

Advanced Arcana



Volume VIII

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

Advanced Arcana

Volume VIII



Alex Riggs, Joshua Zaback

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



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

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

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

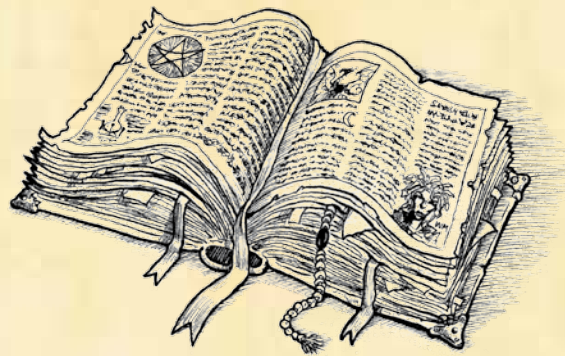
Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content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

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

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

Table of Contents

Introduction.....	8
Chapter 1: Challenging Spells.....	6
Spell Lists.....	9
New Spells.....	16
Supplemental Rules.....	24
Chapter 2: Mental Hit Point Spells.....	26
Spell Lists.....	29
New Spells.....	44
Supplemental Rules.....	58
Chapter 3: Soluble Spells.....	60
Spell Lists.....	62
New Spells.....	70
Supplemental Rules.....	80
Chapter 4: Other Spells.....	83
Spell Lists.....	84
New Spells.....	99
Spell Index.....	122
OGL.....	125



References to Other Products

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

AA1: <i>Advanced Arcana Volume 1</i>	APG: <i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>	LV: <i>Liber Vampyr</i>
AA2: <i>Advanced Arcana Volume 2</i>		NA12: <i>Necromancer's Almanac 2012</i>
AA3: <i>Advanced Arcana Volume III</i>	ARG: <i>Pathfinder Roleplaying Game: Advanced Race Guide</i>	NA13: <i>Necromancer's Almanac 2013</i>
AA4: <i>Advanced Arcana Volume IV</i>	B2: <i>Pathfinder Roleplaying Game: Bestiary 2</i>	OA: <i>Pathfinder Roleplaying Game: Occult Adventures</i>
AA5: <i>Advanced Arcana Volume V</i>	B3: <i>Pathfinder Roleplaying Game: Bestiary 3</i>	UC: <i>Pathfinder Roleplaying Game: Ultimate Combat</i>
ACG: <i>Pathfinder Roleplaying Game: Advanced Class Guide</i>	B4: <i>Pathfinder Roleplaying Game: Bestiary 4</i>	UM: <i>Pathfinder Roleplaying Game: Ultimate Magic</i>
	B5: <i>Pathfinder Roleplaying Game: Bestiary 5</i>	

Introduction

As a series, one of our goals with *Advanced Arcana* has always been to push the boundaries of the way that magic and spells work within the context of the game rules of the *Pathfinder Roleplaying Game*. Rather than simply produce 100 individual, one-off spells and packaging them together in a loose collection, each book has specifically set out to explore a particular theme, with new mechanics designed specifically to support and highlight that theme. In the first volume, we challenged the standard assumptions of what a spell should “cost,” in terms of spell slots, time, and other factors. From there, other volumes have explored the idea of spells that have different effects each time they are cast, the importance of a spell’s school of magic, and spells with a mind of their own. We’ve shone a spotlight on various types of spell components, and spells that function differently when cast by different classes.

After seven installments, there didn’t seem like very many aspects of a spell’s stat-block left to explore. School, class list, spell level, casting time, components: all of these had gotten the *Advanced Arcana* treatment in the past. Was there enough potential in range and targets for a book? Perhaps. But there was one other aspect of the traditional spell stat-block that seemed to cry out for attention, in part because many veteran players had already identified it as a problem with the way the game handles spells and magic. At the very end of the spell’s statistics, just before the effects: the saving throw entry. After exploring nearly every other aspect of what a spell is and how it works, *Advanced Arcana* was finally going to tackle the way that spells are resolved.

In general, spells in the *Pathfinder Roleplaying Game*, and the rest of the OGL, hinge their entire effect on the roll of a single die: the saving throw. For some spells, typically those that deal damage, a successful saving throw results in half damage, or a lesser effect, while a failed saving throw results in suffering the full brunt of the spell. While the result of the saving throw is binary, the difference between the full effect and the lesser effect is usually slight enough that it isn’t too noticeable. With many other spells, however, the difference between succeeding or failing a saving throw can be the difference between one spell single-handedly ending the encounter, and wasting a high-level spell slot with no effect. These “save or die” spells can often lead to frustration for GMs and players alike, depending on who is casting them and how the dice land, and they produce highly swingy, erratic results in combat.

While the means by which a spell is resolved has never directly been the focus of an *Advanced Arcana* book before, we have dabbled with finding better ways of handling “save or die” spells in the past, both in other *Advanced Arcana* installments and in other products from *Necromancers of the Northwest*. We have made traditional “save or die” spells where the worst effect only occurs if the saving throw is failed by a certain amount, allowing for three possible outcomes

from the saving throw, rather than just two, and decreasing the likelihood of the most dramatic, game-unbalancing results. Drawing inspiration from the handful of spells that use them in the *Pathfinder Roleplaying Game Core Rulebook*, like *hold person*, we’ve made plenty of spells that allow the target multiple saving throws on successive rounds, allowing them to eventually shake the spell’s effects without having the spell’s entire duration hinge on any single saving throw. With powerful, high-level spells, we even allowed an effect to be permanent that we wouldn’t otherwise let last that long, provided the target failed a certain number of saving throws.

These measures can certainly be used to smooth the rough edges of the problem of “save or die” mechanics, and to patch up some of the holes that they poke in the fabric of the game, but at the end of the day, that’s all that they are: patches on a larger issue. They don’t fully solve the problem, and they certainly don’t have any impact on the spells that already exist.

In other books, the new mechanics we presented were intended to serve not just to create fun and interesting spells, but also as a sort of proof of concept, to showcase the mechanic’s ability to be applied more widely. The implication was always that, while we had made that particular selection of spells with whatever the mechanic in question was, anyone could always make more spells along the same lines.

In fact, some of the new mechanics first showcased in *Advanced Arcana* have later shown up in products by other companies, such as the spells that exist at multiple spell levels, introduced in *Advanced Arcana III*, which have a lot in common with certain spells from *Pathfinder Roleplaying Game: Occult Adventures*, where a higher-level version of the spell can be cast in a lower-level spell slot for the lesser effect, and the similarities are even more striking in the *Starfinder Roleplaying Game*, where spells that have different effects at different spell slots are formatted in a very similar manner to the spells from *Advanced Arcana*. We don’t imagine Paizo got the idea from us, but the point is that the kinds of mechanics we experiment with in *Advanced Arcana* can go on to change the way that spells and magic function, even outside those specific spells.

Indeed, as we got to work creating new mechanics and spells for this book, it quickly became clear that this was one of the most ambitious themes that *Advanced Arcana* had ever undertaken. This time around, we weren’t simply presenting new ways of handling things, we were presenting a solution to a problem posed by the current magic system. Or, to be more accurate, we were presenting multiple different solutions. Just like any other *Advanced Arcana* book, all of the spells found in this book will work great if you just want to expand the selection of spells available to you, and they can simply be added on top of the existing game’s spells as further options. However, for GMs that prefer it, care was taken, especially with the spells that deal with mental hit points, to

make it so that you could, with minimal effort, use this book to replace certain problematic spells, removing them from the game entirely and using alternate versions with a different resolution method, instead. It won't be for everyone, but for those who have wanted a replacement for "save or die" spells, it's an option that we think will be fairly attractive.

Of course, with the way that *Advanced Arcana* is usually formatted, with all the spells with different mechanics mixed and jumbled together, making use of these mechanics as a replacement for existing spells becomes more difficult. The new spells don't have the same names as the originals (for a variety of reasons, chief among them being the confusion it would cause for groups that use them to add to the game, rather than swapping out existing spells). If you were primarily looking for spells with a certain mechanic, finding them would quickly become a chore.

So, we decided to change the format a bit, this time around. Instead of presenting all of the spells together in one big group, we've broken the book up into chapters, with each chapter containing spells highlighting a specific new mechanic, with the final chapter containing a collection of individual spells that do not tie into a specific larger mechanic, but are either dripping with flavor or fill a useful mechanical niche in the game. And rather than add a bunch of appendices at the end with feats and archetypes relating to the different mechanics presented in the book, we opted to include all the extra content tied to a particular mechanic within its own chapter, at the end. In an attempt to get the best of both worlds, we've included a spell index in the back, so that if you need to look up a particular spell, and know its name but forget what chapter it's in, you don't have to look through them all individually.

We also determined that, when it came to new mechanics, we wanted to go deep, focusing on a smaller number of mechanics but exploring them in greater depth, as this would allow us to present them with a more robust framework of spells, to better allow those who were interested in doing so to use them to replace existing elements of the game. Additionally, in order to give the maximum focus on creating spells for these new mechanics, we decided to cut back on the additional, supplemental material that usually comes with an *Advanced Arcana* book: we have a few feats and a couple of archetypes, to help players get the most out of the new mechanics, but for the most part, our focus for this book in particular is the spells themselves. And it shows: this book, by far, has the most new spells of any *Advanced Arcana* ever, clocking in at over 200 spells, and nearly 50 more spells than the book with the next-highest count.

The first chapter introduces **challenging spells**, a new mechanic which addresses the theme of how spells are resolved by questioning the assumption that the caster always simply succeeds in casting the spell without any effort (barring the need for concentration checks, that is). These

spells are called "challenging" because they literally present a challenge to the caster, which must be completed before the spell can be cast: deal a certain amount of acid damage within a given time frame, succeed on a particular type of skill check by 5 or more, perform a difficult maneuver, or so on. For those that are willing and able to jump through these hoops, the spells provide much greater payoff than other spells of their level, but anyone using these spells will have to work in order to get the reward, forcing players to adjust their strategies and tactics.

The second chapter deals with **mental hit point spells**, and introduces new rules outlining what mental hit points are, and how they work. An alternative to "save or die" mechanics aimed specifically at mind-affecting effects (which are often the worst offenders, when it comes to "save or die"), mental hit points represent a character's ability to resist mental attacks in the same way that standard hit points represent their ability to withstand physical assault. Mental hit point spells deal mental hit point damage to the target, and generally have some other, relatively minor effect, but only have their full payoff once the target has been reduced to 0 or fewer mental hit points, ensuring that a creature's mind must be thoroughly beaten before they can be charmed, dominated, or similar.

The third chapter presents **soluble spells**, which are inspired by spells like *hold person* or *web*, which allow characters affected by them to potentially fight back against the spell's effects. Each soluble spell has its own pool of hit points, as though it were an opponent in its own right, and other creatures (generally those affected by the spell, and sometimes others) can interact with the spell in a variety of ways, taking specific actions which damage and weaken the spell, until eventually it breaks down entirely.

Finally, the fourth chapter presents over eighty brand new individual spells, from the fun and flavorful to the things that we think the game could particularly use.

If you're a long-time reader of *Advanced Arcana*, we hope that you'll find the new format and focus of this book to be helpful and beneficial. If this is your first *Advanced Arcana* book, we hope that you enjoy it, and encourage you to take a look at its predecessors. But either way, we hope that you'll enjoy the spells and mechanics found in this book, and we hope that, for some of you, at least, the ideas presented here may inspire you to try tweaking and experimenting with spells on your own, creating new spells with these or other mechanics, or adjusting the game at your table to swap out problematic spells for alternate versions.

And if you like something, or don't like it, or just want to share a story about using this book at your game table, we invite you to drop us a line. We're always excited to hear about that sort of thing.



Chapter I

Challenging Spells

At first, we were uncertain what he was trying to accomplish. The movements of his steps were strange: oddly precise, clearly with purpose, and yet they did not serve to aid him in the fight. In fact, at one point he nearly walked right into a swinging axe blade. It was too late that I noticed that his feet, as they dragged in the sand, were forming an arcane sigil. The spell that he unleashed was powerful. I had never seen anything like it before. Whatever strange method of casting he employed, it certainly worked.

Excerpt from the journal of Agalor the Wanderer

Challenging Spells

Traditionally, there is not much challenge in casting a spell. Unless a concentration check is called for to cast defensively, or some other unusual effect is at play, the caster's player just declares that he's casting the spell, and then it happens. Most of the time, the only person who even rolls a die is the target, making a saving throw (although, of course, there are exceptions, such as spell resistance and the occasional spell requiring an attack roll). There's nothing strictly wrong with this, per se (after all, no one demands that fighters and barbarians make checks to allow them to swing a sword), but that doesn't mean that there isn't room for spells that require a bit more investment, and provide spellcasters with both goals and rewards that they can work towards in combat.

Challenging spells are spells that are somewhat more powerful than other spells of the same spell level, but which can only be cast if the caster succeeds on meeting a specific goal, referred to in the spell's description as a "challenge." These goals vary from spell to spell, and may be things like successfully performing a specific type of combat maneuver, or dealing a certain amount of damage of a certain type, or grant multiple different enhancement bonuses to the same creature, etc.

These challenges are either complex and difficult enough to potentially provide an engaging challenge to the caster, who is not guaranteed to succeed at attempts to meet satisfy the requirements, or they require a level of investment that shifts the character's tactical approach to a combat. In exchange, the spells reward those who are willing to jump through these hoops with effects that are more powerful than one would normally get from a spell of that level.

Challenging Spell Basics

Challenging spells function much the same as normal spells, except that they require the caster to successfully perform a specific "challenge" each time they are cast.

Challenge: Each challenging spell has a section at the beginning of its description labeled "challenge," which outlines the requirements to cast the spell. The challenge typically includes both a specific action or accomplishment, and a time frame in which that action or accomplishment must have been performed. Typically, this is either within the last minute or since the beginning of the caster's last turn, but can potentially be any timeframe. As long as the caster has met the listed requirement within the listed time frame, she can cast the spell normally. Otherwise, if she tries to cast the spell, the attempt fails. The spell is not expended, but the action is wasted.

Note that the caster does not necessarily need to meet the challenge a separate time for each time a challenging spell is cast. If the spell's challenge entry allows enough time for the caster to cast the spell multiple times, he could meet the challenge once and then use that opportunity to cast more than one instance of the spell.

Casting Challenging Spells

The following section elaborates how the special rules for challenging spells interact with various different effects that modify spellcasting.

Challenging Spells and Magic Items

Challenging spells can be brewed into potions, scribed onto scrolls, and stored in staves and wands in the normal fashion. When the magic item storing the spell is used, the user must meet the requirements of the spell's challenge, or else the spell has no effect. Potions and scrolls used this way are consumed whether the spell is successful or not, but staves and wands do not have their charges depleted if someone tries to use them without meeting the spell's challenge.

Challenging Spells and Metamagic

Metamagic can be applied to challenging spells normally.

Challenging Spells and Spontaneous Casters

Challenging spells must have their challenge met whether they are prepared or cast spontaneously. In the same way that a prepared challenging spell is not expended if the caster does not meet the spell's challenge, a spontaneous challenging spell does not consume a spell slot if the caster does not meet the spell's challenge (the action used to attempt to cast the spell is still wasted, however).

Challenging Spells in Your Game

As their name implies, challenging spells present casters with a challenge: an obstacle that must be overcome, or a goal that must be met, in order to cast the spell. At the GM's discretion, this may impact how such spells are seen in the game world, with challenging spells taking on a special niche role. Challenging spells would largely be relegated to those looking to prove themselves and their abilities: perhaps employed by magical performers or spell duelists. Alternatively, they might be used as tests by various arcane organizations, requiring that prospective members be able to cast certain challenging spells before they be allowed to achieve a certain rank, or gain access to certain resources and services. In either case, challenging spells would likely not see widespread use, and those who did learn them would generally use them only insofar as they needed to prove their mettle.

Challenging Spells and Performance Combat: At the GM's discretion, challenging spells serve as a true crowd-pleaser, and whenever a character casts a challenging spell, she receives a bonus equal to twice the spell's level on her next performance combat check. Similarly, the inclusion of a challenging spell in a non-combat performance grants a bonus equal to the spell's level on any Perform checks made as part of that performance.

Additional Optional Rules

The following optional rules, reprinted from previous editions of *Advanced Arcana*, can be applied by interested GMs in order to enhance the feeling of rarity and prestige related to challenging spells.

Feats for Non-Standard Spells: You could require that players take feats in order to access the rarer and more exotic spells found in sources outside the *Pathfinder Roleplaying Game Core Rulebook*. These feats would not actually grant the character knowledge of the spells, or the ability to cast them, just the privilege to learn them, if desired. The exact nature of these feats will depend on just how much you want to “tax” players for using additional sources, and exactly what it is that concerns you about them.

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

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

Alternatively, GMs who want to severely limit access to non-standard spells might make a feat that allows access to one non-standard spell per spell level, or just 4 spells per feat (of any level). This will severely tax players for using non-standard spells at all, and should be used with extreme prejudice. Finally, GMs using other optional rules in this book could create a feat that allows one to simply bypass those rules, and treat the non-standard spell as though it were a standard spell.

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

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

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

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

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

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

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.

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

2nd-level Alchemist Formulae

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

4th-level Alchemist Formulae

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

5th-level Alchemist Formulae

Idealized Form: You gain a +4 enhancement bonus to each ability score, a +2 natural armor bonus to AC, and treat your natural attacks as one size category larger while polymorphed into a type of creature you've never been before.

Mystic Resistance: Your existing spell resistance increases by 5 for 1 round/level.

Antipaladin Spells

1st-level Antipaladin Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

2nd-level Antipaladin Spells

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

4th-level Antipaladin Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

Bard Spells

1st-level Bard Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

Irrefusable Order: You deliver a command of 25 words or less that the target must carry out. This spell is difficult for others to detect being cast.

2nd-level Bard Spells

Calamitous Plunge: You increase the mass of a tripped opponent, causing him to take extra fall damage and forcing him to stay prone.

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

Legerdemain: Cause an object you steal to become invisible at the same time you create an illusory version.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Bard Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Jaunt Ahead: You teleport a number of feet equal to the distance you've moved since the beginning of your turn.

Sever Control: You end another creature's mental control over a creature you yourself are controlling.

4th-level Bard Spells

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

6th-level Bard Spells

Amazing Reversal: Swap places with a foe in order to escape a pin or grapple.

Forced Conversion: Force a creature to change its alignment or values.

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

Bloodrager Spells

1st-level Bloodrager Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

2nd-level Bloodrager Spells

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.



3rd-level Bloodrager Spells

Jaunt Ahead: You teleport a number of feet equal to the distance you've moved since the beginning of your turn.

4th-level Bloodrager Spells

Acidic Burst: You deal 1d6 acid damage/level to the target, and half that to adjacent creatures.

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Idealized Form: You gain a +4 enhancement bonus to each ability score, a +2 natural armor bonus to AC, and treat your natural attacks as one size category larger while polymorphed into a type of creature you've never been before.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

Cleric Spells

1st-level Cleric Spells

Irrefusable Order: You deliver a command of 25 words or less that the target must carry out. This spell is difficult for others to detect being cast.

3rd-level Cleric Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Sever Control: You end another creature's mental control over a creature you yourself are controlling.

4th-level Cleric Spells

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

5th-level Cleric Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

Mystic Resistance: Your existing spell resistance increases by 5 for 1 round/level.

6th-level Cleric Spells

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

7th-level Cleric Spells

Forced Conversion: Force a creature to change its alignment or values.

8th-level Cleric Spells

Conjure Cursed Item: You summon a cursed item into the possession of a nearby creature.

Diamond Ward: You gain a +5 competence bonus to AC and saving throws, and gain DR 10/— and resist acid, cold, electricity, and fire 10 for 1 round/level.

Druid Spells

2nd-level Druid Spells

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

3rd-level Druid Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

4th-level Druid Spells

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

5th-level Druid Spells

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

8th-level Druid Spells

Catalytic Fulmination: You create a massive explosion that deals 24d6 points of damage of a variety of different damage types.

Elemental Overrun: You create a wake of elemental energy that deals damage to creatures in spaces you passed through this turn.

Inquisitor Spells

1st-level Inquisitor Spells

Irrefusable Order: You deliver a command of 25 words or less that the target must carry out. This spell is difficult for others to detect being cast.

2nd-level Inquisitor Spells

Calamitous Plunge: You increase the mass of a tripped opponent, causing him to take extra fall damage and forcing him to stay prone.

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Legerdemain: Cause an object you steal to become invisible at the same time you create an illusory version.

3rd-level Inquisitor Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

4th-level Inquisitor Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

5th-level Inquisitor Spells

Mystic Resistance: Your existing spell resistance increases by 5 for 1 round/level.

6th-level Inquisitor Spells

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

Magus Spells

1st-level Magus Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

2nd-level Magus Spells

Calamitous Plunge: You increase the mass of a tripped opponent, causing him to take extra fall damage and forcing him to stay prone.

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Magus Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Jaunt Ahead: You teleport a number of feet equal to the distance you've moved since the beginning of your turn.

4th-level Magus Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

5th-level Magus Spells

Acidic Burst: You deal 1d6 acid damage/level to the target, and half that to adjacent creatures.

Idealized Form: You gain a +4 enhancement bonus to each ability score, a +2 natural armor bonus to AC, and treat your natural attacks as one size category larger while polymorphed into a type of creature you've never been before.

6th-level Magus Spells

Catalytic Fulmination: You create a massive explosion that deals 24d6 points of damage of a variety of different damage types.

Elemental Overrun: You create a wake of elemental energy that deals damage to creatures in spaces you passed through this turn.

Medium Spells

2nd-level Medium Spells

Calamitous Plunge: You increase the mass of a tripped opponent, causing him to take extra fall damage and forcing him to stay prone.

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

3rd-level Medium Spells

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

4th-level Medium Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

Mesmerist Spells

1st-level Mesmerist Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

Irrefusable Order: You deliver a command of 25 words or less that the target must carry out. This spell is difficult for others to detect being cast.

2nd-level Mesmerist Spells

Calamitous Plunge: You increase the mass of a tripped opponent, causing him to take extra fall damage and forcing him to stay prone.

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

Legerdemain: Cause an object your steal to become invisible at the same time you create an illusory version.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Mesmerist Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Sever Control: You end another creature's mental control over a creature you yourself are controlling.

4th-level Mesmerist Spells

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

6th-level Mesmerist Spells

Amazing Reversal: Swap places with a foe in order to escape a pin or grapple.

Conjure Cursed Item: You summon a cursed item into the possession of a nearby creature.

Occultist Spells

2nd-level Occultist Spells

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Legerdemain: Cause an object your steal to become invisible at the same time you create an illusory version.

4th-level Occultist Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

6th-level Occultist Spells

Conjure Cursed Item: You summon a cursed item into the possession of a nearby creature.

Paladin Spells

3rd-level Paladin Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

4th-level Paladin Spells

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Psychic Spells

1st-level Psychic Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

2nd-level Psychic Spells

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Legerdmain: Cause an object you steal to become invisible at the same time you create an illusory version.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Psychic Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

Sever Control: You end another creature's mental control over a creature you yourself are controlling.

4th-level Psychic Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

5th-level Psychic Spells

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

Mystic Resistance: Your existing spell resistance increases by 5 for 1 round/level.

6th-level Psychic Spells

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

7th-level Psychic Spells

Forced Conversion: Force a creature to change its alignment or values.

8th-level Psychic Spells

Diamond Ward: You gain a +5 competence bonus to AC and saving throws, and gain DR 10/— and resist acid, cold, electricity, and fire 10 for 1 round/level.

9th-level Psychic Spells

Amazing Reversal: Swap places with a foe in order to escape a pin or grapple.

Swinging Toss: You send a creature you successfully repositioned flying through the air for 10 feet/level.

Ranger Spells

1st-level Ranger Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

3rd-level Ranger Spells

Jaunt Ahead: You teleport a number of feet equal to the distance you've moved since the beginning of your turn.

