes her opponent can be trusted to behave fairly and honorably. 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** +10; **CMB** +14; **CMD** 30

Feats Deadly Aim, Exotic Weapon Proficiency (firearms)^{UC}, Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (revolver)

Skills Acrobatics +1 (-3 to jump), Appraise +19, Climb +9, Diplomacy +18, Disable Device +16, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (planes) +19, Linguistics +23, Perception +16, Sense Motive +16, Spellcraft +23, Swim +9, Use Magic Device +25

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Dwarven, Elder Thing, Elven, Giant, Gnome, Halfling, Ignan, Infernal, Sahaugin, Sylvan, Terran, Undercommon

SQ binding circles, implements 6, magic circles, magic item skill, mental focus (20/day), object reading, outside contact (2 names, information), shift focus

ENCOUNTERS

Entourage solitary, or with bodyguards (Claire plus 1–4 7th-level fighters)

Combat Gear *caltrop* boots^{UE}, potion of cure serious wounds, unfettered shirt^{UE}; **Other Gear** +5 breastplate, +2 adamantine longsword, +3 revolver^{UC}, metal cartridge^{UC} (100), amulet of natural armor +1, belt of physical might +4 (Str, Dex), cloak of resistance +5, goggles of night, headband of vast intelligence +4, ring of protection +2, 1,085 gp

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. If the party proves 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 non-magic 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.

Morticia Dreadmire

A pale-skinned beauty with long raven-black hair and rubyred lips, this woman's sensuality is barely concealed beneath a cold and professional demeanor.

Morticia Dreadmire

CR 18

Female human cleric 3/wizard (necromancer) 5/mystic theurge 10

N humanoid (human)

Init +2; Senses Perception +25

DEFENSE

XP 153,600

AC 33, touch 17, flat-footed 31 (+8 armor, +5 deflection, +2 Dex, +5 natural, +3 shield)

hp 74 (16d6+3d8+5) Fort +12, Ref +14, Will +26

Defensive Abilities freedom of movement

OFFENSE

Speed 40 ft.

Melee +3 vicious flaming heavy mace +13/+8 (1d8+5 plus 2d6 plus 1d6 fire)

Special Attacks bleeding touch (10/day), channel negative energy 17/day, (DC 21, 4d6), grave touch (10/day; 2 rounds), power over undead (10/day)

Cleric Spells Prepared (CL 14th; concentration +21) 7th—destruction (DC 25), greater teleport^D, Morticia's invigoration*

6th—antilife shell, create undead^D, harm (DC 24), sphere of eternal night*

5th—Morticia's dark revival^{AA4}, slay living^D (DC 23), spike skin*, trueseeing, unhallow

4th—death ward, divination, dimension door^D, freedom of movement, poison (DC 22), unholy blight (DC 21) 3rd—animate dead (2), bestow curse (DC 21), contagion (DC 21), fly^D, relive demise^{*}, speak with dead 2nd—boneshaker^{HA} (DC 20), death knell^D (DC 20),

eagle's splendor, Morticia's corpseshape^{AA4}, owl's wisdom, undetectable alignment, zone of truth (DC 19)

1st—bane (DC 15), cause fear^D (DC 19), command (DC 18), court fate*, curse water (DC 19), doom (2) (DC 19) o—create water, detect poison, resistance, virtue

D Domain spell; Domains death, travel

Necromancer Spells Prepared (CL 16th; concentration +23) 8th—dark reflections*

7th—finger of death (DC 25), Morticia's cosmic horror* (DC 24), Morticia's dark champions, Morticia's dark lightning^{AA4} (DC 25)

6th— blinding fear* (DC 23), burn to ash* (DC 23), create undead, greater dispel magic, shadow walk

5th—magic jar (DC 23), nightmare (DC 22), sidestep*, wall of force, waves of fatigue

4th—dimensional anchor (DC 21), enervation, Morticia's skittering swarms*, phantasmal killer (DC 21), scrying (DC 21)