4th-level Ranger Spells

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Shaman Spells

2nd-level Shaman Spells

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Shaman Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

4th-level Shaman Spells

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

5th-level Shaman Spells

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

7th-level Shaman Spells

Executioner's Wage: You steal the life essence of a creature you slew with a dagger, gaining an enhancement bonus to each ability score equal to 1/3 the slain creature's Hit Dice.

Forced Conversion: Force a creature to change its alignment or values.

8th-level Shaman Spells

Conjure Cursed Item: You summon a cursed item into the possession of a nearby creature.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Baffling Maneuver: The target cannot end a dirty trick, and the dirty trick's effects are extended to 1 round/level.

Irrefusable Order: You deliver a command of 25 words or less that the target must carry out. This spell is difficult for others to detect being cast.

2nd-level Sorcerer/Wizard Spells

Calamitous Plunge: You increase the mass of a tripped opponent, causing him to take extra fall damage and forcing him to stay prone.

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Legerdemean: Cause an object you steal to become invisible at the same time you create an illusory version.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Sorcerer/Wizard Spells

Blinding Light: A sudden flash of light dazes, dazzles, or blinds each creature in a 60-ft.-radius burst.

Distracting Display: Cause a creature you successfully fainted to be dazed for 1 round + 1 round/3 levels.

Jaunt Ahead: You teleport a number of feet equal to the distance you've moved since the beginning of your turn.

Sever Control: You end another creature's mental control over a creature you yourself are controlling.

4th-level Sorcerer/Wizard Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

5th-level Sorcerer/Wizard Spells

Fiery Frenzy: Weapons you wield do an additional 4d6 points of fire damage for 1 round/level.

Idealized Form: You gain a +4 enhancement bonus to each ability score, a +2 natural armor bonus to AC, and treat your natural attacks as one size category larger while polymorphed into a type of creature you've never been before.

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

Mystic Resistance: Your existing spell resistance increases by 5 for 1 round/level.

6th-level Sorcerer/Wizard Spells

Acidic Burst: You deal 1d6 acid damage/level to the target, and half that to adjacent creatures.

Inescapable Pin: Magically imprison a creature you have successfully pinned.

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

7th-level Sorcerer/Wizard Spells

Elemental Overrun: You create a wake of elemental energy that deals damage to creatures in spaces you passed through this turn.

Executioner's Wage: You steal the life essence of a creature you slew with a dagger, gaining an enhancement bonus to each ability score equal to 1/3 the slain creature's Hit Dice.

Forced Conversion: Force a creature to change its alignment or values.

8th-level Sorcerer/Wizard Spells

Catalytic Fulmination: You create a massive explosion that deals 24d6 points of damage of a variety of different damage types.

Conjure Cursed Item: You summon a cursed item into the possession of a nearby creature.

Diamond Ward: You gain a +5 competence bonus to AC and saving throws, and gain DR 10/— and resist acid, cold, electricity, and fire 10 for 1 round/level.

9th-level Sorcerer/Wizard Spells

Amazing Reversal: Swap places with a foe in order to escape a pin or grapple.

Swinging Toss: You send a creature you successfully repositioned flying through the air for 10 feet/level, suffering 1d6 damage/level.

Spiritualist Spells

4th-level Spiritualist Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

5th-level Spiritualist Spells

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

6th-level Spiritualist Spells

Executioner's Wage: You steal the life essence of a creature you slew with a dagger, gaining an enhancement bonus to each ability score equal to 1/3 the slain creature's Hit Dice.

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.

Summoner Spells

2nd-level Summoner Spells

Fortified Flesh: You increase your existing damage reduction by 5 for 1 round/level.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Summoner Spells

Jaunt Ahead: You teleport a number of feet equal to the distance you've moved since the beginning of your turn.

4th-level Summoner Spells

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Witch Spells

1st-level Witch Spells

Irrefusable Order: You deliver a command of 25 words or less that the target must carry out. This spell is difficult for others to detect being cast.

2nd-level Witch Spells

Legerdemean: Cause an object you steal to become invisible at the same time you create an illusory version.

Magnify Concealment: You increase your existing miss chance by 20% for 1 round/level.

3rd-level Witch Spells

Sever Control: You end another creature's mental control over a creature you yourself are controlling.

4th-level Witch Spells

Arrest Healing: The target can't heal naturally, and cannot be healed magically without a caster level check.

Chimeric Perfection: You grant an enhancement bonus to each ability score the target doesn't already have an enhancement bonus to.

Insightful Vision: You perceive the object of a successful Perception or Sense Motive check with the clarity of *true seeing* for a brief moment.

Sunder Form: You transmute an object that you successfully sundered, transforming it into anything you desire.

5th-level Witch Spells

Murmurs of the Sage: You gain an audience with an otherworldly patron who answers questions about a topic you succeeded on an Appraise or Knowledge skill relating to.

6th-level Witch Spells

Executioner's Wage: You steal the life essence of a creature you slew with a dagger, gaining an enhancement bonus to each ability score equal to 1/3 the slain creature's Hit Dice.

Terrifying Threat: You cause up to 1 creature/level that you have demoralized to become panicked for 1 round/level.



7th-level Witch Spells

Forced Conversion: Force a creature to change its alignment or values.

8th-level Witch Spells

Conjure Cursed Item: You summon a cursed item into the possession of a nearby creature.

9th-level Witch Spells

Swinging Toss: You send a creature you successfully repositioned flying through the air for 10 feet/level, suffering 1d6 damage/level.

New Spells

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

ACID BURST

School conjuration (creation) [acid, challenging]; **Level** bloodrager 4, magus 5, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a goat’s bezoar)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Fortitude partial, Reflex half; see text; **Spell Resistance** no

Challenge: In order to cast this spell, you must have dealt at least 5 points of acid damage to the target each round for the previous 3 rounds.

You conjure a churning ball of vitriol inside the target’s body, which erupts outwards violently. The target suffers 1d6 points of acid damage per caster level, as it bursts forth from the target’s body, and then deals 1d6 points of acid damage per two caster levels to each creature adjacent to the target. The target is entitled to a Fortitude save to resist the effect. Success indicates that he suffers only half damage, and there is no secondary burst of acid to damage adjacent creatures. If the acid does burst forth from the target, the adjacent creatures are entitled to a Reflex save for half damage.

AMAZING REVERSAL

School conjuration (teleportation) [challenging]; **Level** bard 6, mesmerist 6, psychic 9, sorcerer/wizard 9, witch 9
Casting Time 1 swift action
Components V
Range medium (100 ft. + 10 ft./level)
Targets you and one other creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have succeeded on an Escape Artist check, and the result of your skill check must have exceeded the DC by 5 or more. This spell must be cast immediately after the results of that skill check become known, or it has no effect.

Not only do you manage to escape your bonds, but you swap places with another creature of your choice within the spell’s range, leaving them trapped in whatever situation you just escaped. You and the target exchange places, teleporting to your new positions. Additionally, the target becomes ensnared in whatever it was that you used Escape Artist to escape from. The target becomes ensnared even if they would not ordinarily be able to be (for example, if you were being held by a trap that would normally need to be reset, etc.). If you used Escape Artist to escape a grapple, the grappling creature may choose to end that grapple on its next turn, as normal, but the two remain grappling until then.

Additionally, if you desire, when you switch places with the target, you can apply up to two of the following effects to them, in addition to the effects of whatever you escaped from.

Bindings (Hands): The target’s arms are bound, increasing the DC of any Escape Artist checks she makes by 5. Any successful Escape Artist check she makes also removes these simple bindings. If the target is not trapped by any other effect (such as if the effect she was teleported into had a duration which elapsed, or she was rescued from the effect by another means), the bindings require a DC 20 Escape Artist check to escape on their own.

Bindings (Feet): The target’s feet are bound, halving her movement speed. These bindings can be removed as a full-round action that provokes attacks of opportunity, but only by a creature with at least 1 free hand.

Blindfold: The target is blindfolded, and is considered blind. The blindfold can be removed as a move action that provokes attacks of opportunity, but only by a creature with at least 1 free hand.

Gag: The target is unable to speak. The gag can be removed as a move action that provokes attacks of opportunity, but only by a creature with at least 1 free hand.

ARREST HEALING

School necromancy [challenging]; **Level** antipaladin 4, bloodrager 4, cleric 5, inquisitor 4, magus 4, medium 4, occultist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, witch 4
Casting Time 1 move action
Components V, S, M/DF (a live maggot)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration permanent
Saving Throw none; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have inflicted at least 20 points of damage to the target since the beginning of your turn.

You suffuse the target with necromantic energy, making it all but impossible for him to heal. All damage currently inflicted to the target does not heal naturally (including with fast healing, but not regeneration), and cannot be healed magically unless the caster succeeds on a caster level check (DC 11 + your caster level). Additionally, all ability damage the target is currently suffering from becomes ability drain, and all temporary negative levels the target currently has become permanent negative levels. These effects apply only to damage already done to the target: all future damage inflicted after this spell is cast can be healed normally.

BAFFLING MANEUVER

School illusion (figment) [challenging]; **Level** antipaladin 1, bard 1, bloodrager 1, magus 1, mesmerist 1, psychic 1, ranger 1, sorcerer/wizard 1

Casting Time 1 swift action

Components V, S

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

Target one creature

Duration 1 round/level (D)

Saving Throw Will disbelief; see text; **Spell Resistance** no

Challenge: In order to cast this spell, you must have successfully performed a dirty trick combat maneuver against the target since the beginning of your last turn, and the result of your combat maneuver check must have exceeded the target's CMD by 5 or more.

You confound the target with illusions that prevent him from being able to successfully end the effects of the dirty trick, no matter how hard he tries: if he attempts to wipe sand from his eyes, his hands can't quite seem to find them, if he attempts to pull up pants around his ankles, his fingers fumble endlessly, and so on. The target cannot end the effects of the dirty trick with any action, and the dirty trick's effects last for the spell's duration.

As a standard action, the target can attempt to pierce the illusion, making a Will save to disbelieve it. If successful, the spell's effects end.

BLINDING LIGHT

School evocation [challenging, light]; **Level** bard 3, cleric 3, druid 3, inquisitor 3, magus 3, mesmerist 3, paladin 3, psychic 3, shaman 3, sorcerer/wizard 3

Casting Time 1 immediate action

Components V, S

Range 60 ft.

Area 60-ft.-radius burst centered on you

Duration 1 round/3 levels and 1 min./level; see text

Saving Throw Fortitude partial; **Spell Resistance** no

Challenge: In order to cast this spell, you must have increased the light level in your space by 3 steps (from darkness to bright light, or from magical darkness to normal light). This spell must be cast immediately after you perform the action that causes the light level increase, or it has no effect.

You cause a sudden flash of intense light. Each creature in the area other than you must succeed on a Fortitude saving throw or be dazed for 1 round per three caster levels. Even creatures that succeed on their saving throw are dazzled for 1 round per three caster levels. Creatures that fail their saving throw by 5 or more are blinded for 1 minute per caster level, in addition to the daze effect.

CALAMITOUS PLUNGE

School transmutation [challenging]; **Level** bard 2, inquisitor 2, magus 2, medium 2, mesmerist 2, sorcerer/wizard 2

Casting Time 1 swift action

Components V, S, M/DF (a ball of lead)

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

Target one prone creature

Duration 1 round/level (D)

Saving Throw Fortitude partial; see text; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have successfully performed a trip combat maneuver against the target since the beginning of your last turn, and the result of your combat maneuver check must have exceeded the target's CMD by 5 or more.

You dramatically increase the target's mass, causing his own weight to begin to crush him, and making it difficult for him to stand. The target cannot stand up from prone without first succeeding on a Fortitude saving throw. Additionally, at the beginning of his turn each round, if he is standing, he must succeed on a Fortitude save or fall prone and suffer 1d6 points of damage. Alternatively, if he is prone at the beginning of his turn, he suffers 1 point of nonlethal damage as his body is crushed by gravitational force.

CATALYTIC FULMINATION

School evocation [acid, challenging, cold, electricity, fire];

Level druid 8, magus 6, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (a vial of brightly-colored liquids)

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

Area 40-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have dealt at least 20 points of acid damage, 20 points of cold damage, 20 points of electricity damage, and 20 points of fire damage in the last minute. This damage need not have all been dealt to the same creature, and the damage need not have been all at once (for example, if you dealt 5 points of fire damage one round, and 15 points of fire damage on the next round, that would be sufficient to have dealt 20 points of fire damage).

Drawing on the resonant elemental energy from the damage you inflicted, you create a massive explosion consisting of all four elements at once. Each creature and unattended object in the area suffers 6d6 points of acid damage, 6d6 points of cold damage, 6d6 points of electricity damage, and 6d6 points of fire damage.

CHIMERIC PERFECTION

School transmutation [challenging]; **Level** alchemist 4, antipaladin 4, bard 4, bloodrager 4, cleric 4, druid 4, paladin 4, psychic 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (scales from a chimera)

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Challenge: In order to cast this spell, the target must currently be under the effects of one or more spells or abilities cast by you that are granting her enhancement bonuses to at least three of her ability scores.

You round out the enhancement, shoring up aspects of the target that your previous effects failed to augment. The target gains an enhancement bonus to each ability score she does not already have an enhancement bonus to. The amount of the bonus is equal to the lowest bonus among the bonuses you are currently granting her.

CONJURE CURSED ITEM

School conjuration (creation) [challenging]; **Level** cleric 8, mesmerist 6, occultist 6, shaman 8, sorcerer/wizard 8, witch 8

Casting Time 1 move action

Components V, S, F/DF (a bent horseshoe)

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

Effect one cursed item

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** no

Challenge: In order to cast this spell, you must have successfully performed a steal combat maneuver against the target since the beginning of your last turn, and the result of your combat maneuver check must have exceeded the target's CMD by 5 or more.

You conjure a cursed item into the possession of the creature you successfully stole from with the steal combat maneuver used to cast the spell. You can conjure any cursed item you desire, within the following limitations: the cursed item must either be a specific cursed item, from among those listed in the *Pathfinder Roleplaying Game Core Rulebook* or other sources, or must have one of the following common cursed item effect: delusion, or opposite effect or target. The GM may determine that some cursed items (such as the *boots of dancing* or the *robe of powerlessness*) are too powerful to be conjured with this spell.

The target is unable to rid himself of the conjured item without first succeeding on a Will save, even if the cursed item would not normally have this limitation.

DIAMOND WARD

School abjuration [challenging]; **Level** cleric 8, psychic 8, sorcerer/wizard 8

Casting Time 1 immediate action

Components V, S, M/DF (low-grade diamond dust)

Range personal

Target you

Duration 1 round/level (D)

Challenge: In order to cast this spell, you must have made a successful saving throw since the beginning of your last turn, and the result of your saving throw must have exceeded the DC by 3 or more.

You surround yourself with potent warding magic, protecting you from a variety of threats. You gain a +5 competence bonus to AC and saving throws, gain DR 10/—, and resist acid, cold, electricity, and fire 10.

DISTRACTING DISPLAY

School enchantment (compulsion) [challenging, mind-affecting]; **Level** antipaladin 2, bard 2, bloodrager 2, magus 2, medium 2, mesmerist 2, psychic 3, sorcerer/wizard 3

Casting Time 1 swift action

Components V, S

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

Target one creature

Duration 1 round + 1 round/3 levels (D)

Saving Throw Will partial; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have successfully performed a feint against the target since the beginning of your last turn, and the result of your Bluff check to feint must have exceeded the DC by 5 or more.

You magically enhance the deception caused by your mundane deceit, causing your opponent to have trouble focusing on anything at all. If the target fails his Will saving throw, he is dazed for the spell's duration. If the target succeeds on his saving throw, he is dazed for 1 round, and shaken for the remainder of the spell's duration.

ELEMENTAL OVERRUN

School evocation [acid, cold, electricity, or fire (see text); challenging]; **Level** druid 8, magus 6, sorcerer/wizard 7

Casting Time 1 swift action

Components V, S

Range see text

Area see text

Duration 1 round/level (D)

Saving Throw Reflex half; see text; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have moved at least 10 feet since the beginning of your current turn, and must have moved through the space of at least one opponent. If you used Acrobatics to do so, the result of your Acrobatics check must have exceeded the DC by 5 or more for at least one opponent whose space you moved through. If you used an overrun combat maneuver to do so, then for at least one opponent whose space you moved through, either the opponent must have chosen to avoid you, or the result of your combat maneuver check must have exceeded the DC by 5 or more.

You leave a wake of elemental energy in your path, which rushes backwards to fill the spaces you moved through. The spell's area consists of each square that you moved through since the beginning of your current turn, and the spell creates a wall of shimmering elemental energy in each of those squares, 20 feet tall.

You choose the type of energy the spell uses at the time the spell is cast, from among the following: acid, cold, electricity, or fire. The spell gains the appropriate energy descriptor, and all damage dealt by the spell is of the chosen type. Once chosen, the spell's energy type cannot later be changed.

A creature that enters the spell's area, or begins its turn within it, suffers 1d6 points of damage of the appropriate energy type per caster level. Creatures that begin their turns within 10 feet of one or more spaces the wall occupies suffer 10d6 points of damage of the appropriate type. In both cases, a successful Reflex save halves this damage.

EXECUTIONER'S WAGE

School necromancy [challenging]; **Level** shaman 7, sorcerer/wizard 7, spiritualist 6, witch 7

Casting Time 1 immediate action

Components V, S, M/DF (a bloody silver piece)

Range personal; see text

Target you; see text

Duration see text

Challenge: In order to cast this spell, you must have dealt the killing blow to a creature with a melee attack made using a dagger. The spell must be cast at the moment of the creature's death, or it has no effect.

You drain the last of the slain creature's life essence, using it to empower yourself. You gain an enhancement bonus to each of your ability scores equal to 1/3 the Hit Dice of the slain creature (to a maximum of +6 for a creature with 18 or more Hit Dice).

The spell lasts for a number of rounds equal to the 1/2 the number of Hit Dice the slain creature possessed. If the slain creature is returned to life during this time by any means, the spell ends. As the spell goes on, the slain creature's body rapidly decomposes. After 3 rounds, it can no longer be returned to life via *raise dead* and similar effects that require a whole, intact body. After 6 rounds, or if the spell is not ended before its duration runs out, then the slain creature can no longer be returned to life by anything less than a *true resurrection* spell.

FIERY FRENZY

School evocation [challenging, fire]; **Level** antipaladin 4, bloodrager 4, cleric 5, magus 4, medium 4, paladin 4, psychic 5, ranger 4, shaman 5, sorcerer/wizard 5

Casting Time 1 swift action

Components V, S, M/DF (a chunk of flint)

Range personal

Target you

Duration 1 round/level (D)



Challenge: In order to cast this spell, you must have performed a full-attack action since the beginning of your last turn, and must have successfully damaged the same creature with each attack made as part of that full-attack action. If the full-attack action did not include at least two attacks, or if any of the attacks failed to hit, this spell automatically fails.

You channel the fury of your assault into your weapon. For the spell's duration, any weapon you wield deals an additional 4d6 points of fire damage with each successful hit. If the full attack that you performed in order to be able to cast the spell included at least two attacks with an off-hand weapon, this applies to any number of weapons wielded simultaneously. Otherwise, it applies to only a single weapon you wield, no matter how many you may be wielding. If the weapon leaves your possession for any reason, it loses these benefits, but regains them once you resume wielding it.

FORCED CONVERSION

School enchantment (compulsion) [challenging, mind-affecting]; **Level** bard 6, cleric 7, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S, F/DF (an iron rod)

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

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

Challenge: In order to cast this spell, the target must currently be under the effects of a charm or compulsion effect cast by you, and you must have successfully forced the target to take an action against its nature. This only applies if the charm or compulsion effect in question is one that allows an opposed Charisma check or a new saving throw when you attempt to force the target to take an action against its nature (such as *charm person* or *dominate person*).

You extend your control deep into the creature's subconscious, allowing you to fundamentally change the target's personality. You can force the target's alignment to change to any alignment of your choosing, as though you had affected the target with the redemption or temptation version of *atonement*, and the target had willingly chosen to change its alignment. Additionally, you may add or remove up to one personality trait from the target per 3 caster levels you possess. For the purposes of this spell, personality traits are general behaviors, outlooks, or similar tendencies relating to how the creature acts. "Paranoid" or "generous" would be appropriate personality traits, but "attacks his employer" or "gives all of his money to me" would not be. The GM is the final arbiter of what personality traits are suitable, as well as the exact effects that adding or removing personality traits has on the target.

This spell can only be dispelled by *break enchantment*, *limited wish*, *wish*, or *miracle*.

FORTIFIED FLESH

School abjuration [challenging]; **Level** alchemist 2, bloodrager 2, druid 2, inquisitor 2, magus 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, summoner 2
Casting Time 1 immediate action
Components V, S, F/DF (a lump of coal)
Range personal
Target you
Duration 1 round/level (D)

Challenge: In order to cast this spell, you must completely negate all damage that you would have suffered from a successful attack with damage reduction. The damage reduction can come from any source, be it a natural part of your form, the benefit of a *stoneskin* spell, or granted by adamantine armor, etc., but if even 1 point of damage from the attack exceeds or bypasses the damage reduction, this spell has no effect.

You cause your skin to harden under immense pressure, becoming almost diamond-like in texture. Your damage reduction increases by 5. If you lose your damage reduction for any reason (such as because the spell or effect granting it ends), this spell ends immediately. If you have multiple sources of damage reduction, this spell applies to each of them separately.

IDEALIZED FORM

School transmutation [challenging]; **Level** alchemist 5, bloodrager 4, magus 5, sorcerer/wizard 5
Casting Time 1 immediate action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

Challenge: In order to cast this spell, you must use a polymorph spell or effect to take on the form of a type of creature that you have never been before (for example, if using *beast shape*, a badger, hawk, and wolf would all be considered different types of creatures). You must cast this spell at the same time as the polymorph effect is used, or it has no effect. Because this spell only functions when you take on the form of a creature you have never been before, it can only ever be used once for any given type of creature.

You transform into an idealized version of the creature in question. You gain a +4 enhancement bonus to each of your ability scores, your natural attacks deal damage as though you were one size category larger than you actually are, and your natural armor bonus to AC increases by +2.

If the polymorph effect ends for any reason, or your shape changes to a different type of creature, then this spell immediately ends.

INESCAPABLE PIN

School abjuration [challenging]; **Level** sorcerer/wizard 6
Casting Time 1 move action
Components V
Range touch
Target see text
Duration instantaneous
Saving Throw Will negates; see text; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have made a successful grapple combat maneuver check to maintain a pin since the beginning of your current turn, and the result of your combat maneuver check must have exceeded the DC by 5 or more. The spell's target must be a creature you currently have pinned, and you must have the creature pinned physically, rather than via spells such as *telekinesis*.

You drive the pinned creature downwards into the earth, where they vanish beneath the surface. Except as noted here, this spell functions as the spell *imprisonment*. The ground in the location the target was when you cast the spell is slightly disturbed, bearing a slight indentation similar to an impact crater (regardless of what material the ground in that area is made of). Additionally, the effect can be countered with a *break enchantment* spell or a *greater dispel magic* spell, in addition to being able to be ended by a *freedom* spell. Unlike *imprisonment*, knowing the target's name and facts about his life does not impose a penalty on the target's saving throw.

INSIGHTFUL VISION

School divination [challenging]; **Level** bard 4, cleric 4, druid 5, inquisitor 3, medium 3, mesmerist 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration instantaneous

Challenge: In order to cast this spell, you must have succeeded on a Perception or Sense Motive check, and the result of your skill check must have exceeded the DC by 5 or more. This spell must be cast immediately after the results of that skill check become known, or it has no effect.

You gain a flash of mystic insight, which allows you to perceive the object of your Perception or Sense Motive check with full clarity. You see the target as it truly is, as though with the spell *true seeing*, except that you are also able to pierce mundane disguises as easily as illusions. Additionally, you gain a glimpse of the target's aura, as though you had read each of the target's auras with the *analyze aura*^{OA} spell.

If you are not actually able to see the object of your Perception or Sense Motive check (such as because the Perception check was made to hear an unseen creature, or because you are communicating via some form of non-visual magic), you gain a brief vision of them, instead, which contains all of the above information.

IRREFUSABLE ORDER

School enchantment (compulsion) [challenging, language-dependent, mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, mesmerist 1, sorcerer/wizard 1, witch 1

Casting Time 1 swift action

Components V; see text

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

Target one living creature

Duration 10 min./level or until completed

Saving Throw Will negates; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have successfully made a Bluff or Diplomacy check against the target since the beginning of your last turn, and the result of your skill check must have exceeded the DC (or opposed roll) by 5 or more.

As part of casting the spell, you speak a short suggestion or command, no more than 25 words in length. This is the spell's entire verbal component, and a DC 25 Spellcraft check is required by any onlooker to be aware that a spell was cast. The target must succeed on a Will save or be compelled to carry out the command for the spell's duration, or until completed, whichever comes first. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

JAUNT AHEAD

School conjuration (teleportation) [challenging]; **Level** bard 3, bloodrager 3, magus 3, ranger 3, sorcerer/wizard 3, summoner 3

Casting Time 1 swift action

Components V, S

Range see text

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

Challenge: In order to cast this spell, you must have successfully moved at least twice your base land speed during your current turn.

You instantly transport yourself from your current location to another spot within range. The spell's range is equal to the number of feet you moved since the beginning of your current turn. Unlike most teleportation spells, you must have both line of sight and line of effect to the destination. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating direction. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels (a Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth). All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you do not bring any creatures with you, and the gear and objects you bring with you have a combined weight of less than your medium load, and you have not already made an attack since the beginning of your turn, then when you arrive at your destination, you may make a single attack at your full base attack bonus as a free action. If you do, the target is considered flat-footed for the purposes of that attack.

LEGERDEMAIN

School illusion (figment, glamor) [challenging]; **Level** bard 2, inquisitor 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 swift action

Components V, S, F/DF (a pair of white gloves)

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

Target one object

Duration 1 round/level (D)

Saving Throw Will negates (harmless, object), Will disbelief; see text; **Spell Resistance** yes (harmless, object)

Challenge: In order to cast this spell, you must have successfully used either the steal combat maneuver or the Sleight of Hand skill to gain possession of the target object since the beginning of your last turn. Additionally, the result of your combat maneuver check or Sleight of Hand check must have exceeded the DC by 5 or more.

You simultaneously render the target object invisible, while creating an illusory version of it to distract those seeking it out. The object is rendered invisible as though with the spell

invisibility, and an illusory copy of it is created, as though with the spell *major image*. The illusory copy can appear in your possession if you wish (for example, if you were spotted when you took the item, you could create the illusory copy in your possession and then throw it away in order to make it appear that you no longer have the item), or it can appear somewhere else, even on someone else's person (for example, if you were not spotted when you took the item, you could cause the illusion to appear exactly where it was, avoiding suspicion, or could cause it to appear in someone else's possession to make them appear to be the one who took the item, etc.). Anyone that examines or interacts with the illusory copy is entitled to a Will save to disbelieve the illusion.

MAGNIFY CONCEALMENT

School illusion (glamer) [challenging]; **Level** alchemist 2, bard 2, magus 2, mesmerist 2, psychic 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Challenge: In order to cast this spell, you must currently have concealment, or be benefitting from some spell or ability that grants you a miss chance, and you must have had at least two attacks miss you due to that miss chance since the last time you were successfully hit.

The miss chance you are currently benefitting from increases by 20%, as you cause shadows to cling to you, or blur your shape, become semi-translucent, or otherwise increase the magnitude of whatever effect is concealing you. If you lose your source of concealment (such as if the effect granting concealment ends, or you move out of an area of dim light that was granting concealment, etc.), the spell immediately ends.

MURMURS OF THE SAGE

School divination [challenging]; **Level** bard 4, cleric 5, inquisitor 4, medium 4, occultist 4, psychic 5, shaman 5, sorcerer/wizard 5, spiritualist 5, witch 5

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round/level (D)

Challenge: In order to cast this spell, you must have succeeded on an Appraise or Knowledge check, and the result of your skill check must have exceeded the DC by 5 or more. This spell must be cast immediately after the results of that skill check become known, or it has no effect.

You make a mental connection to some otherworldly patron—a powerful outsider, the spirit of a knowledgeable but deceased individual, your deity, or some other source—who provides insight into the subject of your Appraise or Knowledge check. You can ask your patron one question about this topic per round. A question or answer longer than 25 words takes up one round per 25 words or fraction thereof.

Your patron always answers truthfully to the best of its ability, but it is possible that it may not know the answers to some questions. Your patron will not answer questions not relating to the subject of your Appraise or Knowledge check, and such questions are wasted. In rare cases, your patron may also refuse to answer a question that does relate to the subject of your Appraise or Knowledge check, even though it knows the answer, but it will never knowingly provide false answers.

MYSTIC RESISTANCE

School abjuration [challenging]; **Level** alchemist 5, cleric 5, inquisitor 5, psychic 5, sorcerer/wizard 5

Casting Time 1 immediate action

Components V, S, F (a rune-carved mirror worth at least 500 gp)

Range personal

Target you

Duration 1 round/level (D)

Challenge: In order to cast this spell, you must successfully resist a spell whose caster level is at least 2 higher than your own with spell resistance. The spell resistance can come from any source, be it a racial ability, the benefit of a *spell resistance* spell, or granted by a magic item, etc.

Your body is surrounded by mystic sigils that float through the air and glow with an eldritch light. Your spell resistance increases by 5. If you lose your spell resistance for any reason (such as because the spell or effect granting it ends), this spell ends immediately.

SEVER CONTROL

School enchantment [challenging]; **Level** bard 3, cleric 3, mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 immediate action

Components V

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

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Challenge: In order to cast this spell, you must succeed on an opposed Charisma check made to issue orders to a creature under the effects of one of your charm or compulsion effects, in contradiction to orders given by another creature. Further, the result of your opposed Charisma check must exceed your opponent's result by 5 or more.

You sever the other creature's control over the target, immediately ending any and all charm and compulsion effects on the target that originated from the creature you beat with your opposed Charisma check, as though they had been dispelled.

SUNDER FORM

School transmutation [challenging]; **Level** bloodrager 4, cleric 4, druid 4, magus 4, mesmerist 4, occultist 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 immediate action

Components V, S

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

Target one object

Duration see text

Saving Throw Will negates (object); **Spell Resistance** yes (object)

Challenge: In order to cast this spell, you must have successfully performed a sunder combat maneuver against the target, and the result of your combat maneuver check must have exceeded the target's CMD by 5 or more. This spell must be cast after the combat maneuver is performed, but before damage is rolled. This spell functions only when used in a combat situation, and has no effect if the sundered object is unattended or in the possession of a creature whose Hit Dice are less than 1/2 your caster level.

You transmute the sundered object into anything you desire, as though with the spell *polymorph any object*. The change occurs before the damage from the sunder is applied. Use the target's new hardness and other properties when applying the damage.

SWINGING TOSS

School transmutation [challenging]; **Level** psychic 9, sorcerer/wizard 9, witch 9

Casting Time 1 move action

Components V

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

Target one creature; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have successfully performed a reposition combat maneuver against the target since the beginning of your current turn, and the result of your combat maneuver check must have exceeded the target's CMD by 5 or more.

You fling the target away from you with incredible force, sending them flying through the air. The target is sent flying 10 feet per caster level directly away from you, and suffers 1d6 points of bludgeoning damage per caster level as a result of this movement. If the target's path takes him through one or more obstacles, they take damage as well, and either slow or stop the target's movement.

If the target's path causes him to hit an object, he deals 1d6 points of bludgeoning damage to the object for every 10 feet remaining in his movement. If this damage is sufficient to destroy the object, the target continues its movement. Otherwise, the target comes to a halt in that space (for example, if the spell was cast by a 17th-level psychic, and the target traveled 50 feet before striking a wall, he would deal 12d6 points of damage to the wall. If this damage was sufficient to reduce the object's hit points to 0, the target would continue moving, otherwise, he would come to a halt in that space).

If the target's path causes him to hit a creature, he makes a combat maneuver check, with a bonus equal to 1/5 the number of feet remaining in his movement. If the check is successful, the creature suffers 4d6 points of bludgeoning damage (or 1d6 per 10 feet of movement remaining, whichever is less) and falls prone. If the check fails, the creature suffers 1d6 points of bludgeoning damage per 10 feet of movement remaining. If the creature is either reduced to 0 hit points or knocked prone, then the target continues his movement. Otherwise, the target comes to a halt in that space (for example, if the spell was cast by a 17th-level psychic, and the target traveled 10 feet before striking a creature, he would make a combat maneuver check against that creature with a +32 bonus, and if he succeeded, he would deal 4d6 points of damage and knock the creature prone, then continue his movement. If he failed, the creature would suffer 1d6 points of bludgeoning damage. If this was enough to reduce the creature to 0 hit points, the target would continue his movement. Otherwise, the target's movement would be halted).

Regardless of whether he encounters an obstacle or not, the target is always prone in whatever space he halts in, and movement made as part of this spell does not provoke attacks of opportunity. No matter how many obstacles the target may encounter during his movement, he does not suffer any additional damage: he takes 1d6 points of damage per caster level from the force of the blow whether he collides with obstacles or finishes his movement.

TERRIFYING THREAT

School necromancy [challenging, emotion, fear, mind-affecting]; **Level** antipaladin 4, bard 6, bloodrager 4, cleric 6, inquisitor 6, psychic 6, sorcerer/wizard 6, spiritualist 6, witch 6

Casting Time 1 swift action

Components V, S, M/DF (a wolf's tooth)

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

Targets up to one creature/level, no two of which can be more than 30 ft. apart; see text

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Challenge: In order to cast this spell, you must have successfully made an Intimidate check to demoralize each of the spell's targets since the beginning of your last turn, and for each target, the result of your skill check must have exceeded the DC by 5 or more. For any target for which this condition is not met, the spell has no effect.

You prey upon the targets' fears, magnifying the threat presented by your intimidation tactics. Each target is panicked for the spell's duration.

New Feats

The following feats allow casters to get the most out of demanding spells, and the new demanding descriptor. They are presented in alphabetical order.

Casual Spell (Metamagic)

You can bypass the usual requirements of a challenging spell.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: You can remove the special requirements from a demanding spell, rendering it a normal spell, instead. Casual Spell can be applied only to spells with the demanding descriptor, and has no effect if used on any other spell. When you cast the spell, you ignore the challenge section of the demanding spell, and it loses the demanding descriptor.

A casual spell uses up a spell slot one level higher than the spell's actual level.

Challenge Seeker

You are drawn to demanding spells not just because of their power, but because they allow you to demonstrate your superiority, and the drive to succeed spurs you to greater heights.

Prerequisite: Ability to cast one or more demanding spells.

Benefit: Three times per day, when you make an ability check, attack roll, caster level check, combat maneuver check, damage roll, saving throw, or skill check, if the result of that roll could allow you to complete the challenge of one or more spells with the demanding descriptor that you can cast, you can choose to gain a +2 morale bonus on that roll. You must declare that you are using this ability before the roll is made. If you succeed on a roll that you applied this bonus to, and subsequently cast the associated demanding spell, treat your caster level for that spell as 2 higher than it actually is.

This applies only to spells that you currently have prepared (if you prepare spells) or spells you know and have an unused spell slot of a sufficient level to cast (if you are a spontaneous caster), and only to rolls that directly contribute to meeting the challenge requirement of the spell. For example, if you had *acid burst* prepared, you could use this ability on damage rolls made to deal acid damage to a creature, and attack rolls made for attacks that deal acid damage, but not on an Acrobatics check to position yourself to make an attack that will deal acid damage, nor on a saving throw to resist petrification, even though being petrified will prevent you from inflicting acid damage, etc.

Demanding Spell (Metamagic)

By adding a difficult, ritual task to the completion of a spell, you are able to do so by expending less mystical energy.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: You can turn any spell you know into a demanding spell, causing it to use up a lower-level spell slot than it otherwise would, but rendering you incapable of casting it unless you first complete a particular task or challenge. When you prepare the spell, it gains the demanding descriptor, and you must choose a specific task or challenge which you must complete in order to cast the spell. The challenges that you can choose from are listed below.

- Each of the spell's targets must have failed a saving throw to resist one of your spells in the last minute, and the amount by which they failed that saving throw must have been 5 or more. The spell must have at least one target in order to choose this challenge.
- You must have walked, swam, or flown around the perimeter of the spell's entire area in a single round at some time in the last minute. The spell must have an area and a casting time of 1 round or less in order to choose this challenge.
- You must have succeeded on a caster level check to overcome spell resistance since the beginning of your last turn, and that check must have beaten the DC by 5 or more.
- You must have cast a spell that dealt acid, cold, fire, or electricity damage to one or more creatures with at least 1 point of resistance to that element in the last minute, and the amount of damage of that energy type that the creature suffered must be greater than the amount of damage of that energy type that was resisted.
- At the GM's discretion, additional challenges relating to a particular spell may be appropriate.

A spell affected by this feat must be prepared. If you are a spontaneous caster, you can prepare a spell affected by this feat by spending 15 minutes meditating, or any number of spells affected by this feat with 1 hour of meditating, instead. Each spell you prepare in this way effectively "locks in" a spell slot of the appropriate spell level with the spell in question, after which it can be cast normally, but that spell slot can no longer be used to cast other spells.

A demanding spell uses up a spell slot one level lower than the spell's actual level. This cannot reduce the spell's effective level to less than 1.

Special: You can apply this feat to the same spell multiple times. You must select an additional challenge for each time it is applied, and each time you apply the feat, the level of the spell slot the spell takes up is reduced by an additional 1.

Lasting Glory

When you complete the challenge posed by a demanding spell, you have a longer period of time in which you can cast that spell.

Prerequisite: Ability to cast one or more demanding spells.

Benefit: Whenever you cast a demanding spell, treat the amount of time listed in the spell's challenge entry as though it were twice what it actually is (for example, if the spell normally requires that you have performed a particular action within the last minute, then you would need to have done so within the last two minutes, instead, whereas if it normally requires that you have performed a particular action since the beginning of your last turn, you would need to have done so since the beginning of your turn two rounds ago, etc.).

Uncontested Caster

You are able to bypass the challenges of demanding spells on occasion.

Prerequisite: Ability to cast one or more demanding spells.

Benefit: Once per day, when you cast a spell with the demanding descriptor, you can ignore that spell's challenge entry (the part of the spell that outlines an additional requirement you must meet in order to cast the spell). Spells affected in this way are treated as though they did not have the demanding descriptor. You cannot use this feat to bypass challenges imposed on the spell with the Demanding Spell metamagic feat.

Normal: Each spell with the demanding descriptor has a challenge entry that requires you to have performed a certain action or met a specific criteria in order to cast the spell.

New Archetypes

The following section presents new archetypes for characters that specialize in the use of demanding spells. They are presented in alphabetical order according to the class that they modify.

Show Stopper (Bard)

Never satisfied with merely "adequate" or even "good" performances, show stoppers are bards that are constantly pushing themselves to achieve new heights, and don't consider anything a success unless it is an overwhelming success. Drawn to demanding spells because of a desire to display their superb mastery of spellcraft, these bards never do anything halfway.

Over the Top (Ex): Beginning at 2nd level, a show-stopper is able to turn a mild success into an incredible success, using style and panache to make it seem as though even very difficult accomplishments were a breeze. Whenever the show-stopper succeeds on a skill check or a combat maneuver check, he is treated as though he had exceeded the DC by 5 for the purposes of any additional benefits that would grant. For example, if he succeeded on a Knowledge check to identify a creature, he would learn one additional piece of information about that creature, and if he succeeded on a dirty trick combat maneuver, the effects of the trick would last for 1 additional round. This only applies to benefits specifically for beating the DC by 5, so if he attempts to use Acrobatics to jump horizontally and succeeds on his check, he would not jump an additional 5 feet. This ability does not help the show-stopper succeed on the check, it only provides additional benefits if he does so.

At 10th level, the show stopper is treated as though his check had exceeded the DC by 10, instead, and at 18th level, he is treated as though his check had exceeded the DC by 15.

This ability replaces the versatile performance class feature.

Potent Payoff (Ex): Beginning at 2nd level, whenever a show stopper casts a demanding spell, he treats his caster level as 2 higher than it actually is for the purposes of that spell.

This ability replaces the well-versed class feature.

Encore (Ex): By 5th level, a show stopper is inspired by his own over-the-top antics, and turns his successes into fuel for more performances. Whenever he casts a spell with the demanding descriptor, he gains an additional daily round of bardic performance for that day. This extra round is lost if it is not used before the next time the show stopper rests.

This ability replaces the lore master class feature.

Bask in Glory (Ex): Beginning at 10th level, a show stopper basks in his own glory whenever he performs the difficult challenges required by a demanding spell. Whenever the show stopper casts a spell with the demanding descriptor, he gains a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws. This bonus lasts for a number of rounds equal to the spell level of the demanding spell.

This ability replaces the jack of all trades class feature.

Challenge Seeker (Sorcerer)

Because their magical gifts come to them as a birthright, rather than through hard work and dedication, sorcerers are often considered savants in the world of magic. Many become cocksure and arrogant, as things that take a lifetime of study for others are second nature to them. For a few, this leads them to seek out greater and greater challenges, as they constantly strive to prove their greatness to the world.

Challenge Seeker: At 1st level, a challenge seeker gains the Challenge Seeker feat as a bonus feat. Additionally, at 3rd level, and every two levels thereafter, he gains an additional daily use of that feat (to a maximum of 12 uses per day at 19th level).

This ability replaces the Eschew Materials class feature.

Demanding Repertoire (Ex): At 1st level, a challenge seeker may choose a single 1st-level demanding spell and add it to his list of spells known. At 3rd level, he may choose another 1st-level demanding spell to learn in this way. At 5th level, and every two levels thereafter, he may choose a demanding spell of the next-highest spell level to add to his list of spells known (a 2nd-level spell at 5th level, a 3rd-level spell at 7th level, and so on). Spells learned in this way do not count against the challenge seeker's maximum number of spells known.

This ability replaces the challenge seeker's bloodline spells.

Greater Challenges (Ex): Beginning at 7th level, a challenge seeker gains even greater benefits from pursuing challenges. The bonus he gains when using the challenge seeker feat is increased to +4.

This ability replaces the bloodline feat gained at 7th level.

True Challenge (Ex): Beginning at 19th level, a challenge seeker is spurred to unbelievable heights by pursuing challenges. The bonus he gains when using the challenge seeker feat is increased to +6.

This ability replaces the bloodline feat gained at 19th level.



Chapter 2

Mental Hit Point Spells

Each spell was like a dagger in my brain, a searing, red-hot knife stabbing directly into my mind. The compulsions themselves were easy enough to fight off, but each one left me a little bit weaker, a little less able to resist the next. Even those spells I resisted were not completely in vain, for they brought me closer to a conclusion that would have been inevitable, had I not been swift enough to deliver a dagger of my own—a real, physical one—into his brain, first.

Excerpt from the journal of Agalor the Wanderer

Mental Hit Point Spells

This section of the book presents a collection of spells that don't so much make use of a new mechanic, as they support an optional variant rule that can be used to change the way that mental effects are handled in your game. Traditionally, while a martial character's attacks consistently whittle away at the opponent's hit points over the course of a few rounds, trading blows back and forth in a race to see who can drop the other to zero hit points first, many spell effects, especially mind-affecting effects, tend to be all-or-nothing. Based on the result of a single saving throw, the spell either has no effect, or is fully effective, often crippling opponents or completely ending a fight. The binary pass or fail nature of the saving throw, and the potential power of these effects, makes games that feature them heavily very swingy, while, at the same time, fairly predictable—the caster keeps throwing out encounter-ending spells until one of them sticks, and then things are quickly mopped up.

The goal of mental hit points is to present a system where mental combat can be an incremental process of whittling down a foe's mind, much in the same way that martial characters have always been whittling down their health with standard hit points. It allows a caster to make measurable progress towards the goal of defeating the opponent, instead of constantly being stuck between spending the round accomplishing nothing, and ending the fight all at once (in a fashion that is often anticlimactic for everyone else). In a sense, the save-or-die spells feel to many players and GMs like a bypass or a shortcut that allows one to skip the normal process of defeating foes, and mental hit points are one way to make spells like *sleep* and *dominate person* feel more like a combat, and less like a cheat code.

GMs will find that there are a large number of spells in this section, and that most of the prominent mind-affecting spells and effects that currently use a binary saving throw to determine their effect are represented here with a version that uses mental hit points, although there may be a few additional differences. Those who are so inclined can remove the standard versions of these spells from the game and introduce mental hit points, and the spells in this book, as a replacement for those interested in those effects. Others may prefer to have mental hit points exist side-by-side with the game's existing spells and effects, and that's fine as well. The section Mental Hit Points in Your Game addresses these concerns in more detail.

Mental Hit Points

Mental hit points are a new character statistic used by the optional mental hit points variant rule, and are pretty much exactly what they sound like: a new type of hit point that applies specifically to mental attacks. The following section outlines the rules that govern mental hit points, including how to determine a character's maximum mental hit points, how mental hit points are healed, the effects of mental hit point damage, and what kinds of things can cause mental hit point damage.

Determining Mental Hit Points

Like standard hit points, a character's mental hit points are determined based on Hit Dice and ability scores. At each level, the character rolls an appropriate die (or takes the average result), and adds the relevant ability score modifier to determine how many hit points they gain that level. The dice size and ability score used is different from those used for standard hit points, however.

Class Hit Dice: For Hit Dice gained from class levels, the die size used is directly opposite those used for standard Hit Dice. Classes that grant a full base attack bonus (such as barbarians and fighters) roll a d6 for mental hit points, while those with a slow base attack bonus (such as sorcerers and wizards) roll a d10 for mental hit points. Classes with a medium base attack bonus (such as bards and rogues) roll a d8 for mental hit points, just like their standard hit points.

Racial Hit Dice: For racial Hit Dice, the die size used is based on the monster's creature type. For the most part, these follow the same conventions as class Hit Dice, with higher base attack bonuses resulting smaller dice sizes, but this is not always the case. [Table X-X] outlines which die to roll for each creature type to determine the mental hit points for each Hit Die.

Mental Ability Score Modifier: While standard hit points gain a bonus each Hit Die based on a character's Constitution score, any of a character's mental ability scores can potentially contribute to their mental hit points. For each Hit Die, the character gains a number of bonus hit points equal to the highest of their Intelligence, Wisdom, or Charisma modifiers.

Table 2-1: Monster Mental Hit Die

Type	Mental Hit Die
Aberration	d8
Animal	d6
Construct	d8
Dragon	d12
Fey	d10
Humanoid	d8
Magical beast	d6
Monstrous humanoid	d8
Ooze	d6
Outsider	d10
Plant	d8
Undead	d8
Vermin	d6

Other Sources: Other sources may grant additional mental hit points, such as the Mental Toughness feat, or certain class features, etc.

Healing Mental Hit Points

Mental hit points heal more quickly than standard hit points, although there are fewer sources of magical healing for mental hit points. Note that healing a creature whose mental

hit points were reduced to 0 or lower by a spell or effect will not necessarily end any additional effects that apply to that creature as a result of having their mental hit points reduced to 0 (those effects continue for their full duration).

Natural Healing: Creatures naturally heal mental hit points at a rate of 1 mental hit point per Hit Die per hour.