3rd—dispel magic, halt undead (DC 21), lightning strokes* (DC 20), Morticia's draining tendrils*, Morticia's spirit seance^{AA6}, nondetection, protection from energy 2nd—arcane insight, blur, command undead (DC 19), false life, invisibility, protection from arrows, spectral hand 1st—cause fear (DC 19), chill touch (DC 19), Morticia's agonizing terror^{AA7}, protection from good, shriek^{AA6} (DC 15), vampire's caress^{AA5}, vicious touch*

o—daze, detect magic, light, prestidigitation <u>Opposition Schools conjuration, transmutation</u> TACTICS

Before Combat Morticia casts *blur*, *death* ward, and *freedom of movement* if she expects a fight.

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 morningstar, if all else fails.

Morale Morticia has little interest in fights that she isn't guaranteed to win. She flees if reduced to 30 hit points. STATISTICS

Str 14, Dex 14, Con 10, Int 24, Wis 24, Cha 20 Base Atk +9; CMB +11; CMD 28

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) +28, Diplomacy +23, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (local) +28, Knowledge (religion) +34, Perception +25, Sense Motive +25, Spellcraft +28

Languages Abyssal, Aklo, Common, Draconic, Infernal SQ agile feet (10/day), arcane bond (cat familiar named Gaap), 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 +8, cloak of resistance +5, headband of mental superiority +6, ioun stone (orange prism), ring of freedom of movement, ring of protection +5, robe of bones, slippers of spider climbing **Boon** 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. 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

Morticia is a well-renowned professor of necromancy at Siribellion academy, and a leader in the field of negative energy research.

Saitar the Magnificent

The short man's large purple turban and flowing purple robes cause him to stand out in a crowd. His personal features are rather plain, forgotten nearly as soon as one looks away from him, but he speaks with a rich and silky voice that can be soft and silky when confiding secrets, or loud and booming when commanding attention.

SAITAR THE MAGNIFICENT

CR 9

XP 6,400

Male human psychic 9 (Pathfinder RPG Occult Adventures 60)

N Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 natural)

hp 52 (9d6+18)

Fort +5, Ref +7, Will +8

OFFENSE

Speed 30 ft.

Melee +1 *shortspear* +4 (1d6)

Ranged +*1 flaming heavy crossbow* +7 (1d10+1/19-20 plus 1d6 fire)

Special Attacks phrenic amplifications (intense focus, mindshield, overpowering mind), phrenic pool (6 points) **Psychic Spell-Like Abilities** (CL 9th; concentration +14)

1/day—detect thoughts (DC 12), telepathic bond

Psychic Spells Known (CL 9th; concentration +14)

4th (5/day)—divination, mind probe^{OA} (DC 19), scrying (DC 19)

3rd (7/day)—aura sight^{ACG}, dispel magic, major image (DC 18), share senses^{APG} (DC 18)

2nd (7/day)—augury, detect anxieties (DC 17), detect desires (DC 17), hold person (DC 17), pronouncement of favor or folly*

1st (8/day)—alarm, burst of insight^{OA}, charm person (DC
16), command (DC 16), comprehend languages, powerful personality*

o (at will)—arcane mark, dancing lights, detect magic, detect poison, detect psychic significance^{0A}, ghost sound (DC 15), mage hand, prestidigitation

Psychic Discipline Lore

TACTICS

Before Combat Saitar casts *divination* at the start of each day, asking how he can avoid the greatest threat to his life that day, and acting accordingly.

During Combat Saitar casts *hold person* and attempts to flee.

Morale With no stomach for combat, Saitar flees at the first opportunity unless he is accompanied by competent bodyguards.

STATISTICS

Str 8, Dex 14, Con 10, Int 20, Wis 14, Cha 12 Base Atk +4; CMB +3; CMD 16 Feats Combat Expertise, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness

Skills Bluff +13, Heal +11, Knowledge (religion) +17,

Perception +14, Sense Motive +14, Sleight of Hand +11, Spellcraft +17, Use Magic Device +10

Languages Aklo, Celestial, Common, Draconic, Elven, Infernal

SQ detect thoughts, illuminating answers (maximum 2), mnemonic cache (50 pages/70 minutes), superior automatic writing, telepathic bond

ENCOUNTERS

Entourage solitary or troupe (Saitar plus one 7th-level barbarian, one 5th-level monk, one 6th-level druid, and one 8th-level bard).