Magical Healing: Certain spells and special abilities can heal mental hit points. Only effects which explicitly state that they heal mental hit points have any effect on mental hit points. A caster cannot simply choose to have their *cure light wounds* spell affect mental hit points, for example. However, a *heal* spell heals an amount of mental hit point damage equal to the amount of damage that it heals.

Fast Healing and Regeneration: Fast healing and regeneration have no effect on mental hit points, unless the ability granting the fast healing or regeneration specifically states to the contrary.

Effects of Mental Hit Point Damage

Like standard hit points, the loss of mental hit points does not typically have any mechanical effect on a character until that character's mental hit point score is reduced to 0, although some spells and abilities that deal mental hit point damage may specify other thresholds at which certain effects occur, such as if they reduce the target to less than half his maximum mental hit points. As a general rule, any effect that deals mental hit point damage should specify a particular effect that occurs if the target's mental hit points are reduced to 0 or fewer as a result of that particular ability. If that spell or ability reduces the target to that number of mental hit points, the effect takes place. Otherwise, it doesn't, but the loss of mental hit points leaves the target vulnerable to further mental assaults.

If a creature is reduced to 0 or fewer mental hit points by a spell or ability that does not specify an additional effect that occurs in that case, the creature is dazed for 1 round, and dazzled for 1 minute. This applies only if there would be no other effect as a result of being reduced to 0 mental hit points.

If a creature already has 0 or fewer mental hit points, and takes any amount of mental hit point damage from a spell or ability, that spell or ability is treated as having reduced the character to 0 or fewer mental hit points, potentially allowing several mental hit point spells to have their effects applied to the same character.

Casting Mental Hit Point Spells

Unlike many of the new spell mechanics presented in the *Advanced Arcana* series, spells that deal mental hit point damage do not require special rules determining how they function when made into potions, scrolls, or wands, how they work in conjunction with metamagic feats, or how they are used by spontaneous casters.

Mental Hit Points in Your Game

Mental hit points represent an alternative to the standard means of resolving non-damaging spell effects with a saving throw. Rather than have the target either succeed on the save and suffer no effect (or virtually no effect, depending on the spell), or fail the save and be debilitated, with little room in between, this system has casters whittle down an opponent's mental defenses slowly over several spells, much like the way other characters whittle down hit points before finally killing a foe.

There are several ways that mental hit points spells can be implemented in a game.

Added as Normal Spells: In this implementation method, spells that deal mental hit points are commonplace, and are used just as widely as other mind-affecting spells. Like standard hit points, characters are not aware of the exact construct of "mental hit points," but their familiar with the idea of spells that attack one's mental defenses, and that each such assault leaves the target more vulnerable to further mental attacks. In short, mental hit point spells are treated as no different from any other type of spells.

Added as Unusual Spells: For this method of adding mental hit point spells to the game, spells that deal mental hit point damage are rare and unusual, or may even have been outlawed or banned. Such spells will be rare and hard to come by, as will characters who are familiar with their concept.

Replacing Existing Spells: Some GMs, especially those who have been dissatisfied with "save or die" spells for a long time, may wish to replace some or all of those spells with mental hit point spells. In this implementation, the older mentally-themed, save or die spells are disallowed from play, with new spells presented in this section taking their place.

When creating the spells for this section, we deliberately ensured that we covered a wide range of mental effects that are traditionally handled with "save or die" effects, in order to ensure that GMs who wish to go this route can still offer a full suite of mental spell effects to their players. That said, it's important to note that while many of these spells are crafted to be similar to existing "save or die," mind-affecting spells, there is not necessarily an analogous mental hit point spell at the same exact spell level as the previously existing spell. As a result, characters looking to use these spells may have to wait until later levels to access certain effects, or may gain access to some effects earlier than they otherwise would.

Below is a list of spells from the *Pathfinder Roleplaying Game Core Rulebook* that GMs who are interested in this option may want to consider restricting from their games:

<i>Baleful polymorph</i>	<i>Command</i>
<i>Banishment</i>	<i>Confusion</i>
<i>Bestow curse</i>	<i>Daze</i>
<i>Binding</i>	<i>Daze monster</i>
<i>Blindness/deafness</i>	<i>Dominate animal</i>
<i>Charm animal</i>	<i>Dominate monster</i>
<i>Charm monster</i>	<i>Dominate person</i>
<i>Charm monster, mass</i>	<i>Eyebite</i>
<i>Charm person</i>	<i>Fear</i>

Feeblemind
Geas, lesser
HIDEOUS laughter
Hold animal
Hold monster
Hold monster, mass
Hold person
Hold person, mass
Hypnotic pattern
Hypnotism
Imprisonment

Insanity
Magic jar
Maze
Modify memory
Phantasmal killer
Repulsion
Sanctuary
Suggestion
Suggestion, mass
Touch of idiocy
Trap the soul

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.

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

2nd-level Alchemist Formulae

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

4th-level Alchemist Formulae

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Antipaladin Spells

1st-level Antipaladin Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Torrent of Sadness: One creature suffers a -2 penalty on attack and damage rolls, suffers mental hit point damage each round, and may drop the ground in agony.

2nd-level Antipaladin Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a -2 penalty to AC, attack rolls, and damage rolls.

3rd-level Antipaladin Spells

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

4th-level Antipaladin Spells

Brain Bleed: You cause the target's brain to bleed internally, suffering 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage.

Painflare: You can deal 5d6 points of mental hit point damage and make a creature sickened, panicked, or unconscious each round.

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.



Bard Spells

1st-level Bard Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Hypnotic Command^F: One creature becomes fascinated with you and suffers mental hit point damage each round, and once reduced to 0 mental hit points can be compelled to perform a task.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Torrent of Sadness: One creature suffers a –2 penalty on attack and damage rolls, suffers mental hit point damage each round, and may drop the ground in agony.

2nd-level Bard Spells

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell

the truth.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Hypnotic Image: You create an illusory image that deals 2d6 points of mental hit point damage per round to nearby creatures, who may become fascinated.

Impersonation: You disguise yourself as a specific individual, and creatures with mental hit point damage have extra difficulty seeing through the deception.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a –2 penalty to AC, attack rolls, and damage rolls.

3rd-level Bard Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Oppressive Silence: Creatures in a 20-ft.-radius area suffer 4d6 points of mental hit point damage per round, and may be affected as though by the spell *silence*.

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

4th-level Bard Spells

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Rend Psyche: You deal 3d6 points of mental hit point damage for each mind-affecting effect the target is currently affected by.

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

5th-level Bard Spells

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Compel Natural Creature: You deal 1d6 points of mental hit point damage per level to an animal, elemental, magical beast, or fey, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Restore Mind V: As *restore mind IV*, but the target heals 5d8 + your caster level, and is also cured of the paralyzed and stunned conditions.

6th-level Bard Spells

Painflare: You can deal 5d6 points of mental hit point damage and make a creature sickened, panicked, or unconscious each round.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Restore Mind VI: As *restore mind V*, but the target heals 6d8 + your caster level, and is also cured of a single charm effect.

Bloodrager Spells

1st-level Bloodrager Spells

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Rainbow Wheel: You create a display of colors that deals 1d6 points of mental hit point damage per 2 levels and may render observers unconscious, stunned, and blinded.

2nd-level Bloodrager Spells

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

3rd-level Bloodrager Spells

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Mindfire: A 30-foot cone of fire deals 1d6 points of fire damage/level, and half as much mental hit point damage to creatures in the area.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

4th-level Bloodrager Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.

Brain Bleed: You cause the target's brain to bleed internally, suffering 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage.

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Cleric Spells

1st-level Cleric Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Hypnotic Command^F: One creature becomes fascinated with you and suffers mental hit point damage each round, and once reduced to 0 mental hit points can be compelled to perform a task.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

2nd-level Cleric Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Oppressive Silence: Creatures in a 20-ft.-radius area suffer 4d6 points of mental hit point damage per round, and may be affected as though by the spell *silence*.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a –2 penalty to AC, attack rolls, and damage rolls.

3rd-level Cleric Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

4th-level Cleric Spells

Cerebral Resolve: For 1 round/level, when you suffer hit point damage, you can choose to convert it to mental hit point damage, instead.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

5th-level Cleric Spells

Compel Otherworldly Creature: You deal 1d6 points of mental hit point damage per level to an aberration, magical beast, monstrous humanoid, or outsider, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Restore Mind V: As *restore mind IV*, but the target heals 5d8 + your caster level, and is also cured of the paralyzed and stunned conditions.

Thought Reflection: You deal 5d6 points of mental hit point damage to creatures that try to tamper with your mind, and may reflect their spells back at them.

6th-level Cleric Spells

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

Restore Mind VI: As *restore mind V*, but the target heals 6d8 + your caster level, and is also cured of a single charm effect.

7th-level Cleric Spells

Restore Mind VII: As *restore mind VI*, but the target heals 10 points of mental hit point damage per level.

Unpredictable Sigil: You create a sigil that induces a variety of emotional states in nearby creatures, at random.

8th-level Cleric Spells

Dimensional Oubliette^M: You deal mental hit point damage to the target and possibly imprison him in a demiplane of your own making.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Restore Mind VIII: As *restore mind VII*, but the target is cured of a single compulsion effect of 7th level or lower.

Sigil of Attraction: You cause creatures within 1,000 feet of a created sigil to heal mental hit points each round and become attracted to it. Those who heal too many mental hit points become fascinated by the sigil.

Sigil of Revulsion: You cause creatures within 1,000 feet of a created sigil to suffer mental hit point damage each round and be repelled by it.

9th-level Cleric Spells

Restore Mind IX: As *restore mind VIII*, but the target is also cured of all charms, compulsions, and curses.

Druid Spells

1st-level Druid Spells

Animal Influence: You deal 1d6 points of mental hit point damage per caster level, which may cause it to be affected as *charm animal*. Either way, you gain a bonus on your next Wild Empathy check against the target.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

2nd-level Druid Spells

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

3rd-level Druid Spells

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

4th-level Druid Spells

Compel Natural Creature: You deal 1d6 points of mental hit point damage per level to an animal, elemental, magical

beast, or fey, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

5th-level Druid Spells

Restore Mind V: As *restore mind IV*, but the target heals 5d8 + your caster level, and is also cured of the paralyzed and stunned conditions.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

6th-level Druid Spells

Restore Mind VI: As *restore mind V*, but the target heals 6d8 + your caster level, and is also cured of a single charm effect.

Sauric Conversion: You transform the target into a mighty dinosaur, and deal mental hit point damage each round that may cause her to forget who she is and act like a real dinosaur.

7th-level Druid Spells

Flesh to Spiders: The target suffers 2d6 points of mental hit point damage per caster level, and transforms into a spider swarm.

Restore Mind VII: As *restore mind VI*, but the target heals 10 points of mental hit point damage per level.

8th-level Druid Spells

Restore Mind VIII: As *restore mind VII*, but the target is cured of a single compulsion effect of 7th level or lower.

9th-level Druid Spells

Dimensional Oublette^M: You deal mental hit point damage to the target and possibly imprison him in a demiplane of your own making.

Restore Mind IX: As *restore mind VIII*, but the target is also cured of all charms, compulsions, and curses.

Sigil of Attraction: You cause creatures within 1,000 feet of a created sigil to heal mental hit points each round and become attracted to it. Those who heal too many mental hit points become fascinated by the sigil.

Sigil of Revulsion: You cause creatures within 1,000 feet of a created sigil to suffer mental hit point damage each round and be repelled by it.

Inquisitor Spells

1st-level Inquisitor Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

2nd-level Inquisitor Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Impersonation: You disguise yourself as a specific individual, and creatures with mental hit point damage have extra difficulty seeing through the deception.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

3rd-level Inquisitor Spells

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

4th-level Inquisitor Spells

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

5th-level Inquisitor Spells

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

6th-level Inquisitor Spells

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

Painflare: You can deal 5d6 points of mental hit point damage and make a creature sickened, panicked, or unconscious each round.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Magus Spells

1st-level Magus Spells

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Rainbow Wheel: You create a display of colors that deals 1d6 points of mental hit point damage per 2 levels and may render observers unconscious, stunned, and blinded.

2nd-level Magus Spells

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Mindfire: A 30-foot cone of fire deals 1d6 points of fire damage/level, and half as much mental hit point damage to creatures in the area.

3rd-level Magus Spells

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

4th-level Magus Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.

5th-level Magus Spells

Thought Reflection: You deal 5d6 points of mental hit point damage to creatures that try to tamper with your mind, and may reflect their spells back at them.

Medium Spells

1st-level Medium Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

2nd-level Medium Spells

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

3rd-level Medium Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

4th-level Medium Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

Mesmerist Spells

1st-level Mesmerist Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Hypnotic Command^F: One creature becomes fascinated with you and suffers mental hit point damage each round, and once reduced to 0 mental hit points can be compelled to perform a task.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

2nd-level Mesmerist Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Hypnotic Image: You create an illusory image that deals 2d6 points of mental hit point damage per round to nearby creatures, who may become fascinated.

Impersonation: You disguise yourself as a specific individual, and creatures with mental hit point damage have extra difficulty seeing through the deception.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Torrent of Sadness: One creature suffers a -2 penalty on attack and damage rolls, suffers mental hit point damage each round, and may drop the ground in agony.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a -2 penalty to AC, attack rolls, and damage rolls.

3rd-level Mesmerist Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

Somnolent Burst: Each creature in a 10-ft. radius suffers 1d6 points of mental hit point damage and is fatigued, or possibly falls asleep.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

4th-level Mesmerist Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

Rend Psyche: You deal 3d6 points of mental hit point damage for each mind-affecting effect the target is currently affected by.

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

5th-level Mesmerist Spells

Brain Bleed: You cause the target's brain to bleed internally, suffering 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage.

Restore Mind V: As *restore mind IV*, but the target heals 5d8 + your caster level, and is also cured of the paralyzed and stunned conditions.

6th-level Mesmerist Spells

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Restore Mind VI: As *restore mind V*, but the target heals 6d8 + your caster level, and is also cured of a single charm effect.

Sigil of Attraction: You cause creatures within 1,000 feet of a created sigil to heal mental hit points each round and become attracted to it. Those who heal too many mental hit points become fascinated by the sigil.

Sigil of Revulsion: You cause creatures within 1,000 feet of a created sigil to suffer mental hit point damage each round and be repelled by it.

Occultist Spells

1st-level Occultist Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

2nd-level Occultist Spells

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

3rd-level Occultist Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

4th-level Occultist Spells

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

5th-level Occultist Spells

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Compel Otherworldly Creature: You deal 1d6 points of mental hit point damage per level to an aberration, magical beast, monstrous humanoid, or outsider, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Thought Reflection: You deal 5d6 points of mental hit point damage to creatures that try to tamper with your mind, and may reflect their spells back at them.

6th-level Occultist Spells

Dimensional Oublette^M: You deal mental hit point damage to the target and possibly imprison him in a demiplane of your own making.

Sigil of Revulsion: You cause creatures within 1,000 feet of a created sigil to suffer mental hit point damage each round and be repelled by it.

Unpredictable Sigil: You create a sigil that induces a variety of emotional states in nearby creatures, at random.

Paladin Spells

1st-level Paladin Spells

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

2nd-level Paladin Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

3rd-level Paladin Spells

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

4th-level Paladin Spells

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

Psychic Spells

1st-level Psychic Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Hypnotic Command^F: One creature becomes fascinated with you and suffers mental hit point damage each round, and once reduced to 0 mental hit points can be compelled to perform a task.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Rainbow Wheel: You create a display of colors that deals 1d6 points of mental hit point damage per 2 levels and may render observers unconscious, stunned, and blinded.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

2nd-level Psychic Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Hypnotic Image: You create an illusory image that deals 2d6 points of mental hit point damage per round to nearby creatures, who may become fascinated.

Oppressive Silence: Creatures in a 20-ft.-radius area suffer 4d6 points of mental hit point damage per round, and may be affected as though by the spell *silence*.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Torrent of Sadness: One creature suffers a -2 penalty on attack and damage rolls, suffers mental hit point damage each round, and may drop the ground in agony.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a -2 penalty to AC, attack rolls, and damage rolls.

3rd-level Psychic Spells

Cerebral Resolve: For 1 round/level, when you suffer hit point damage, you can choose to convert it to mental hit point damage, instead.

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

Somnolent Burst: Each creature in a 10-ft. radius suffers 1d6 points of mental hit point damage and is fatigued, or possibly falls asleep.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

4th-level Psychic Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.



Brain Bleed: You cause the target's brain to bleed internally, suffering 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage.

Conjure Mental Creature: You create a semi-real creature that deals damage in the form of mental hit points.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

5th-level Psychic Spells

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Compel Natural Creature: You deal 1d6 points of mental hit point damage per level to an animal, elemental, magical beast, or fey, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

Rend Psyche: You deal 3d6 points of mental hit point damage for each mind-affecting effect the target is currently affected by.

Restore Mind V: As *restore mind IV*, but the target heals 5d8 + your caster level, and is also cured of the paralyzed and stunned conditions.

Thought Reflection: You deal 5d6 points of mental hit point damage to creatures that try to tamper with your mind, and may reflect their spells back at them.

6th-level Psychic Spells

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

Restore Mind VI: As *restore mind V*, but the target heals 6d8 + your caster level, and is also cured of a single charm effect.

7th-level Psychic Spells

Intellectual Impotence: You fire a ray that deals 1d6 points of mental hit point damage per 2 levels, and prevents the target from casting spells for a short time.

Mind Barrens: You send the target to an extradimensional void that can only be escaped with a successful Intelligence check, and which deals mental hit point damage to him each round.

Restore Mind VII: As *restore mind VI*, but the target heals 10 points of mental hit point damage per level.

8th-level Psychic Spells

Diabolical Labyrinth: You deal 3d6 points of mental hit point damage per caster level divided evenly amongst one or more creatures, which are transported to an extradimensional maze for a short time.

Dimensional Oubliette^M: You deal mental hit point damage to the target and possibly imprison him in a demiplane of your own making.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Restore Mind VIII: As *restore mind VII*, but the target is cured of a single compulsion effect of 7th level or lower.

Sigil of Attraction: You cause creatures within 1,000 feet of a created sigil to heal mental hit points each round and become attracted to it. Those who heal too many mental hit points become fascinated by the sigil.

Sigil of Revulsion: You cause creatures within 1,000 feet of a created sigil to suffer mental hit point damage each round and be repelled by it.

9th-level Psychic Spells

Diamond Cage^M: You deal 10 points of mental hit point damage per caster level to a creature, which may be imprisoned within a diamond.

Restore Mind IX: As *restore mind VIII*, but the target is also cured of all charms, compulsions, and curses.

Void Prison: You banish a creature to an extradimensional space that can only be escaped with a DC 20 Intelligence check. Failing this check deals mental hit point damage, and may leave the creature stranded permanently.

Ranger Spells

1st-level Ranger Spells

Animal Influence: You deal 1d6 points of mental hit point damage per caster level, which may cause it to be affected as *charm animal*. Either way, you gain a bonus on your next Wild Empathy check against the target.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to 1d8 + your caster level, and cured of the fascinated condition.

2nd-level Ranger Spells

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Restore Mind II: As *restore mind I*, but the target heals 2d8 + your caster level, and is also cured of the shaken condition.

3rd-level Ranger Spells

Restore Mind III: As *restore mind II*, but the target heals 3d8 + your caster level, and is also cured of the confused condition.

4th-level Ranger Spells

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Restore Mind IV: As *restore mind III*, but the target heals 4d8 + your caster level, and is also cured of the frightened condition.

Shaman Spells

2nd-level Shaman Spells

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

3rd-level Shaman Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

4th-level Shaman Spells

Cerebral Resolve: For 1 round/level, when you suffer hit point damage, you can choose to convert it to mental hit point damage, instead.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

5th-level Shaman Spells

Compel Natural Creature: You deal 1d6 points of mental hit point damage per level to an animal, elemental, magical beast, or fey, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Compel Otherworldly Creature: You deal 1d6 points of mental hit point damage per level to an aberration, magical beast, monstrous humanoid, or outsider, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

6th-level Shaman Spells

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

7th-level Shaman Spells

Sauric Conversion: You transform the target into a mighty dinosaur, and deal mental hit point damage each round that may cause her to forget who she is and act like a real dinosaur.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Hypnotic Command^F: One creature becomes fascinated with you and suffers mental hit point damage each round, and once reduced to 0 mental hit points can be compelled to

perform a task.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

Rainbow Wheel: You create a display of colors that deals 1d6 points of mental hit point damage per 2 levels and may render observers unconscious, stunned, and blinded.

2nd-level Sorcerer/Wizard Spells

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Hypnotic Image: You create an illusory image that deals 2d6 points of mental hit point damage per round to nearby creatures, who may become fascinated.

Impersonation: You disguise yourself as a specific individual, and creatures with mental hit point damage have extra difficulty seeing through the deception.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Torrent of Sadness: One creature suffers a -2 penalty on attack and damage rolls, suffers mental hit point damage each round, and may drop the ground in agony.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

3rd-level Sorcerer/Wizard Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Mindfire: A 30-foot cone of fire deals 1d6 points of fire damage/level, and half as much mental hit point damage to creatures in the area.

Oppressive Silence: Creatures in a 20-ft.-radius area suffer 4d6 points of mental hit point damage per round, and may be affected as though by the spell *silence*.

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Somnolent Burst: Each creature in a 10-ft. radius suffers 1d6 points of mental hit point damage and is fatigued, or possibly falls asleep.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a -2 penalty to AC, attack rolls, and damage rolls.

4th-level Sorcerer/Wizard Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.

Brain Bleed: You cause the target's brain to bleed internally, suffering 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage.

Cerebral Resolve: For 1 round/level, when you suffer hit point damage, you can choose to convert it to mental hit point damage, instead.

Conjure Mental Creature: You create a semi-real creature that deals damage in the form of mental hit points.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

5th-level Sorcerer/Wizard Spells

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Compel Otherworldly Creature: You deal 1d6 points of mental hit point damage per level to an aberration, magical beast, monstrous humanoid, or outsider, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

Rend Psyche: You deal 3d6 points of mental hit point damage for each mind-affecting effect the target is currently affected by.

6th-level Sorcerer/Wizard Spells

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Painflare: You can deal 5d6 points of mental hit point damage and make a creature sickened, panicked, or unconscious each round.

Thought Reflection: You deal 5d6 points of mental hit point damage to creatures that try to tamper with your mind, and may reflect their spells back at them.

7th-level Sorcerer/Wizard Spells

Flesh to Spiders: The target suffers 2d6 points of mental hit point damage per caster level, and transforms into a spider swarm.

Intellectual Impotence: You fire a ray that deals 1d6 points of mental hit point damage per 2 levels, and prevents the target from casting spells for a short time.

Mind Barrens: You send the target to an extradimensional void that can only be escaped with a successful Intelligence check, and which deals mental hit point damage to him each round.

Sauric Conversion: You transform the target into a mighty dinosaur, and deal mental hit point damage each round that may cause her to forget who she is and act like a real dinosaur.

Unpredictable Sigil: You create a sigil that induces a variety of emotional states in nearby creatures, at random.

8th-level Sorcerer/Wizard Spells

Diabolical Labyrinth: You deal 3d6 points of mental hit point damage per caster level divided evenly amongst one or more creatures, which are transported to an extradimensional maze for a short time.

Dimensional Oubliette^M: You deal mental hit point damage to the target and possibly imprison him in a demiplane of your own making.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Sigil of Attraction: You cause creatures within 1,000 feet of a created sigil to heal mental hit points each round and become attracted to it. Those who heal too many mental hit points become fascinated by the sigil.

Sigil of Revulsion: You cause creatures within 1,000 feet of a created sigil to suffer mental hit point damage each round and be repelled by it.

9th-level Sorcerer/Wizard Spells

Diamond Cage^M: You deal 10 points of mental hit point damage per caster level to a creature, which may be imprisoned within a diamond.

Void Prison: You banish a creature to an extradimensional space that can only be escaped with a DC 20 Intelligence check. Failing this check deals mental hit point damage, and may leave the creature stranded permanently.

Spiritualist Spells

1st-level Spiritualist Spells

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Restore Mind I: You cause one creature to heal a number of mental hit points equal to $1d8 + \text{your caster level}$, and cured of the fascinated condition.

2nd-level Spiritualist Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Mental Bulwark: You gain a number of temporary mental hit points equal to $1d8 + \text{your caster level}$, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing $3d6$ points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Restore Mind II: As *restore mind I*, but the target heals $2d8 + \text{your caster level}$, and is also cured of the shaken condition.

3rd-level Spiritualist Spells

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Restore Mind III: As *restore mind II*, but the target heals $3d8 + \text{your caster level}$, and is also cured of the confused condition.

4th-level Spiritualist Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals $2d6$ mental hit point damage/level, and may slay the target.

Restore Mind IV: As *restore mind III*, but the target heals $4d8 + \text{your caster level}$, and is also cured of the frightened condition.

5th-level Spiritualist Spells

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Restore Mind V: As *restore mind IV*, but the target heals $5d8 + \text{your caster level}$, and is also cured of the paralyzed and stunned conditions.

6th-level Spiritualist Spells

Mind Barrens: You send the target to an extradimensional void that can only be escaped with a successful Intelligence check, and which deals mental hit point damage to him each round.

Painflare: You can deal $5d6$ points of mental hit point damage and make a creature sickened, panicked, or unconscious each round.

Restore Mind VI: As *restore mind V*, but the target heals $6d8 + \text{your caster level}$, and is also cured of a single charm effect.

Summoner Spells

1st-level Summoner Spells

Restore Mind I: You cause one creature to heal a number of mental hit points equal to $1d8 + \text{your caster level}$, and cured of the fascinated condition.

2nd-level Summoner Spells

Cognitive Cooperation^F: You form a psychic link with one creature, so that whenever one of you suffers mental hit point damage, it is shared between you.

Mental Bulwark: You gain a number of temporary mental hit points equal to $1d8 + \text{your caster level}$, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing $3d6$ points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Restore Mind II: As *restore mind I*, but the target heals $2d8 + \text{your caster level}$, and is also cured of the shaken condition.

3rd-level Summoner Spells

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Restore Mind III: As *restore mind II*, but the target heals $3d8 + \text{your caster level}$, and is also cured of the confused condition.

4th-level Summoner Spells

Conjure Mental Creature: You create a semi-real creature that deals damage in the form of mental hit points.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Restore Mind IV: As *restore mind III*, but the target heals $4d8 + \text{your caster level}$, and is also cured of the frightened condition.

5th-level Summoner Spells

Compel Natural Creature: You deal $1d6$ points of mental hit point damage per level to an animal, elemental, magical beast, or fey, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Compel Otherworldly Creature: You deal $1d6$ points of mental hit point damage per level to an aberration, magical beast, monstrous humanoid, or outsider, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Restore Mind V: As *restore mind IV*, but the target heals $5d8 + \text{your caster level}$, and is also cured of the paralyzed and stunned conditions.

6th-level Summoner Spells

Diabolical Labyrinth: You deal $3d6$ points of mental hit point damage per caster level divided evenly amongst one or more creatures, which are transported to an extradimensional maze for a short time.

Restore Mind VI: As *restore mind V*, but the target heals 6d8 + your caster level, and is also cured of a single charm effect.

Witch Spells

1st-level Witch Spells

Charming Word: You deal 2d6 points of mental hit point damage per round to the target, which may cause him to become charmed.

Dread Presence: Creatures near you suffer mental hit point damage and are shaken or frightened.

Hypnotic Command^F: One creature becomes fascinated with you and suffers mental hit point damage each round, and once reduced to 0 mental hit points can be compelled to perform a task.

Mental Missile: You deal 1d4 points of mental hit point damage/level to one creature within close range, who may suffer a penalty on Will saves for one minute.

2nd-level Witch Spells

Collapsing Fortunes: You curse the target with bad luck. Whenever the target rolls a natural 1, he suffers 4d6 points of mental hit point damage. If reduced to 0 mental hit points, he must make most rolls twice and use the worse result.

Confession: You inflict 1d8 points of mental hit point damage per caster level, potentially forcing the target to tell the truth.

Halt Person: You deal 3d6 points of mental hit point damage to a humanoid creature, who is staggered or paralyzed for 1 round/level.

Hypnotic Image: You create an illusory image that deals 2d6 points of mental hit point damage per round to nearby creatures, who may become fascinated.

Impersonation: You disguise yourself as a specific individual, and creatures with mental hit point damage have extra difficulty seeing through the deception.

Implant Idea: The target must suffer mental hit point damage each round until he performs a specified action.

Lethargy: The target suffers mental hit point damage whenever she takes a full round's worth of actions, and may be permanently cursed with inaction.

Mental Bulwark: You gain a number of temporary mental hit points equal to 1d8 + your caster level, and a +4 bonus on Will saves made to resist effects that deal mental hit point damage.

Read Minds: You can attempt to read the minds of one or more creatures, dealing 3d6 points of mental hit point damage and allowing you to read surface thoughts, and possibly more.

Somatic Blindness: You deal 4d6 points of mental hit point damage to the target, and curse the target with poor perception, and possibly blindness, while suffering mental hit point damage.

Tongue Twister: One creature suffers 1d6 points of mental hit point damage per level, and loses the ability to speak or cast spells with verbal components for a short time.

Torrent of Sadness: One creature suffers a -2 penalty on attack and damage rolls, suffers mental hit point damage each round, and may drop the ground in agony.

Uncontrollable Rage: One creature gains increased Strength and Constitution, but suffers mental hit point damage and may become confused.

3rd-level Witch Spells

Oppressive Silence: Creatures in a 20-ft.-radius area suffer 4d6 points of mental hit point damage per round, and may be affected as though by the spell *silence*.

Psychotic Break: One creature suffers ongoing mental hit point damage and is confused.

Somnolent Burst: Each creature in a 10-ft. radius suffers 1d6 points of mental hit point damage and is fatigued, or possibly falls asleep.

Wave of Misery: You create a 60-foot cone that deals 1d6 point of mental hit point damage per level, and imposes a -2 penalty to AC, attack rolls, and damage rolls.

4th-level Witch Spells

Apparition of Death: You show the target a vision of the grim reaper, which deals 2d6 mental hit point damage/level, and may slay the target.

Brain Bleed: You cause the target's brain to bleed internally, suffering 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage.

Cerebral Resolve: For 1 round/level, when you suffer hit point damage, you can choose to convert it to mental hit point damage, instead.

Manifest Anguish: You can convert mental hit point damage you suffer to physical wounds for 1 round/level.

Mindseeker: You deal mental hit point damage to a far away creature, and learn its location.

Sigil of Fear: You create a sigil that deals 3d6 points of mental hit point damage per round to creatures within 100 feet of it, and may cause such creatures to become shaken, frightened, or panicked.

Sow Conflict: You cause two targets to suffer mental hit point damage and dislike one another.

5th-level Witch Spells

Compel Natural Creature: You deal 1d6 points of mental hit point damage per level to an animal, elemental, magical beast, or fey, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Compel Otherworldly Creature: You deal 1d6 points of mental hit point damage per level to an aberration, magical beast, monstrous humanoid, or outsider, gaining control of it for 1 round/level, and possibly gaining the ability to summon it.

Halt Monster: You deal 6d6 points of mental hit point damage to a creature, who is staggered or paralyzed for 1 round/level.

Planar Snare^M: You ward an area against the presence of outsiders, dealing mental hit point damage to them if they enter the area, and as long as they remain.

Psychic Voyeur: You deal psychic damage to a creature and gain the ability to see the world through his senses.

Rend Psyche: You deal 3d6 points of mental hit point damage for each mind-affecting effect the target is currently affected by.



6th-level Witch Spells

Commanding Word: You deal 4d6 points of mental hit point damage per round to the target, which may cause him to become dominated.

Compulsory Quest: You deal 1d6 points of mental hit point damage per 3 caster levels each round you concentrate, and eventually drive the target to perform an action you specify.

Painflare: You can deal 5d6 points of mental hit point damage and make a creature sickened, panicked, or unconscious each round.

Thought Reflection: You deal 5d6 points of mental hit point damage to creatures that try to tamper with your mind, and may reflect their spells back at them.

7th-level Witch Spells

Flesh to Spiders: The target suffers 2d6 points of mental hit point damage per caster level, and transforms into a spider swarm.

Mind Barrens: You send the target to an extradimensional void that can only be escaped with a successful Intelligence check, and which deals mental hit point damage to him each round.

Sauric Conversion: You transform the target into a mighty dinosaur, and deal mental hit point damage each round that may cause her to forget who she is and act like a real dinosaur.

8th-level Witch Spells

Diabolical Labyrinth: You deal 3d6 points of mental hit point damage per caster level divided evenly amongst one or more creatures, which are transported to an extradimensional maze for a short time.

Dimensional Oublette^M: You deal mental hit point damage to the target and possibly imprison him in a demiplane of your own making.

Reshape Identity: You completely alter the target's personality and memories, for 1 day per caster level, or possibly permanently.

Sigil of Attraction: You cause creatures within 1,000 feet of a created sigil to heal mental hit points each round and become attracted to it. Those who heal too many mental hit points become fascinated by the sigil.

9th-level Witch Spells

Diamond Cage^M: You deal 10 points of mental hit point damage per caster level to a creature, which may be imprisoned within a diamond.

Void Prison: You banish a creature to an extradimensional space that can only be escaped with a DC 20 Intelligence check. Failing this check deals mental hit point damage, and may leave the creature stranded permanently.

New Spells

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

ANIMAL INFLUENCE

School enchantment (compulsion) [mind-affecting]; **Level** druid 1, ranger 1
Casting Time 1 standard action
Components V, S, M (a dash of musk)
Range close (25 ft. + 5 ft./2 levels)
Target one animal
Duration instantaneous or 1 hour/level; see text
Saving Throw Will negates; **Spell Resistance** yes

You attempt to take over the mind of a single animal, allowing you to more easily get it to do what you want. The target animal suffers 1d6 points of mental hit point damage per caster level (to a maximum of 10d6 at 10th level), and you gain a bonus equal to 1/2 your caster level on the next Wild Empathy check you make against the target. If the target succeeds on a Will save, it suffers no mental hit point damage, although you still gain the bonus on your next Wild Empathy check.

If the target's mental hit points are reduced to 0 by this effect, it instantly becomes helpful to you for 1 hour/level, as though affected by the spell *charm animal*.

APPARITION OF DEATH

School illusion (phantasm) [death, fear, mind-affecting]; **Level** bloodrager 4, magus 4, medium 4, mesmerist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, witch 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration see text
Saving Throw Will partial; **Spell Resistance** yes

You cause the target to see a vision of the grim reaper, armed with a scythe that seems to slice at him, rending his soul from his body. The target suffers 2d6 points of mental hit point damage per caster level (to a maximum of 24d6 points of mental hit point damage at 12th level). If this is sufficient to reduce the target's mental hit points to 0, he dies of fright. Otherwise, the target is paralyzed with fear for 1 round, after which he is shaken for 1 minute. A successful Will save reduces the amount of mental hit point damage to 3d6, and if the target is reduced to 0 mental hit points, he merely falls unconscious until he regains mental hit points; otherwise, the target is shaken for 1 minute.

BRAIN BLEED

School necromancy [curse, mind-affecting]; **Level** antipaladin 4, bloodrager 4, mesmerist 5, psychic 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a bloody piece of grey matter)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level and permanent; see text
Saving Throw Fortitude negates; **Spell Resistance** yes

You cause the target's brain to begin to bleed, causing him to suffer damage each round as his body loses blood and his mind loses its ability to function. If the target succeeds on a Fortitude save, he suffers 2d6 points of damage and 2d6 points of mental hit point damage, and the spell ends. Otherwise, the target suffers 2d6 points of bleed damage and 2d6 points of mental hit point bleed damage. This bleeding cannot be stopped with a simple Heal check, as it is internal, and even magical healing can only stop the bleeding if the caster succeeds on a caster level check (DC = 11 + your caster level). The normal bleed damage and mental bleed damage must each be healed separately. The bleed damage ends at the end of the spell's duration, if it hasn't already been stopped.

A character reduced to 0 or fewer mental hit points by this spell becomes permanently cursed, so that whenever they suffer hit point damage, they also suffer 2d6 points of bleed damage. *Remove curse* or more powerful magic can end this effect.

CEREBRAL RESOLVE

School abjuration; **Level** cleric 4, psychic 3, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You can use your reservoirs of mental strength in order to instantly heal your wounds. Whenever you would suffer hit point damage, you may choose to suffer that damage as mental hit point damage instead. You must make this decision before you know the amount of damage to be suffered. If you are reduced to 0 or fewer mental hit points while under the effects of this spell, then you immediately fall unconscious.

CHARMING WORD

School enchantment (charm) [mind-affecting]; **Level** antipaladin 1, bard 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 one creature
Duration concentration and special; see text
Saving Throw Will partial, see text; **Spell Resistance** yes

You speak obscure words that have the power to influence people, potentially winning over the target to your point of view. When you cast this spell, and each round you concentrate on it, the target must succeed on a Will save or suffer 2d6 points of mental hit point damage. Additionally, when you cast this spell or concentrate on it, you may make a Bluff, Diplomacy, or Intimidate skill check (DC = 10 + the target's Hit Dice + the target's Wisdom modifier). If the check is successful, the target suffers a -2 penalty on her saving throw; if the check is a failure, the target receives a +2 bonus, instead.

If the target succeeds on her saving throw, the damage dealt by this spell each round is reduced by 1d6, and if the target succeeds on her saving throw twice, the spell ends. If the target is reduced to 0 or fewer mental hit points by this spell, she becomes affected as though by the spell *charm person* for 1 hour/level. Even after the spell's duration ends, the target remains friendly to the caster until she recovers all of her mental hit points.

COGNITIVE COOPERATION

School abjuration; **Level** cleric 2, inquisitor 2, medium 2, mesmerist 2, paladin 2, psychic 2, sorcerer/wizard 3, spiritualist 2, summoner 2

Casting Time 1 standard action

Components V, S, F (a pair of electrum rings worn by you and the target, worth 25 gp each)

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

Target one creature

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

You and the target form a temporary psychic link, allowing you to shelter one another from mental attacks. Both you and the target gain a +2 resistance bonus on Will saves made to resist mind-affecting effects. Additionally, whenever the target would suffer mental hit point damage, half that damage (rounded up) is suffered by you, instead. If the effect that dealt mental hit point damage offers a save to reduce or negate the damage, you make your own saving throw and apply it to the portion of the effect that you suffer.

COLLAPSING FORTUNES

School necromancy [curse, mind-affecting]; **Level** antipaladin 2, bard 3, cleric 3, medium 3, mesmerist 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, M (four crushed clover leaves)

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

Target one creature

Duration permanent

Saving Throw Will partial; **Spell Resistance** yes

You curse the target with ill fortune that grows in power whenever he is maligned by bad luck. A successful Will save reduces the spell's duration to 1 minute per caster level. Otherwise, it is permanent. Whenever the target rolls a natural 1 on an ability check, attack roll, saving throw, or skill check, he suffers 4d6 points of mental hit point damage, as well as suffering a -2 penalty on the type of roll that resulted in a natural 1 for 1 minute. When the target reaches 0 mental hit points while affected by this curse, he must roll all ability

checks, attack rolls, saving throws, and skill checks twice and take the less favorable result. This effect persists until the target recovers all of his mental hit points. This effect can be removed with *remove curse* or similar effects.

COMMANDING WORD

School enchantment (charm) [mind-affecting]; **Level** bard 5, mesmerist 4, occultist 5, psychic 5, shaman 6, sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration concentration and special; see text

Saving Throw Will partial, see text; **Spell Resistance** yes

This spell functions like *charming word*, except that it deals 4d6 points of mental hit point damage instead of 2d6, and if the target is humanoid and reduced to 0 or fewer mental hit points by this spell, he becomes dominated as though by the spell *dominate person* for 1 hour/level.

COMPEL NATURAL CREATURE

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, druid 4, psychic 5, shaman 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M (a leather cord)

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

Target one animal, elemental, magical beast, or fey

Duration 1 round/level and 1 day/level; see text

Saving Throw Will partial; **Spell Resistance** yes

You attempt to bind a natural creature to your will, making it your servant. The target suffers 1d6 points of mental hit point damage per caster level and becomes your faithful servant for 1 round/level, following your telepathic commands as with the spell *dominate monster*. A successful Will save halves this damage and negates your control of the creature.

Additionally, if the target is reduced to 0 mental hit points by this spell, then you can summon it to your side as a full-round action once each day. When summoned in this fashion, the creature serves you ably as though summoned by the spell *summon nature's ally I*, except that the creature always remains for 1 minute per caster level and the individual summoned is always the same creature you bound with this spell. The creature conjured in this way is mortal; wounds it gains remain after the summoning ends, and can be healed in the normal fashion; similarly, spells and abilities it uses are lost until regained. If the bound creature dies, you may not summon it again until it is brought back to life. This aspect of the spell persists for 1 day per caster level.



abilities it uses are lost until regained. If the bound creature dies, you may not summon it again until it is brought back to life. This aspect of the spell persists for 1 day per caster level.

COMPULSORY QUEST

School enchantment (compulsion) [mind-affecting]; **Level** cleric 6, inquisitor 6, mesmerist 6, psychic 6, shaman 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (six hairs from a black horse's mane)

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

Target one creature

Duration concentration; see text

Saving Throw Will partial; **Spell Resistance** yes

You instill upon a single target the overwhelming desire to perform a quest or deed for you. When you cast this spell, and each round you concentrate on it, the target must succeed on a Will save or suffer 1d6 points of mental hit point damage per 3 caster levels and be forced to obey your spoken commands for 1 round. A successful Will save negates both the damage and the compulsion for that round, but does not free the target from the spell, allowing you to continue to concentrate on it. If the target is reduced to 0 or fewer mental hit points by this effect, she falls under your compulsion and must perform any single task you lay out for her, to the best of her ability. The target must work towards completing the task, though she may perform other actions, such as resting when weary or fighting to defend herself. While undertaking the task, the target cannot take action to directly or indirectly harm you, unless she does so unknowingly. If you give the target an open-ended task, the compulsion lasts for 1 day/level; otherwise, the compulsion remains until the task is finished.

CONFESSION

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 2, cleric 2, inquisitor 2, mesmerist 2, occultist 2, paladin 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You place your hand on the target and force him to speak the truth. You make a melee touch attack against the target; if you hit, you deal a number of points of mental hit point damage equal to 1d8 per caster level. When you cast this spell, you may choose to ask the target a single question, which the target is magically compelled to answer. This spell's magic allows you to know if the target is telling the truth or not.

If the target is reduced to 0 or fewer mental hit points by means of this spell, then he becomes incapable of lying until he regains all of his mental hit points. The target may still choose to not to answer questions, unless magically compelled to do so, such as by means of this spell or similar magic.

COMPEL OTHERWORLDLY CREATURE

School enchantment (compulsion) [mind-affecting]; **Level** cleric 5, occultist 5, shaman 5, sorcerer/wizard 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M (a silver cord)

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

Target one aberration, magical beast, monstrous humanoid, or outsider

Duration 1 round/level and 1 day/level, see text

Saving Throw Will partial; **Spell Resistance** yes

You attempt to bind an otherworldly creature to your will, making it your servant. The target suffers 1d6 points of mental hit point damage per caster level and becomes your faithful servant for 1 round/level, following your telepathic commands as with the spell *dominate monster*. A successful Will save halves this damage and negates your control of the creature.

Additionally, if the target is reduced to 0 mental hit points by this spell, then you can summon it to your side as a full-round action once each day. When summoned in this fashion, the creature serves you ably as though summoned by the spell *summon monster I*, except that the creature always remains for 1 minute per caster level and the individual summoned is always the same creature you bound with this spell, and the summoned creature can use summoning and teleportation abilities it possesses. The creature conjured in this way is mortal; wounds it gains remain after the summoning ends, and can be healed in the normal fashion; similarly, spells and

CONJURE MENTAL CREATURE

School illusion; **Level** psychic 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw none; **Spell Resistance** yes

You create a quasi-real creature made of pure thought, culled from the Astral Plane. *Conjure mental creature* can mimic any conjuration (summoning) spell of 3rd level or lower. The summoned creature is only 20% real. When it attacks and deals damage to a creature, only 20% of the damage is dealt normally, while the other 80% is dealt as mental hit point damage (for example, if the summoned creature hits with a slam attack and rolls 10 damage, it would deal 2 points of piercing damage and 8 points of mental hit point damage to the target). However, if the target of the summoned creature's attack has 0 mental hit points, the conjured creature deals full damage as normal.

DIABOLICAL LABYRINTH

School conjuration (teleportation) [mind-affecting] **Level** psychic 8, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 1 standard action

Components V, S, M (three straws of hay and a pinch of sulfur)

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

Target up to one creature/level, no two of which can be more than 30 ft. apart

Duration see text

Saving Throw Will partial; **Spell Resistance** yes

You attempt to banish the targets to an extradimensional labyrinth. You deal a total of 3d6 points of mental hit point damage per caster level, which is divided evenly among all targets. Then, each target is transported to an extradimensional labyrinth made of huge stone walls, hedges, and steel plates. Characters with more than 50% of their mental hit points remaining are trapped in the labyrinth for 1 round; characters with less than 50% of their mental hit points remaining are trapped in the labyrinth for 1 round/level; characters with 0 mental hit points remaining are trapped in the labyrinth for 1 minute/level.

A successful Will save reduces the mental hit point damage by half, and, unless the character was reduced to 0 or fewer mental hit points, also reduces the time spent in labyrinth: characters with 50% or more of their mental hit points remaining are not transported to the labyrinth, while characters with less than 50% of their mental hit points remaining remain trapped for only 1 round per 2 caster levels.

DIAMOND CAGE

School abjuration [mind-affecting]; **Level** psychic 9, sorcerer/wizard 9, witch 9

Casting Time 1 standard action

Components V, S, M (a bar of iron and a diamond worth 3,000 gp)

Range touch

Target one creature

Duration permanent; see text

Saving Throw Will partial; **Spell Resistance** yes

You touch a creature, imprisoning it forever inside the diamond used as a material component for this spell. The target suffers 10 points of mental hit point damage per caster level. If the target's mental hit points are reduced to 0 by this spell, it is transported into the diamond used for a focus of this spell. Its form and gear is reduced in size, as appropriate for its new prison, and the target is placed in a state of suspended animation (as with the *temporal stasis* spell). While in this state, the target does not regain mental hit points. Most spells, such as *locate creature*, and *scrying*, do not reveal the location of the subject, though a *discern location* spell does. The diamond, however, can be located by magic normally, such as *locate object*. The subject cannot be freed from the gem by any means short of destroying it or casting a *freedom* spell upon it. However, the gem is indestructible as long as you have at least 1 mental hit point remaining. Otherwise, the gem can be destroyed as easily as any other diamond.

A successful Will save reduces the spell's damage by half, and if the target is reduced to 0 or fewer hit points, he remains so trapped for only 1 day/level, and though he otherwise remains in a state of suspended animation, he regains its mental hit points at the normal rate.