Combat Gear elemental gem (fire), potion of cure moderate wounds, potion of fly; **Other Gear** +1 flaming heavy crossbow, +1 shortspear, crossbow bolts (40), amulet of natural armor +1, bracers of armor +3, headband of vast intelligence +2, ring of force shield, ring of mind shielding, 95 gp

Boon Saitar can provide divination services. For his allies, he provides truthful and accurate divination using *divination* or *augury*.

SPECIAL ABILITIES

Second Sight (Su) Saitar rolls all Perception checks twice and takes the higher result. Similarly, whenever he casts a divination spell that has a percentage chance of receiving a useful or meaningful answer, he rolls twice and chooses the result.

Background

Born to a family in a travelling circus, Saitar was the son of the famous travelling soothsayer Gallonius the All-Seeing. Like many travelling fortune tellers, Gallonius had no true magical abilities, and was simply a performer: but both Saitar and his father were shocked when it eventually became apparent that Saitar truly did have a gift for divination. Unfortunately for Saitar, however, he quickly discovered that most of those who visit a fortune teller simply are not interested in receiving accurate predictions of the future: no one is satisfied to hear that they will live unremarkable lives, and die unfulfilled, after all. Eventually, Saitar began using his powers not to see the future and provide accurate answers, but instead to peer into the minds of his subjects, to learn what they wanted to hear, and then feed it back to them.

Although he is far more skilled than his father ever was, Saitar is notably less famous, and prefers to keep it that way. Though he could certainly make a name for himself in any number of magical or political pursuits, if he turned his powers to other uses, he prefers to live his life as a relatively humble entertainer, enjoying a comfortable and quiet lifestyle.

He currently can be found touring with The Amazing Talias Brothers Circus, performing alongside Fenrik the Bull (a strong man), the Amazing Cailou (an acrobat), Beastmaster Vistalia (an animal tamer), and Jonas Talias (musician and ringleader).

Necromancers of the Northwest

Presents



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Spells Within Spells!

Vancian spellcasting (the method of casting spells of certain levels from limited numbers of spell slots) has been around since the beginning of the game, and it has a long and storied history. Many attempts have been made to replace it with other systems, but there is a certain charm to Vancian magic that keeps bringing the game back to it, over and over again.

But that doesn't mean that Vancian spellcasting couldn't use a fresh over of paint, and maybe to learn a trick or two. This book pushes the boundaries of what magic can do in the Pathfinder Roleplaying Game. A collection of over no brand new, never-beforeseen spells, it features several new mechanics that explore the value and utility of a spell slot, including:

· Bonded spells, which can be prepared in the same slot as another spell, allowing the caster to use either one.

e Composite spells, which can be cast normally, or by expending multiple lower-

• Divisible spells, which can have their effect divided up across multiple castings. allowing the caster to use just as much magical energy as the situation calls for.

e Fountain spells, a fan favorite from past installments of Advanced Amana, which allow you to regain a lost spell slot upon casting the spell.

• Ritual spells, which blend the occult rituals of Pathfinder Roleplaying Game: Occult Adventures with more traditional magic.

Beyond these, there are numerous spells of a more traditional nature, as well as several appendices containing new and exotic familiars, feats and magic items that interact with the new mechanics in the book, and even a section introducing the idea of miscast spells, versions of spells that have gone partially away, but not enough so that they have no effect at all.

> If you've already experienced one of the previous installments of Advanced Arcana, you know that this book is not to be missed. And if you haven't, now fe the perfect time to expand your magical horizons. Dick up your copy of Advanced Arcana Volume VII, and change the way that you think about magic today.

Nerromancers of the Northwest