DIMENSIONAL OUBLIETTE

School enchantment (compulsion) [mind-affecting]; **Level** cleric 8, druid 9, occultist 6, psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 minute

Components V, S, M (an iron chain, a hemp rope, a golden birdcage worth 100 gp, and a glass bottle)

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

Target one creature

Duration 1 year/level (D)

Saving Throw Will partial; **Spell Resistance** yes

You trap the target in a demiplane prison, from which there can be no escape. You may have up to 6 assistants for casting this spell, who can assist in one of two ways. Firstly, assistants can perform a ritual chant. An assistant that performs a ritual chant makes an Intelligence, Wisdom, Charisma, or Spellcraft check, with a DC of 10. If the check is successful, he adds 2d6 to the mental hit point damage inflicted by the spell and imposes a -1 penalty to the saving throw made to resist the spell. For every 10 by which the check exceeds the DC, the assistant adds an additional 1d6 points of mental hit point damage. Second, an assistant can cast any spell that deals mental hit point damage as part of casting this spell; this causes the target to suffer an additional amount of mental hit point damage equal to 1d6 points per level of the spell. Because these characters are only assisting you, their caster level and saving throw DCs are irrelevant.

The target suffers 10d6 points of mental hit point damage. A successful Will save reduces all damage dealt by this spell by half (including additional damage added by assistants). If the target is reduced to 0 or fewer mental hit points by this spell, she is transported to a demiplane of your own making. The demiplane can resemble whatever you please, but must be capable of supporting the target (for example, if the target breathes air, there must be sufficient air to breathe, etc.). While on this plane, the target is unable to do any form of harm to any living creature, including to itself, and does not age or suffer from ill health. The target cannot be removed from the plane by a *plane shift* spell or similar magic, but a *freedom* spell frees the target. Additionally, when the target is imprisoned, you must set a special condition, which must have a reasonable chance of coming to pass should it be pursued, which will release the character when met.

Finally, as long as the character is imprisoned, you gain the ability to travel to and from his extraplanar prison. You can travel each way once per day, and doing so requires a 10 minute ritual. Each time you travel to or from the extraplanar prison, you appear on the exact same location on that plane as you were in the last time you left it. When you travel in this way, you can bring along one or more characters in physical contact with you. While on the demiplane, you can recall the prisoner to your location. When you do so, you can ask questions of the target, and this spell allows you to compel the target to answer up to three such questions per day. When compelled to answer questions in this fashion, the target must answer truthfully and to the best of its ability, but is limited in its ability to answer by the scope of its knowledge. Other characters might be able to enter the demiplane with a *plane shift* spell or similar effect, provided they know of the demiplane.

DREAD PRESENCE

School necromancy [fear, mind-affecting]; **Level** antipaladin 1, bard 1, bloodrager 1, cleric 1, inquisitor 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, witch 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You exude a terrible presence of fright that causes those near you to lose their minds to fear. Creatures that begin their turn adjacent to you suffer 1d6 points of mental hit point damage and become shaken for 1 round. Any creature whose mental hit points are reduced to 0 or fewer by this effect becomes frightened for 1 minute, instead. Creatures with 5 or more Hit Dice cannot be shaken or frightened by this effect, but still suffer mental hit point damage.

FLESH TO SPIDERS

School transmutation (polymorph) [mind-affecting]; **Level** druid 7, sorcerer/wizard 7, witch 6
Casting Time 1 standard action
Components V, S, M (a cocoon)
Range close (25 ft. + 5 ft./level)
Target one creature
Duration 1 hour/level or permanent; see text
Saving Throw Will partial, Fortitude partial; see text; **Spell Resistance** yes

You use the power of transmutation to alter the target's mind and simultaneously transform their body into countless mindless spiders. The target suffers 2d6 points of mental hit point damage per caster level. A successful Will save reduces this damage to 5d6 points of mental hit point damage. Either way, the target must then succeed on a Fortitude save or be transformed into a spider swarm. While transformed in this way, the creature gains the swarm subtype and traits. Its space becomes 10 feet and its reach becomes 0 feet, and it gains a speed of 20 feet and a climb speed of 20 feet. It gains a swarm melee attack that deals 1d6 points of damage, has the distraction special ability, and also delivers poison (injury; Fort DC 10 + 1/2 the target's Hit Dice + the target's Constitution modifier; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save). While in swarm form, the target can't speak, and loses his natural attacks and movement forms.

If the target is reduced to 0 or fewer mental hit points while under the effects of this spell, he loses all sense of self and becomes a mindless spider swarm for the spell's duration. Should he be dispersed while rendered mindless in this fashion, then when the spell ends he simply ceases to exist. If he is dispersed but does not become mindless, then at the end of the spell's duration he reforms from a random spider that made up his swarm, at exactly 1 hit point.

HALT MONSTER

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, cleric 5, medium 4, mesmerist 4, occultist 4, psychic 5, shaman 5, sorcerer/wizard 6, witch 5
Casting Time 1 standard action
Components V, S, M (a tiny sphere of amber)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous and 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

This spell functions like *halt person*, except that it can target any creature, and the amount of mental hit point damage it deals is increased to 6d6.

HALT PERSON

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, bloodrager 3, cleric 2, medium 2, mesmerist 2, occultist 2, psychic 3, shaman 2, sorcerer/wizard 3, witch 2
Casting Time 1 standard action
Components V, S, M (a tiny shard of amber)
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration instantaneous and 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

You overwhelm the target's mind, halting her in her steps and making it difficult to do anything. The target suffers 3d6 points of mental hit point damage and becomes staggered for 1 round per caster level. A successful Will save does not reduce the staggered effect to 1 round.

If the target is reduced to 0 or fewer mental hit points by this spell, she becomes paralyzed for the remaining duration plus 1 round per caster level you possess. As long as the target has any mental hit points remaining, each round she may attempt a new Will save as a standard action to end the effects of this spell.

HYPNOTIC COMMAND

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, cleric 1, mesmerist 1, psychic 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, F (a gold pendant worth 25 gp)

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

Target one creature

Duration concentration, up to 1 round/level (see text)

Saving Throw Will partial; **Spell Resistance** yes

You exercise a hypnotic motion with the pendant used as a focus for this spell, attempting to take mental control of your victim. If the target succeeds on his initial Will save, he suffers an amount of mental hit point damage equal to 1d4 + your caster level (maximum 1d4+5), and the spell ends. Otherwise, the target becomes fascinated for as long as you maintain concentration and nothing breaks the fascination effect. For each round the target remains fascinated, he suffers an amount of mental hit point damage equal to 2d4 + your caster level (maximum +5). If the target's mental hit points are reduced to 0 in this way, then you may issue him a single one-word command, which he must obey to the best of his ability. The target cannot be compelled to take obviously suicidal or harmful actions. Each round, the target may attempt a new Will save to break free of the fascination with a -2 penalty.

HYPNOTIC IMAGE

School illusion (image) [mind-affecting]; **Level** bard 2, mesmerist 2, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (a paintbrush)

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

Effect 1 illusory image

Duration 1 minute/level

Saving Throw Will disbelief, and Will partial, see text; **Spell Resistance** yes

You create an illusory image that carries a touch of hypnotic magic, captivating those who look at it. This spell functions similarly to the spell *silent image*, except that a character who approaches within 10 feet of the image suffers 2d6 points of mental hit point damage and is fascinated for 1 round. A successful Will save halves this damage and negates the fascination. A character reduced to 0 or fewer hit points by this effect becomes captivated by the image and remains fascinated by it for the duration of the spell.

IMPERSONATION

School illusion (glamer) [mind-affecting]; **Level** bard 2, inquisitor 2, mesmerist 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

Saving Throw Will disbelief; **Spell Resistance** yes

You assume the form and mannerisms of another individual, allowing you to accurately impersonate them. This spell functions like *disguise self*, except that you can use it to impersonate a specific individual and the spell provides you with a bonus on Disguise checks made to impersonate that individual based on how well you know them,

Table 2-2: Impersonation Bonuses

Knowledge	Modifier
Never met	+0
Met once	+5
Know well	+10
Know intimately	+20

Additionally, for every 10 points of mental hit point damage a character has, they suffer a -1 penalty on Perception checks and Sense Motive checks made to assess that you are not the character you are impersonating. Finally, the first time a character closely scrutinizes you, they suffer 1d10 points of mental hit point damage. If this would reduce the target to 0 or fewer mental hit points they suffer a -10 penalty on Perception and Sense Motive skill checks for 24 hours.

IMPLANT IDEA

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 2, inquisitor 2, mesmerist 2, paladin 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration see text

Saving Throw Will partial; **Spell Resistance** yes

You whisper a single idea into the target's mind, which gnaws away at his senses until he is forced to comply with your will. When you cast this spell, you must impart a single simple instruction to the target, which must be no more than 30 words, and cannot be obviously suicidal in nature. Once implanted, the suggestion remains dormant until you choose to activate it. You can activate the instruction at any time as a standard action so long as you and the target are on the same plane. Once activated, the target must make a Will save each round or suffer 3d6 points of mental hit point damage as the instruction is played back into his mind. If the target succeeds on his Will save, he must still continue to make saving throws each minute until he succeeds on two consecutive saving throws (at which point the spell ends), or until he is reduced to 0 mental hit points. A character reduced to 0 mental hit points in this way must follow the instruction to the best of his ability. At any time, the target can end the need to make these Will saves by following the instruction.

The target cannot regain mental hit points naturally until the task is completed, or until 1 day per caster level has elapsed. If the target would regain mental hit points through magical means before completing the instruction, he regains only half the normal amount of mental hit points.

INTELLECTUAL IMPOTENCE

School abjuration; **Level** psychic 7, sorcerer/wizard 7
Casting Time 1 minute
Components V, S, M (a strand of hair from a wizard)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round or 24 hours; see text
Saving Throw none; **Spell Resistance** yes

You point your finger and fire a narrow blue beam of arcane energy, which saps the target's ability to use magic. You must succeed on a ranged touch attack to hit the target. If the attack hits, the target suffers 1d6 points of mental hit point damage per 2 caster levels, and loses the ability to cast spells or use spell-like abilities for 1 round. If the target is reduced to 0 or fewer mental hit points by this spell, she loses the ability to cast spells or use spell-like abilities for 24 hours, instead.

LETHARGY

School necromancy [curse, mind-affecting]; **Level** antipaladin 2, cleric 3, inquisitor 3, mesmerist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 2
Casting Time 1 standard action
Components V, S, M (a live slug)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent or 1 round/level; see text
Saving Throw Will negates; **Spell Resistance** yes

The target is cursed with sloth, doomed to inaction. Whenever the target takes a full round's worth of actions, she suffers 2d6 points of mental hit point damage. For the purposes of this ability, a full round's worth of actions includes taking a full-round action, or a move action and a standard action, or 2 move actions. Additionally, whenever the target has 0 or fewer mental hit points while under this spell's effects, she finds it difficult to do anything at all: each round she has only a 50% chance to act, or else she does nothing.

A successful Will save reduces the spell's duration to 1 minute per caster level.

MANIFEST ANGUISH

School abjuration; **Level** alchemist 4, antipaladin 2, bard 4, bloodrager 2, cleric 4, inquisitor 3, magus 3, medium 2, paladin 2, psychic 3, ranger 2, shaman 4, sorcerer/wizard 4, spiritualist 3, summoner 3, witch 4
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You form a powerful unity of mind and body, allowing you to transform mental hurt into physical pain in order to spare

your mind. Whenever you would suffer mental hit point damage, you may choose to suffer that damage as hit point damage instead. You must make this decision before you know the amount of damage to be suffered.

MENTAL BULWARK

School enchantment [mind-affecting]; **Level** alchemist 2, antipaladin 2, bard 2, bloodrager 2, cleric 2, druid 2, inquisitor 2, magus 2, medium 2, mesmerist 2, occultist 2, paladin 2, psychic 1, ranger 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
Saving Throw Will half; **Spell Resistance** yes

You fortify your mind with additional magical energy in order to make yourself more resistant to mental attacks for a time. You gain a number of temporary mental hit points equal to 1d8 + your caster level, which last until exhausted or until the spell ends. These temporary mental hit points function like normal temporary hit points and are lost first. Additionally, while you have these temporary mental hit points, you gain a +4 bonus on Will saves made to resist mind-affecting effects that deal mental hit point damage.

MENTAL MISSILE

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, magus 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 one creature
Duration instantaneous
Saving Throw Will half; **Spell Resistance** yes

You unleash a barrage of mental energy to weaken your foe's mental defenses. The target suffers 1d4 points of mental hit point damage per caster level (maximum 5d4 at 5th level). If the target is reduced to 0 or fewer mental hit points in this way, then she suffers a -2 penalty on Will saves for the next minute.

MIND BARRENS

School conjuration (teleportation) [mind-affecting]; **Level** psychic 7, sorcerer/wizard 7, summoner 6, witch 7
Casting Time 1 standard action
Components V, S, M (a tangle of twine)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

You send the target to an extradimensional maze of weird colors and twisting tunnels. The target is trapped in this extradimensional space, which is devoid of life except for him; the target is free to act normally while in this extradimensional space, but cannot interact with anyone or

anything outside the maze. As a full-round action, the target can attempt to escape the extradimensional maze with a DC 15 Intelligence check. Each round the target remains within the maze he suffers 5d6 points of mental hit point damage. If the target reaches 0 mental hit points in this way, the DC to escape the extradimensional maze is increased to 25.

MINDFIRE

School evocation [fire, mind-affecting] **Level** bloodrager 3, magus 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S (a scorched skull fragment)

Range 30 ft.

Area cone-shaped emanation

Duration 1 round/level or 24 hours; see text

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

You create a magical blue-green flame that burns not just the flesh but also the mind. All creatures in the spell's area suffer 1d6 points of fire damage per caster level (maximum 10d6), with a Reflex save for half damage. Each creature in the area also suffers an amount of mental hit point damage equal to half the fire damage they suffered from the spell, unless they also succeed on a Will save. A creature reduced to 0 mental hit points by this spell develops a fear of fire, and becomes shaken when within 20 feet of a flame larger than a candle. This effect lasts for 24 hours.

MINDSEEKER

School divination [mind-affecting]; **Level** bard 5, cleric 4, druid 4, inquisitor 3, occultist 4, psychic 4, ranger 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range unlimited

Target one creature

Duration instantaneous; see text

Saving Throw Will partial; **Spell Resistance** yes

The target suffers 1d4 points of mental hit point damage per caster level, and you learn the general location of the target, including the direction and relative distance he is from you, as well as whether or not he is on the same plane of existence. A successful Will save halves the damage, and blocks you from learning any information about the target's whereabouts. If the target is reduced to 0 or fewer mental hit points by this spell, then you remain aware of the target's location until he has recovered all of his mental hit point damage. Further, if the target is reduced to 0 or fewer mental hit points by this spell, he can be located even if warded by effects such as *mind blank*. If the target succeeds on his saving throw, he is immune to this spell for 24 hours.

OPPRESSIVE SILENCE

School illusion (phantasm) [mind-affecting]; **Level** bard 3, cleric 2, psychic 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components S, M (talons of a nightingale)

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

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

You create a magical force that makes it difficult to hear and process sounds. Characters within the spell's area suffer 4d6 points of mental hit point damage each round on your turn (starting on the round you cast the spell). The area also functions as a *silence* spell. A successful Will save halves this damage and negates the *silence* effect for that creature. A character reduced to 0 mental hit points while within the area of the spell is rendered unable to hear or produce sounds, as though she were under the effects of a *silence* spell, for 1 hour. After the hour has passed, the affected character is deaf until she recovers all of her mental hit points.

PAINFLARE

School necromancy [emotion, pain]; **Level** antipaladin 4, bard 6, inquisitor 6, sorcerer/wizard 6, spiritualist 6, witch 6

Casting Time 1 standard action

Components V, S, M (a rum-soaked rag)

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

Target one living creature

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

Each round, as a standard action, you can lash out at a single target within the spell's range, slashing its mind with pain and fear. You can do so as a free action on the round that you cast the spell. Each time you do so, the target suffers 5d6 points of mental hit point damage and become sickened with pain for 1 minute. A successful Will save halves this damage and negates the sickened condition. A character that fails a saving throw to resist this spell while sickened also becomes panicked for 1 round. A character reduced to 0 or fewer mental hit points by this spell falls unconscious comatose until their mental hit points are fully recovered.

PLANAR SNARE

School abjuration; **Level** cleric 5, inquisitor 5, medium 4, occultist 4, psychic 5, sorcerer/wizard 5, spiritualist 5, summoner 4, witch 5

Casting Time 1 minute

Components V, S, M (sand and salt worth 100 gp)

Range touch

Area 20-ft.-radius spread centered on spot touched

Duration 24 hours

Saving Throw Will partial; **Spell Resistance** yes

You create a potent trap for outsiders, infused with mental energy. Outsiders attempting to enter the circle must succeed on a Will save or suffer 6d6 points of mental hit point damage and be slowed for as long as they remain in the circle. Regardless of whether the save is successful, each round the outsider remains in the circle it suffers 4d6 points of mental hit point damage. A creature reduced to 0 or fewer mental hit points by this spell cannot cross the boundary of the circle either to enter it or to exit it.

PSYCHIC VOYEUR

School divination (scrying) [mind-affecting]; **Level** antipaladin 4, inquisitor 4, mesmerist 4, psychic 5, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (the eye of a raven)

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

Target one creature

Duration 1 day/level

Saving Throw Will partial; **Spell Resistance** yes

You co-opt and subvert the target's senses so that you see through his eyes and gain a glimpse into his world. If the target succeeds on his initial Will save, he suffers 6d6 points of mental hit point damage, and the spell ends. If the target fails this initial save, you insert your consciousness into his mind. At any time during the spell's duration, you can choose to spend a full-round action to assault the target's senses and overwhelm his mind. When you do, the target suffers 6d6 points of mental hit point damage and you gain a glimpse into his surroundings, hearing what he hears and seeing what he sees for 1 minute. The target is allowed a Will save to negate this effect, and if he succeeds on this save, you suffer the mental hit point damage instead, and the target can choose to glimpse the world around you in the same fashion.

You can alter the amount of mental hit point damage dealt by this spell by incorporating additional elements when you spend a full-round to focus on it. If you have a likeness of the target, the damage dealt by the spell is increased by 2d6 and the target suffers a -1 penalty on his saving throw. If you have a personal item belonging to the target, the damage is increased by 2d6 and the target suffers a -2 penalty on his saving throw. If you have a body part (such as skin or nails) of the target, the damage is increased by 2d6 and the target suffers a -3 penalty on his saving throw. If at any time during this spell's duration the target has 0 or fewer mental hit points, you form a more stable mental link, allowing you to observe the target in this fashion without the target receiving the benefits of a Will save. Additionally, this more stable link allows you to speak telepathically with the target. This spell does not function if you and the target are on different planes.

PSYCHOTIC BREAK

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 3, bard 3, bloodrager 4, mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level and 1 minute/level; see text

Saving Throw Will partial; **Spell Resistance** yes

You unleash your mental energies, cutting off the target's ability to think and process events. Each round, the target suffers a number of points of mental hit point damage equal to 6d6, and becomes confused for 1 round. A successful Will save negates the confusion effect and reduces the amount of damage by 2d6 on subsequent rounds. If the target succeeds on three of these saves, the spell immediately ends. A character that is reduced to 0 or fewer mental hit points by this spell becomes confused for 1 minute per level.

RAINBOW WHEEL

School illusion (pattern) [mind-affecting]; **Level** bloodrager 1, magus 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Area 10-ft.-radius spread

Duration instantaneous; see text

Saving Throw Will partial; **Spell Resistance** yes

You create an eye-wrenching display of colors in a large wheel that damages the mental fortitude of those caught within the pattern. All characters in the area suffer 1d6 points of mental hit point damage per 2 caster levels (maximum 5d6) and are dazed for 1 round. A successful saving throw halves this damage and negates the daze effect. A character reduced to 0 mental hit points is knocked unconscious for 1d4 rounds, then stunned for 1 round, then blinded for 1d6 rounds.

READ MINDS

School divination [mind-affecting]; **Level** alchemist 2, bard 2, inquisitor 2, medium 2, mesmerist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration concentration

You gain the ability to read minds. When you cast this spell, and each round you concentrate on it, you can attempt to pierce the mind of a single creature within 30 feet. The target must succeed on a Will save or suffer 3d6 points of mental hit point damage and have their surface thoughts laid bare to you (as though with the spell *detect thoughts*) for 1 round. If you attempt to read the mind of a creature with 0 mental hit points, the target is not allowed a saving throw, and you can also tell if the target's memory or thoughts have been magically manipulated, as well as if the target is under the effects of a charm or compulsion.

REND PSYCHE

School enchantment [mind-affecting]; **Level** bard 4, mesmerist 4, psychic 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (shredded nightshade petals)

Range close (25 ft. + 5 ft./level)

Target one creature

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

You rip into the target's psyche, damaging their mind and preventing their minds from healing swiftly. The target suffers 3d6 points of mental hit point damage for each mind-affecting effect currently they are currently affected by. A successful Will save reduces this to 1d6 points of mental hit point damage per mind-affecting effect.

If the target's mental hit points are reduced to 0 or fewer in this way then each of those mind-affecting effects that is harmful persists until the target has completely recovered his mental hit points, even if they would normally elapse before

then (this does not cause the effect to end early if the target's mental hit points are recovered before the effect would otherwise end).

RESHAPE IDENTITY

School enchantment (compulsion) [mind-affecting];
Level bard 6, cleric 8, inquisitor 6, mesmerist 6, psychic 8, sorcerer/wizard 8, witch 8
Casting Time 10 minutes
Components V, S, M (a paper doll with the target's name)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 day/level or permanent
Saving Throw Will negates; **Spell Resistance** yes

You erase the target's identity, destroying her sense of self and altering who she is. As you cast the spell, you must conceive of some identity for the target to assume, typically that of someone you know. Although it is possible to conceive of some other imaginary identity for the target to assume, you must have a very complete picture of what such a person would be like, or the target might be left with an incomplete or confused picture of who or what she is supposed to be. The target is stripped of her memories and personality, which are replaced with the memories and personality of the new identity.

Though the target's basic and inherent physical traits remain unchanged, and she retains all her class levels, skill ranks, feats, and so on, her new identity may have learned skills or abilities that the target could use. This spell can grant limited practical knowledge of the abilities of the new identity, effectively allowing it to impart 1 skill rank per level, to be assigned as you see fit, and providing knowledge of either one feat for which the target meets the prerequisites, or one class feature gained at 1st level (other than spellcasting or alchemy). You can also give the target new memories and personality to match her new identity; if you give vague or incomplete information of the target's new identity, she may assume a wildly different personality from what you intended due to these gaps in her knowledge.

If the target is reduced to 0 or fewer mental hit points while under the effects of this spell, she must make a new Will save, or its effects become permanent. A *break enchantment* spell or more powerful magic can allow the target to reassert herself after the spell has been cast. Either way, once the spell ends, she loses any feats and skill ranks she gained from this spell.

RESTORE MIND I

School conjuration (healing); **Level** bard 1, cleric 1, druid 1, mesmerist 1, paladin 1, psychic 1, ranger 1, spiritualist 1, summoner 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)



You use your magical power to restore some of the target's mental fortitude. The target regains a number of mental hit points equal to $1d8 + 1$ per caster level (maximum +5). Additionally, the target is cured of the fascinated condition.

RESTORE MIND II

School conjuration (healing); **Level** bard 2, cleric 2, druid 2, mesmerist 2, paladin 2, psychic 2, ranger 2, spiritualist 2, summoner 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind I*, except that the target regains a number of mental hit points equal to $2d8 +$ your caster level (maximum +10), and is also cured of the shaken condition.

RESTORE MIND III

School conjuration (healing); **Level** bard 3, cleric 3, druid 3, mesmerist 3, paladin 3, psychic 3, ranger 3, spiritualist 3, summoner 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)

Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind II*, except that the target regains a number of mental hit points equal to 3d8 + your caster level (maximum +15), and is also cured of the confused condition.

RESTORE MIND IV

School conjuration (healing); **Level** bard 4, cleric 4, druid 4, mesmerist 4, paladin 4, psychic 4, ranger 4, spiritualist 4, summoner 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind III*, except that the target regains a number of mental hit points equal to 4d8 + your caster level (maximum +20), and is also cured of the frightened condition.

RESTORE MIND V

School conjuration (healing); **Level** bard 5, cleric 5, druid 5, mesmerist 5, psychic 5, spiritualist 5, summoner 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind IV*, except that the target regains a number of mental hit points equal to 5d8 + your caster level, and is also cured of the paralyzed and stunned conditions.

RESTORE MIND VI

School conjuration (healing); **Level** bard 6, cleric 6, druid 6, mesmerist 6, psychic 6, spiritualist 6, summoner 6
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind V*, except that the target regains a number of mental hit points equal to 6d8 + your caster level mental hit points, and you automatically dispel one charm effect affecting the target. If you are aware of a specific charm effect affecting the target, you may choose to end that one; otherwise, the highest-level charm effect is removed. If multiple effects of the same level are present, the charm effect to be dispelled is determined randomly.

RESTORE MIND VII

School conjuration (healing); **Level** cleric 7, druid 7, psychic 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind VI*, except that it restores 10 mental hit points per caster level.

RESTORE MIND VIII

School conjuration (healing); **Level** cleric 8, druid 8, psychic 8
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *restore mind VII*, except that it also automatically dispels one compulsion effect of 7th level or lower that is currently affecting the target. If you are aware of a specific compulsion effect affecting the target, you may choose to end that one; otherwise, the highest-level compulsion effect is removed. If multiple effects of the same level are present, the compulsion effect to be removed is determined randomly.

RESTORE MIND IX

School conjuration (healing); **Level** cleric 9, druid 9, psychic 9
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell completely restores the target's mental hit points and instantly dispels all charm, compulsion, and curse effects whose spell level is 8th level or lower that are currently affecting the target. For effects of 9th level or higher, the caster must succeed on a caster level check (DC 11 + the effect's caster level) to remove them.

SAURIC CONVERSION

School transmutation (polymorph); **Level** druid 6, shaman 7, sorcerer/wizard 7, summoner 6, witch 7
Casting Time 1 standard action
Components V, S, M (a dinosaur tooth)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level or permanent, see text
Saving Throw Fortitude negates and Will partial, see text;
Spell Resistance yes

You transform the target into a mighty beast, granting her extraordinary strength and size. The target transforms into a dinosaur of your choice. This functions like the spell *beast shape VI*, except that the target can assume the form of a Gargantuan animal. If she does, the size bonus to Strength is increased to +16, the size bonus to Constitution is increased to +12, and the size penalty to Dexterity is increased to -6. The target gains a +8 natural armor bonus to AC.

The target may attempt a Fortitude save to negate the spell entirely. If this fails, then upon her initial transformation, she suffers 8d8 points of mental hit point damage, although a successful Will save halves this damage. On each subsequent round, she suffers an additional 2d8 points of mental hit point damage unless she succeeds on another Will save, in which case she suffers no mental hit point damage that round.

If the target is reduced to 0 or fewer mental hit points while under the effects of this spell, she loses her normal sense of self and believes herself to be the dinosaur she transformed into. If this happens, the spell's duration becomes permanent and the dinosaur loses its sense of identity, no longer remembering who its friends and foes are, although it has a starting attitude of friendly towards you and your allies.

SIGIL OF ATTRACTION

School enchantment (compulsion) [mind-affecting]; **Level** cleric 8, druid 9, mesmerist 6, psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 minute

Components V, S, M (blood from a nymph)

Range touch

Effect one sigil

Duration 2 hours/level

Saving Throw Will negates; **Spell Resistance** yes

You paint a magic sigil, which unleashes an alluring pulse of psychic energy, subconsciously drawing creatures towards it. Characters within 1,000 feet of the sigil heal 1d6 points of mental damage each round, and become aware of the presence of the sigil. If this healing would exceed the character's maximum mental hit points, the creature gains the excess as temporary mental hit points, which last for 1 minute after the character leaves the spell's area, and which stack with themselves. If the character is within 500 feet of the sigil, this healing increases to 2d6 mental hit points per round, and the character becomes aware of the direction and distance to the sigil. If the character is within 100 feet of the sigil, the healing increases to 4d6 mental hit points per round.

If at any time a character has a total number of mental hit points granted by this spell that equals or exceeds his maximum mental hit point total, he is compelled to move to within 10 feet of the sigil and remain there, unable to leave the sigil's location for the remainder of the spell.

When you cast this spell, you can choose certain individuals or groups of characters (such as elves or evil creatures) which are excluded from the effect.

SIGIL OF FEAR

School enchantment (compulsion) [fear, mind-affecting]; **Level** antipaladin 4, cleric 4, druid 5, medium 4, occultist 4, psychic 4, sorcerer/wizard 4, witch 4

Casting Time 1 minute

Components V, S, M (tears from a child)

Range touch

Effect one sigil

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You create a magical sigil that radiates pure dread. A character that begins his turn within 100 feet of the sigil suffers a number of points of mental hit point damage equal to 3d6 + your caster level and becomes shaken. A successful Will save negates both the damage and the shaken effect, but the target must continue making these saves each round he remains within 100 feet of the sigil. A character with less than 50% of his mental hit points is automatically shaken while within 100 feet of the sigil and becomes frightened for 1 round if he fails his Will save. A character reduced to 0 or fewer mental hit points by this spell becomes panicked for 1 minute, and must flee from the *sigil of fear*. When you cast this spell, you can choose certain individuals or groups of characters (such as elves or evil creatures) which are excluded from the effect.

SIGIL OF REVULSION

School enchantment (compulsion) [mind-affecting]; **Level** cleric 8, druid 9, mesmerist 6, occultist 6, psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 minute

Components V, S, M (sweat from a troglodyte)

Range touch

Effect one sigil

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You paint a magic sigil, which radiates a subconscious, psychic revulsion, driving creatures away. Characters within 1,000 feet of the sigil suffer 1d6 points of mental hit point damage each round and become aware of the sigil. Characters within 500 feet of the sigil suffer 4d6 points of mental hit point damage each round and become aware of the direction and distance to the sigil. Characters within 100 feet of the sigil suffer 8d6 points of mental hit point damage each round. A character reduced to 0 mental hit points or fewer by this spell flees from the sigil and cannot move within 100 feet of it. When you cast this spell, you can choose certain individuals or groups of characters (such as elves or evil creatures) which are excluded from the effect.

SOMATIC BLINDNESS

School necromancy [curse, mind-affecting]; **Level** antipaladin 2, bloodrager 2, cleric 2, mesmerist 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous and permanent

Saving Throw Will partial; **Spell Resistance** yes

You place a potent curse upon the target that robs her of her sight. The target suffers 4d6 points of mental hit point damage, and is also cursed. A successful save halves this damage, and negates the curse effect.

While cursed, so long as the target has any mental hit point damage, she suffers a -4 penalty on Perception checks. If she is reduced to 0 or fewer mental hit points while under the effects of this curse, she becomes permanently blind. The curse portion of this spell is permanent and can be removed with *remove curse* or similar effects.

SOMNOLENT BURST

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (forty goose feathers)

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

Area 10-ft.-radius spread

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

You suppress the higher thoughts of each creature in the spell's area, rendering them drowsy. Each character within the area suffers 1d6 points of mental hit point damage per level (max 10d6), and becomes fatigued. A successful Will halves this damage and negates the fatigued effect. Characters reduced to 0 or fewer mental hit points by this spell fall asleep.

SOW CONFLICT

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 3, bard 3, bloodrager 3, cleric 4, inquisitor 3, mesmerist 3, psychic 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a handful of dry earth and a pinch of salt)

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

Target 2 creatures, no more than 30 ft. apart.

Duration instantaneous and 1 minute/level

Saving Throw Will partial; **Spell Resistance** yes

You fill the targets' minds with distrust, malice, and anger towards each other. Each target suffers 1d6 points of mental hit point damage per caster level. A successful Will save halves this damage. Additionally, each target gains a +2 bonus on attack rolls and damage rolls against the other, and suffers a -2 penalty on saving throws against each other's spells and abilities. If either target's mental hit points reach 0 while under the effects of this spell, she comes to view the other target as her worst enemy, trying to slay him at all costs and unable to rest until she does so. While her enemy lives, she suffers a -2 morale penalty on all attack rolls, saving throws, ability checks, and skill checks, except those made to attack in the pursuit of slaying the other target. A *break enchantment* spell can end this effect, as does the death of the other target (whether by her hand or otherwise).

THOUGHT REFLECTION

School abjuration; **Level** cleric 5, magus 5, occultist 5, psychic 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (a shard of a mirror)

Range personal

Target you

Duration 1 round/level

You wrap your mind in abjorative energies, redirecting mental attacks upon their source. Whenever you would be subjected to a mind-affecting effect, the caster of that spell must succeed on a Will save or suffer 5d6 points of mental hit point damage. If the spell they cast deals mental hit point damage as part of its effect, and the caster fails this saving throw, she suffers an additional amount of damage equal to your caster level. If the caster is reduced to 0 or fewer mental hit points by *mind mirror*, then any spell she casts on you is turned back against her as though it had been reflected by a *spell turning* spell.

TONGUE TWISTER

School enchantment (compulsion) [mind-affecting];

Level antipaladin 2, bard 1, cleric 2, mesmerist 2, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous and 1 hour/level

Saving Throw Will partial; **Spell Resistance** yes

You feed the target a stream of random and disconnected thoughts and syllables, making speech difficult. The target suffers 1d6 points of mental hit point damage per level (maximum 10d6). Additionally, the target loses the ability to cast spells with verbal components for 1 round. A successful Will save halves this damage and negates the loss of ability to cast spell with verbal components. A character whose mental hit points are reduced to 0 by this spell loses the ability to speak or cast spells with verbal components for 1 hour per level.

TORRENT OF SADNESS

School enchantment (compulsion) [emotion, mind-affecting]; **Level** antipaladin 1, bard 1, mesmerist 1, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You fill the target with immense sadness and sorrow, forcing him to uncontrollable sobbing. The target suffers a -2 morale penalty on attack and damage rolls and suffers 1d6 points of mental hit point damage each round. On a successful save, the target suffers only 1d6 points of mental hit point damage, and the spell ends.

If the target is reduced to 0 or fewer mental hit points while under the effects of this spell, he drops to the ground, crying in agony and unable to take any action, but is not considered to be helpless. While in this state, the target suffers a -4 penalty on saving throws against emotion effects.

UNCONTROLLABLE RAGE

School enchantment (compulsion) [emotion, mind-affecting]; **Level** antipaladin 2, bard 2, bloodrager 2, mesmerist 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a dash of woad)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

You fill the target with an uncontrollable anger, urging them to lash out at whatever character is nearby. The target gains a +4 morale bonus to her Strength and Constitution scores and suffers a –2 penalty to AC. Additionally, each round the target does not make a melee attack, she suffers 2d6 points of mental hit point damage and cannot cast spells, use Intelligence- or Charisma-based skills (except for Intimidate), or perform any action which requires concentration on her next round. On a successful saving throw, the spell's duration is reduced to 1 round, and the target is not prevented from casting spells, or using Intelligence- or Charisma-based skills.

A character reduced to 0 or fewer mental hit points by this spell becomes wholly consumed by her rage, attacking the nearest living creature until there are no longer any living creatures within 100 feet of them. This effect persists even after the spell's duration has elapsed, though the other effects of the spell end.

UNPREDICTABLE SIGIL

School enchantment (compulsion) [mind-affecting]; **Level** cleric 7, occultist 6, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a vial of mercury)
Range close (25 ft. + 5 ft./2 levels)
Effect one sigil
Duration 1 day/level
Saving Throw Will partial; **Spell Resistance** yes

You inscribe a mystical *unpredictable sigil*, which warps the minds of those who come near to it. Any character which moves within or begins its turn within 30 feet of the sigil suffers 10d6 points of mental hit point damage and become staggered as she is overwhelmed by chaotic energies. A successful saving throw halves the damage and negates the staggered condition. A character reduced to 0 or fewer mental hit points while within 30 feet of the *unpredictable sigil* is randomly stricken with one of the following effects.

Fear: The character is overwhelmed with fear and becomes panicked for 1d4 rounds. Even after the panic fades, the target cannot pass within 30 feet of the sigil. A successful Will save allows her to overcome this compulsion, but she suffers a –4 penalty as long as she has any mental hit point damage.

Rage: The character enters a berserk state, gaining a +4 morale bonus to Strength and becoming overwhelmed by bloodlust, attacking the nearest living creature with whatever weapons are at hand. While in this state, the target cannot cast spells, use Intelligence- or Charisma-based skills (except for Intimidate), or use any ability that requires concentration. This rage lasts as long as the

character is within 30 feet of the sigil, and for 1 minute thereafter.

Elation: The character becomes overwhelmed by mirth. She drops her held items and begins to laugh hysterically, unable to take any other actions. Each round, the target receives a new Will save to overcome this effect.

Insanity: The character is driven permanently insane. While she remains within 30 feet of the sigil, she rolls twice to determine what her action is, and you choose the result.

VOID PRISON

School conjuration (teleportation) [mind-affecting]; **Level** psychic 9, sorcerer/wizard 9, witch 9
Casting Time 1 standard action
Components V, S, M (a small chip of flawless obsidian)
Range close (25 ft. + 5 ft./level)
Target one creature
Duration instantaneous
Saving Throw Will partial; **Spell Resistance** yes

You send the target to an extradimensional space of vast emptiness which can only be escaped by exerting mental power. The target is transported to a demiplane vast emptiness, where they are free to act normally but which can only be escaped by means of the *freedom* spell or by succeeding on a DC 20 Intelligence check. Whenever the target attempts to locate the exit with an Intelligence check however, they must travel through vast expanse of nothingness and non-Euclidean shapes, suffering 6d6 points of mental hit point damage. On a successful saving throw, the target is transported to this demiplane for only 1 round, and automatically suffers 6d6 points of mental hit point damage while in this otherworldly realm. A character reduced to 0 mental hit points by this spell cannot escape the void of nothingness unless a character who knows their name casts a *freedom* spell in order to free them.

WAVE OF MISERY

School enchantment (compulsion) [emotion, fear, mind-affecting]; **Level** antipaladin 2, bard 2, cleric 2, mesmerist 2, psychic 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (tears from a widow or widower)
Range 60 ft.
Area cone-shaped emanation
Duration instantaneous and 1 round/level
Saving Throw Will partial; **Spell Resistance** yes

You project the emotion of deep despair and doubt, causing those in the area to lose their will to fight. All characters in the cone suffer 1d6 points of mental hit point damage per caster level (max 10d6), and suffer a –2 morale penalty to AC, attack rolls, and damage rolls. A successful Will save halves the damage and negates the morale penalty. A character reduced to 0 mental hit points by this spell is so overcome with despair that he additionally cowers as though panicked and unable to flee for the spell's duration.

New Feats

The following feats allow casters to get the most out of spells that make use of mental hit points. They are presented in alphabetical order.

Cerebral Spell (Metamagic)

You can cause a spell that normally harms opponents physically to harm them mentally, instead.

Benefit: You can alter spells that inflict damage to inflict that damage in the form of mental hit points, instead. Spells that inflict damage of a particular type (such as fire) inflict damage of that same type to the affected creatures' mental hit points, rather than normal hit point damage. The spell's school changes to illusion. If it has single target, or an effect of one or more rays, it gains the phantasm subschool. If it has multiple targets or an area, it gains the figment subschool. Either way, it gains the mind-affecting descriptor. In addition to any saving throw the spell normally offers, affected creatures may make a Will save to halve the spell's damage. Spells that do not deal hit point damage cannot be affected by Cerebral Spell. A cerebral spell uses up a spell slot one level higher than the spell's actual level.

Cognitive Dissonance

You can protect yourself from harmful thoughts by shunting them to the back of your mind.

Prerequisite: Iron Will

Benefit: Whenever you make a Will saving throw, you may choose to suffer 1d6 points of mental damage per 2 Hit Dice you possess. If you do, you gain a +2 bonus on the saving throw. You must declare that you are using this ability before the saving throw is made. If this damage reduces you to 0 or fewer mental hit points, you automatically fail the saving throw, instead.

Mental Toughness

You have above average mental fortitude, and can more easily withstand mental assaults.

Benefit: You gain +3 mental hit points. For every Hit Die you possess beyond 3, you gain an additional +1 mental hit point. If you have more than 3 Hit Dice, you gain +1 mental hit points whenever you gain a Hit Die (such as when you gain a level).

Mind Over Matter

You can gain a temporary burst of physical might, but it leaves you mentally exhausted.

Prerequisite: Intelligence 13+.

Benefit: Whenever you make a Strength, Dexterity, or Constitution check, or a Strength- or Dexterity-based skill check, you can choose to suffer 1d4 points of mental hit point damage per Hit Dice you possess in order to gain a +4 circumstance bonus on that check. If this reduces your mental hit points to 0, you automatically fail the check, and suffer the normal effects of having 0 mental hit points. You can use this ability no more than 3 times per day.

New Archetypes

The following section presents new archetypes for characters that specialize in things relating to mental hit points. They are presented in alphabetical order according to the class that they modify.

Mental Juggernaut (Psychic)

All psychics are titans on the mental plane, but some choose to train and devote themselves to building up their mental defenses, turning their psyches into impenetrable bastions that can withstand nearly any mental assault. These defensively-oriented psychics are sometimes referred to as mental juggernauts, and few are those who would dare to try to infringe upon their minds.

Mind Over Matter: Mental juggernauts have minds that are all but unassailable, but their bodies are typically weak and frail. A mental juggernaut treats his Constitution modifier as 1 lower than it actually is for the purposes of determining how many hit points he gains at each new level. However, he gains 1 more mental hit point at each level than he otherwise would.

Mental Bastion (Su): Beginning at 9th level, a mental juggernaut is particularly resistant to psychic assaults. Whenever he would suffer mental hit point damage, he suffers 3 fewer points of mental hit point damage than he otherwise would. At 12th level, and every three levels thereafter, the amount of mental hit point damage he ignores increases by 1 (to a maximum of 6 points of mental hit point damage at 18th level).

This ability replaces the telepathic bond class feature.

Mental Recovery (Su): At 11th level, a mental juggernaut can refocus his mind in order to heal himself of harmful mental effects. Doing so is a full-round action that provokes attacks of opportunity, and requires that the mental juggernaut expend 1 point from his phrenic pool. The mental juggernaut heals an amount of mental hit point damage equal to his psychic level. Additionally, if he is currently suffering from a charm or compulsion effect, he can make a new saving throw to end that effect.

This ability replaces the phrenic amplification gained at 11th level.

Psychic Backlash (Su): Beginning at 17th level, whenever one of the mental juggernaut's foes attempts to assault his mind, he creates painful psychic backlash that punishes his attacker. Whenever the mental juggernaut is subject to a mind-affecting effect, or any effect that deals mental hit point damage, he may choose to inflict an amount of mental hit point damage equal to his psychic level on the creature that initiated the assault.

This ability replaces the telepathy class feature.



Mind Mage (Wizard)

There are many different kinds of specialization, and some wizards consider themselves to be specialists not just of illusion or enchantment, but of all things relating to the mind. These wizards are masters of stripping away mental defenses, and can easily alter the minds of their foes.

Mental Erosion (Su): Whenever a mind mage casts a spell with the mind-affecting descriptor that has a single target, if that spell has no effect on the target (whether due to a successful Will save, failing to overcome spell resistance, or another reason), the target suffers an amount of mental hit point damage equal to the mind mage's intelligence modifier.

This ability replaces the scribe scroll class feature.

Tired Mind (Su): Whenever a mind mage inflicts enough mental hit point damage to a creature to reduce its mental hit points to less than 1/2 its maximum amount, the mind mage can choose to have that creature become fatigued. If he does, the creature remains fatigued until all of its mental hit point damage has been healed.

This ability replaces the bonus feat gained at 5th level.

Memory Modification (Su): Beginning at 10th level, whenever a mind mage inflicts 10 or more points of mental hit point damage to a creature with a single spell or effect, he can choose to reduce that damage by 10 in order to alter the target's memories as though with the spell *modify memory*, except that the process happens instantaneously (the effect still has a duration of permanent, and can be dispelled, but it takes no amount of time to edit up to the full five minutes

worth of memories). If the damage the mind mage inflicted was sufficient to reduce the target to 0 or fewer mental hit points, any memory can be affected. Otherwise, only memories that occurred since the last time the target rested can be edited in this way (although the version of the spell that recalls memories can always be used on any memory, regardless of age).

This ability replaces the bonus feat gained at 10th level.

Purge Spells (Su): Beginning at 15th level, whenever a mind mage inflicts 10 or more points of mental hit point damage to a creature with a single spell or effect, he can choose to reduce that damage by 10 in order to force the target to lose a single prepared spell or unused spell slot of the highest spell level available, expending the spell as though it had been cast. The mind mage can use this ability in conjunction with his memory modification class feature, but must reduce the amount of mental hit point damage separately for each ability.

This ability replaces the bonus feat gained at 15th level.

Enthralling Command (Su): Beginning at 20th level, as a standard action, a mind mage can issue a command of up to 25 words to a single creature whose mental hit points have been reduced to 0 or fewer. That creature must succeed on a Will save (DC 10 + 1/2 the mind mage's wizard level + the mind mage's Intelligence modifier) or obey the command as though with the spell *suggestion*.

This ability replaces the bonus feat gained at 20th level.



Chapter 3

Soluble Spells

To my surprise, I found that the spell reacted almost like a living thing. I could feel the magical energy seem to squirm and writhe in my metaphorical grasp, as though it were trying to escape me. I summoned up my will and began to pull at a loose thread, beginning to unravel the fabric of the spell's arcane energies. As I did so, I could feel the effects of the curse begin to weaken and fade, until finally, it was as though the spell had never been at all.

Excerpt from the journal of Agalor the Wanderer

Soluble Spells

In fantasy movies, books, and other media, it is not uncommon to see heroes struggling and fighting against the effects of magic. Whether this is a lengthy contest of wills, or physically pushing back against a magical barrier, the idea is presented that the spell has some finite amount of energy and power, and that those who work at it hard enough can unravel the magic that forms the spell and break it, bringing an end to its effects.

In the *Pathfinder Roleplaying Game*, a contest of wills with a spell is generally over in the few seconds it takes to make a Will save, preventing dramatic, drawn out contests of this nature. There are certainly spells that require new saving throws every round, and spells like *summon monster* create things that can be attacked with a sword, but for the most part, there aren't very many spells that can be "defeated" through concerted effort in this fashion.

Soluble spells attempt to capture the essence of this sort of magic by presenting spells that have their own hit point totals, and which can be interacted with and damaged in specific ways by the creatures that they affect, and often by bystanders as well. Each soluble spell can be damaged in different ways, which are thematically appropriate to the spell. In a way, a soluble spell is more like an opponent than a spell, as it typically requires more than a single action to defeat one.

Soluble Spell Basics

Soluble spells function much like any other spell, except that the spell's effect has its own hit point total, and certain actions, which vary from one soluble spell to the next allow creatures to damage the spell, potentially causing its effect to end sooner than it otherwise would.

Starting and Maximum Hit Points: Each soluble spell outlines in its description what the spell's hit points are at the time the spell is cast. Different soluble spells have a different number of starting hit points, but commonly this amount is either equal to the caster's caster level or twice the caster's caster level.

Unless the spell's description indicates to the contrary, a soluble spell's current hit points cannot exceed the number of hit points the spell had when it was cast. This number is considered to be the spell's maximum hit point total.

Damaging Soluble Spells

Soluble spells can be interacted with in ways that allow a character to damage them, weakening the spell's magical energy until, eventually, the spell unravels entirely and ceases to be. Each soluble spell's description outlines one or more ways that the soluble spell can be damaged, and some also outline ways in which the soluble spell can be healed. Other than the means listed in the spell's description, the only method by which a soluble spell's hit points can be damaged are the following:

Dispelling: Spells like *dispel magic* and similar effects interact with soluble spells differently than other spells. When attempting to dispel a soluble spell, the caster makes a caster level check, and inflicts an amount of damage equal to the result to the soluble spell.

Special Actions: Many soluble spells outline special actions a character can take to combat the spell. The exact nature of these actions is detailed in the spell's description. Any character that is affected by a soluble spell intuitively knows of any special actions it can take to damage the spell. Onlookers who are not directly affected by a soluble spell do not gain intuitive knowledge of how to combat it, but any creature that successfully identifies the spell learns this information, as it is part of the spell's effect.

Soluble Spells at 0 Hit Points: When a soluble spell is reduced to 0 hit points, the spell ends immediately. It is treated as though it was successfully dispelled (whether the damage that reduced it to 0 hit points came from a successful dispel attempt, or from another source).

Casting Soluble Spells

Unlike many of the new spell mechanics presented in the *Advanced Arcana* series, soluble spells do not require special rules determining how they function when made into potions, scrolls, or wands, how they work in conjunction with metamagic feats, or how they are used by spontaneous casters.

Soluble Spells in Your Game

Of the new spell mechanics presented in this book, soluble spells are the ones that least stand out from other spells, from the perspective of a character within the game. Most spells can be resisted in some way, shape, or form, and soluble spells simply provide a means of resisting the spell which makes for more dramatic gameplay. They are not necessarily harder to resist than other spells, nor are they necessarily easier to resist, it's simply that the ability to resist is far less likely to hinge on the result of a single die roll. Most likely, from an in character perspective, only the most specialist of sages are likely to be able to identify the difference between soluble spells and other spells.

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.

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

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

2nd-level Alchemist Formulae

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Alchemist Formulae

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Alchemist Formulae

Monstrous Shell: A shell of clay-like substance envelops you, effectively transforming you into a Large animal, monstrous humanoid, or vermin. The shell suffers half the damage dealt to you.

Valor: You grant the target a +3 morale bonus on attack rolls, saving throws, skill checks, and ability checks. The spell is weakened if the target gives in to fear and cowardice.

6th-level Alchemist Formulae

Monstrous Shell, Greater: As *monstrous shell*, but you have three layers of transformations, up to three sizes larger than you.

Spell Screen: You gain spell resistance equal to 11 + your caster level or 10 min./level, or until the spell is expended.

Antipaladin Spells

1st-level Antipaladin Spells

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Antipaladin Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

3rd-level Antipaladin Spells

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Antipaladin Spells

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

Bard Spells

1st-level Bard Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

3rd-level Bard Spells

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Indefinite Image: You create an illusion that lasts indefinitely, but is weakened whenever a creature disbelieves it.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Bard Spells

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's surroundings, determine the rate at which the spell's magic is expended.

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

6th-level Bard Spells

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

Override Senses: You completely override the target's senses with a hallucination of your choosing. When the target disbelieves the hallucination, the spell is weakened.

Bloodrager Spells

1st-level Bloodrager Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Bloodrager Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Wall of Cold: You create a wall of coldness 10 ft./level long, which deals cold damage to each creature that passes through. The wall suffers fire damage, and is weakened by ambient heat in an area.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Bloodrager Spells

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

4th-level Bloodrager Spells

Tenacious Immolation: You cause the target to burst into flames, suffering 4d6 points of fire damage per round until the flames are put out, which is difficult to do.

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

Cleric Spells

1st-level Cleric Spells

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Cleric Spells

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

3rd-level Cleric Spells

Asylum: You emanate waves of peacefulness to 120 feet. Creatures in the area cannot take hostile actions unless they succeed on a Will save. Successful saves weaken the spell overall.

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

4th-level Cleric Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

5th-level Cleric Spells

Spirit Conjuring: You conjure the spirit of a touched object's previous owner, who obeys your commands as long as the object and spectral tether remain intact.

6th-level Cleric Spells

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's surroundings, determine the rate at which the spell's magic is expended.

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

Spell Screen: You gain spell resistance equal to 11 + your caster level or 10 min./level, or until the spell is expended.

7th-level Cleric Spells

Circle Prison: You create a 10-ft.-radius circle which outsiders of a specified type can enter but not leave.

8th-level Cleric Spells

Necromantic Tether: You create a necromantic link between yourself and the target, which allows you to drain their life force, as long as the tether is not broken.

Druid Spells

2nd-level Druid Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Wall of Cold: You create a wall of coldness 10 ft./level long, which deals cold damage to each creature that passes through. The wall suffers fire damage, and is weakened by ambient heat in an area.

4th-level Druid Spells

Monstrous Shell: A shell of clay-like substance envelops you, effectively transforming you into a Large animal, monstrous humanoid, or vermin. The shell suffers half the damage dealt to you.

5th-level Druid Spells

Hostile Transformation: You forcibly transform the target into a small animal, and it remains in that form until it succeeds on enough saving throws to end the spell's effects.

6th-level Druid Spells

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's surroundings, determine the rate at which the spell's magic is expended.

7th-level Druid Spells

Dragon Egg Gambit: You conjure a dragon egg, from which a powerful chromatic dragon emerges after three rounds, unless the egg is destroyed before that time.

8th-level Druid Spells

Monstrous Shell, Greater: As *monstrous shell*, but you have three layers of transformations, up to three sizes larger than you.

Inquisitor Spells

1st-level Inquisitor Spells

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Inquisitor Spells

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

3rd-level Inquisitor Spells

Asylum: You emanate waves of peacefulness to 120 feet. Creatures in the area cannot take hostile actions unless they succeed on a Will save. Successful saves weaken the spell overall.

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Inquisitor Spells

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

6th-level Inquisitor Spells

Spell Screen: You gain spell resistance equal to 11 + your caster level or 10 min./level, or until the spell is expended.

Magus Spells

1st-level Magus Spells

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

2nd-level Magus Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Wall of Cold: You create a wall of coldness 10 ft./level long, which deals cold damage to each creature that passes through. The wall suffers fire damage, and is weakened by ambient heat in an area.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Magus Spells

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Magus Spells

Tenacious Immolation: You cause the target to burst into flames, suffering 4d6 points of fire damage per round until the flames are put out, which is difficult to do.

6th-level Magus Spells

Spell Screen: You gain spell resistance equal to 11 + your caster level or 10 min./level, or until the spell is expended.

Medium Spells

1st-level Medium Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

3rd-level Medium Spells

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Medium Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

Mesmerist Spells

1st-level Mesmerist Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Mesmerist Spells

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

3rd-level Mesmerist Spells

Asylum: You emanate waves of peacefulness to 120 feet. Creatures in the area cannot take hostile actions unless they succeed on a Will save. Successful saves weaken the spell overall.

Indefinite Image: You create an illusion that lasts indefinitely, but is weakened whenever a creature disbelieves it.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Mesmerist Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

6th-level Mesmerist Spells

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

Override Senses: You completely override the target's senses with a hallucination of your choosing. When the target disbelieves the hallucination, the spell is weakened.

Occultist Spells

1st-level Occultist Spells

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

3rd-level Occultist Spells

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Indefinite Image: You create an illusion that lasts indefinitely, but is weakened whenever a creature disbelieves it.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Occultist Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

6th-level Occultist Spells

Circle Prison: You create a 10-ft.-radius circle which outsiders of a specified type can enter but not leave.

Paladin Spells

4th-level Paladin Spells

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

Psychic Spells

1st-level Psychic Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Psychic Spells

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

3rd-level Psychic Spells

Asylum: You emanate waves of peacefulness to 120 feet. Creatures in the area cannot take hostile actions unless they succeed on a Will save. Successful saves weaken the spell overall.

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Indefinite Image: You create an illusion that lasts indefinitely, but is weakened whenever a creature disbelieves it.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Psychic Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

5th-level Psychic Spells

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's



surroundings, determine the rate at which the spell's magic is expended.

6th-level Psychic Spells

Eldritch Retreat: You conjure an extradimensional fortress, whose doorway is well-fortified, but can be broken down.

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

Spell Screen: You gain spell resistance equal to 11 + your caster level or 10 min./level, or until the spell is expended.

7th-level Psychic Spells

Circle Prison: You create a 10-ft.-radius circle which outsiders of a specified type can enter but not leave.

Precognition: You gain a variety of bonuses due to seeing into the immediate future. Whenever unlikely events occur, the spell is weakened.

8th-level Psychic Spells

Necromantic Tether: You create a necromantic link between yourself and the target, which allows you to drain their life force, as long as the tether is not broken.

Override Senses: You completely override the target's senses with a hallucination of your choosing. When the target disbelieves the hallucination, the spell is weakened.

9th-level Psychic Spells

Indentured Servitude: As *dominate monster*, but when the creature is forced to take actions against its nature, the spell is weakened.

Tendrils of the Mad Sultan^F: You create a rip in reality through which tendrils of a powerful alien entity extend and attack.

Ranger Spells

2nd-level Ranger Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

3rd-level Ranger Spells

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Shaman Spells

1st-level Shaman Spells

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Shaman Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

Wall of Cold: You create a wall of coldness 10 ft./level long, which deals cold damage to each creature that passes through. The wall suffers fire damage, and is weakened by ambient heat in an area.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Shaman Spells

Asylum: You emanate waves of peacefulness to 120 feet. Creatures in the area cannot take hostile actions unless they succeed on a Will save. Successful saves weaken the spell overall.

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

4th-level Shaman Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

5th-level Shaman Spells

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's surroundings, determine the rate at which the spell's magic is expended.

Hostile Transformation: You forcibly transform the target into a small animal, and it remains in that form until it succeeds on enough saving throws to end the spell's effects.

7th-level Shaman Spells

Dragon Egg Gambit: You conjure a dragon egg, from which a powerful chromatic dragon emerges after three rounds, unless the egg is destroyed before that time.

8th-level Shaman Spells

Necromantic Tether: You create a necromantic link between yourself and the target, which allows you to drain their life force, as long as the tether is not broken.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

Flexible Disguise: As *disguise self*, but it provides tactile and auditory components, although the spell is weakened whenever you do something suspicious.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Sorcerer/Wizard Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

Wall of Cold: You create a wall of coldness 10 ft./level long, which deals cold damage to each creature that passes through. The wall suffers fire damage, and is weakened by ambient heat in an area.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Sorcerer/Wizard Spells

Asylum: You emanate waves of peacefulness to 120 feet. Creatures in the area cannot take hostile actions unless they succeed on a Will save. Successful saves weaken the spell overall.

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Indefinite Image: You create an illusion that lasts indefinitely, but is weakened whenever a creature disbelieves it.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Sorcerer/Wizard Spells

Monstrous Shell: A shell of clay-like substance envelops you, effectively transforming you into a Large animal, monstrous humanoid, or vermin. The shell suffers half the damage dealt to you.

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

Tenacious Immolation: You cause the target to burst into flames, suffering 4d6 points of fire damage per round until the flames are put out, which is difficult to do.

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

5th-level Sorcerer/Wizard Spells

Contrivance: As *contingency*, but the spell does not need to affect you directly, and it only has a chance of taking effect each time the trigger condition occurs.

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's surroundings, determine the rate at which the spell's magic is expended.

Hostile Transformation: You forcibly transform the target into a small animal, and it remains in that form until it succeeds on enough saving throws to end the spell's effects.

Spirit Conjuring: You conjure the spirit of a touched object's previous owner, who obeys your commands as long as the object and spectral tether remain intact.

6th-level Sorcerer/Wizard Spells

Eldritch Retreat: You conjure an extradimensional fortress, whose doorway is well-fortified, but can be broken down.

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

Spell Screen: You gain spell resistance equal to 11 + your caster level or 10 min./level, or until the spell is expended.

7th-level Sorcerer/Wizard Spells

Circle Prison: You create a 10-ft.-radius circle which outsiders of a specified type can enter but not leave.

Dragon Egg Gambit: You conjure a dragon egg, from which a powerful chromatic dragon emerges after three rounds, unless the egg is destroyed before that time.

Precognition: You gain a variety of bonuses due to seeing into the immediate future. Whenever unlikely events occur, the spell is weakened.

8th-level Sorcerer/Wizard Spells

Monstrous Shell, Greater: As *monstrous shell*, but you have three layers of transformations, up to three sizes larger than you.

Necromantic Tether: You create a necromantic link between yourself and the target, which allows you to drain their life force, as long as the tether is not broken.

Override Senses: You completely override the target's senses with a hallucination of your choosing. When the target disbelieves the hallucination, the spell is weakened.

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

9th-level Sorcerer/Wizard Spells

Indentured Servitude: As *dominate monster*, but when the creature is forced to take actions against its nature, the spell is weakened.

Prismatic Barrier: You create a barrier of prismatic energy that is difficult to overcome or pass through.

Tendrils of the Mad Sultan^F: You create a rip in reality through which tendrils of a powerful alien entity extend and attack.

Spiritualist Spells

1st-level Spiritualist Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

2nd-level Spiritualist Spells

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

3rd-level Spiritualist Spells

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Spiritualist Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

5th-level Spiritualist Spells

Spirit Conjuring: You conjure the spirit of a touched object's previous owner, who obeys your commands as long as the object and spectral tether remain intact.

Summoner Spells

1st-level Summoner Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Centurion's Shield: You create a shield of energy that grants a +4 shield bonus to AC. The shield can be sundered, and is damaged by attacks that miss you by 4 or less.

2nd-level Summoner Spells

Wall of Cold: You create a wall of coldness 10 ft./level long, which deals cold damage to each creature that passes through. The wall suffers fire damage, and is weakened by ambient heat in an area.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Summoner Spells

Tactical Invisibility: As *invisibility*, but different actions and environmental factors weaken or strengthen the spell.

4th-level Summoner Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

6th-level Summoner Spells

Dragon Egg Gambit: You conjure a dragon egg, from which a powerful chromatic dragon emerges after three rounds, unless the egg is destroyed before that time.

Witch Spells

1st-level Witch Spells

Angry Outburst: One willing creature enters a rage, which is fueled by taking damage, and can be weakened by diplomatic overtures.

Stupefy Person: One humanoid creature is dazed until it succeeds on enough Will saves to end the spell.

2nd-level Witch Spells

Bloody Claws: Your hands transform into deadly claws. The spell weakens with each attack you make, but regains strength whenever you deal a killing blow.

Nagging Curse: You bestow a curse on the target, which is weakened when they take certain types of actions, and strengthened when they take other actions.

Waxen Wings: Touched creature gains a fly speed equal to his land speed. This lasts indefinitely, but the spell is weakened whenever the target suffers damage.

3rd-level Witch Spells

Discerning Eye: You are able to read auras simply by looking at a creature, and can gain detailed knowledge of creatures.

Stupefy Monster: One creature is dazed until it succeeds on enough Will saves to end the spell.

4th-level Witch Spells

Mystic Query: You make a number of statements. Each false statement weakens the spell, until eventually it ends.

5th-level Witch Spells

Farseer's Gaze^F: You observe a creature at any distance. Your connection to the target, and the nature of the target's surroundings, determine the rate at which the spell's magic is expended.

Hostile Transformation: You forcibly transform the target into a small animal, and it remains in that form until it succeeds on enough saving throws to end the spell's effects.

Spirit Conjuring: You conjure the spirit of a touched object's previous owner, who obeys your commands as long as the object and spectral tether remain intact.

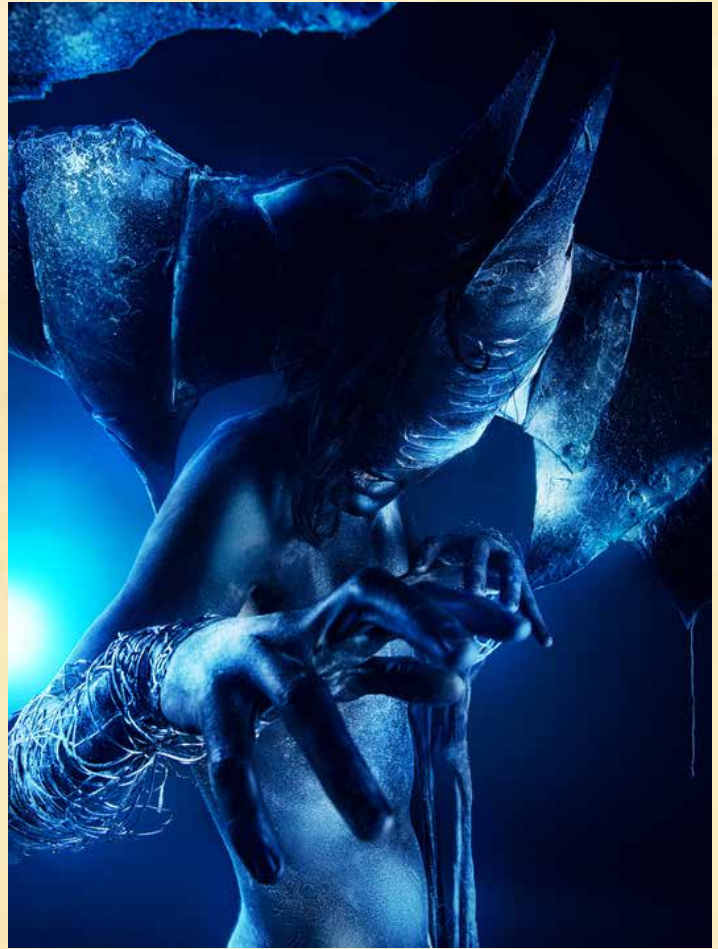
6th-level Witch Spells

Mob Hysteria: Up to one creature/level becomes panicked. The more creatures resist the spell's effects, the more the spell is weakened.

7th-level Witch Spells

Circle Prison: You create a 10-ft.-radius circle which outsiders of a specified type can enter but not leave.

Precognition: You gain a variety of bonuses due to seeing into the immediate future. Whenever unlikely events occur, the spell is weakened.



8th-level Witch Spells

Necromantic Tether: You create a necromantic link between yourself and the target, which allows you to drain their life force, as long as the tether is not broken.

Override Senses: You completely override the target's senses with a hallucination of your choosing. When the target disbelieves the hallucination, the spell is weakened.

Toxic Miasma: As *solid fog*, except it deals 1d4 points of Constitution damage per round. The spell is weakened by strong winds.

9th-level Witch Spells

Indentured Servitude: As *dominate monster*, but when the creature is forced to take actions against its nature, the spell is weakened.

Tendrils of the Mad Sultan^F: You create a rip in reality through which tendrils of a powerful alien entity extend and attack.

New Spells

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

ANGRY OUTBURST

School enchantment (compulsion) [emotion, mind-affecting, soluble]; **Level** alchemist 1, bard 1, bloodrager 1, medium 1, mesmerist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a rooster feather)

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

Target one willing creature

Duration see text

Saving Throw none; **Spell Resistance** yes

You fill the target with a powerful anger, granting him a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical to a barbarian’s rage, except the target isn’t fatigued at the end of the rage.

The *angry outburst* effect has a number of hit points equal to 3 + your caster level. At the end of each round, the spell loses 1d4 hit points. Each time the target is damaged by an opponent, the spell heals 1 hit point, up to its initial hit point total. As a standard action, an opponent within 30 feet can attempt to speak to the target in a calming and reassuring voice, requiring a Diplomacy check (DC 10 + the target’s Hit Dice + the target’s Wisdom modifier). If successful, this inflicts 1d6 points of damage to the spell. When the spell is reduced to 0 hit points, its effects end.

ASYLUM

School abjuration [soluble]; **Level** cleric 3, inquisitor 3, mesmerist 3, psychic 3, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F/DF (a square of white cloth)

Range 120 feet

Area 120-ft.-radius emanation centered on you

Duration concentration; see text

Saving Throw Will partial; **Spell Resistance** no

You emanate waves of peacefulness and tranquility, preventing all violence within 120 feet of you for as long as you are able to exert your will over those within the area. Creatures within the spell’s area cannot take hostile actions unless they succeed on a Will save for each such action. Failure on this Will save results in losing the action that would have been spent to perform it, but not the expenditure of any resources required to do so.

The spell has a number of hit points equal to twice your caster level. Whenever a creature succeeds on a Will save to commit a violent action within the spell’s area, the spell suffers 1d4 points of damage. Additionally, each time a creature within the spell’s area is damaged or harmed in any way, the spell suffers 1d8 points of damage (so if a creature succeeds on its Will save and then successfully damages a creature as a result, the spell will take a total of 1d4 + 1d8

points of damage). Each round that you concentrate on the spell, it heals 1d4 points of damage. If the spell is reduced to 0 hit points, it immediately ends.

BLOODY CLAWS

School transmutation [soluble]; **Level** alchemist 2, antipaladin 2, bloodrager 2, druid 2, magus 2, ranger 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a leopard’s claw)

Range personal

Target you

Duration 10 min./level or until discharged; see text

Your hands transform into deadly claws. You gain two primary claw natural attacks that deal 1d8 points of slashing damage on a successful hit (if you are Medium; 1d6 points of slashing damage if you are Small, or 1d10 points of slashing damage if you are Large), and have a critical threat range of 18–20. While your hands are transformed in this way, they are poorly suited for other purposes, inflicting a –2 penalty on attack rolls made with manufactured weapons, reducing any shield bonus to AC from a shield you are carrying by 1, and imposing a 20% spell failure chance on any spell you cast with somatic components.

The spell has a number of hit points equal to twice your caster level. Each time you deal damage with one of these claw attacks, the spell suffers 1 point of damage. Whenever you successfully deal the killing blow to a creature with one of the claw attacks, the spell heals 1d4 points of damage. If the spell is reduced to 0 hit points, it ends immediately.

CENTURION’S SHIELD

School abjuration [force, soluble]; **Level** alchemist 1, bloodrager 1, magus 1, medium 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1

Casting Time 1 standard action

Components V, S, M/DF (scales from a turtle)

Range personal

Target you

Duration 1 hour/level (D)

You create a glowing, translucent shield of force energy that is projected from your forearm, granting you a +4 shield bonus to AC. This bonus also applies against incorporeal touch attacks, since it is a force effect. The *centurion’s shield* has no hardness, and has 10 hit points per caster level you possess (to a maximum of 100 hit points at 10th level). Opponents can attempt to sunder the shield as though it were a real object. Additionally, whenever an attack misses you by 4 or less, the attacker rolls damage normally and applies it to the shield. Finally, any damaging spell effects that target you specifically are redirected to the shield, dealing their damage to it, rather than to you. If the shield’s hit points are reduced to 0, the spell ends.

CIRCLE PRISON

School abjuration [soluble]; **Level** cleric 7, occultist 6, psychic 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S, M/DF (a handful of sapphire dust)

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

Area 10-ft.-radius emanation, 20 ft. tall

Duration permanent; see text

Saving Throw Reflex negates, Will partial; see text; **Spell Resistance** see text

You create a shimmering cylinder of force, trapping certain creatures within it. When you cast this spell, you must choose a single creature subtype (such as air, chaos, or good). You may not choose the extraplanar subtype. Outsiders of the chosen subtype are unable to cross the spell's boundaries, but all other creatures can move across it unimpeded.

Creatures within the spell's area or adjacent to it when the spell is cast can attempt a Reflex save to move to the other side of the barrier, allowing them to choose whether to be inside or outside the spell's effect, but only if there is a suitable unoccupied space for them to move to.

Creatures that are unable to cross the spell's barriers are also unable to use extradimensional travel to enter or leave the area (such as *teleport* or similar spells), as though the area in question were affected by a *dimensional lock* spell (but only for such creatures). Further, the creature's ranged attacks, spells, magical abilities, and so on are unable to cross the boundaries of the spell.

When the spell is cast, it has a number of hit points equal to your caster level. Once per hour, a creature unable to cross the *circle prison*'s barrier can make a Will saving throw and attempt to cross the barrier by force. If the saving throw is successful, the spell suffers 1d8 points of damage. If the creature has spell resistance, then each time it attempts to break the barrier in this way, the spell must also beat its spell resistance, or it suffers an additional 1d8 points of damage. If multiple creatures attempt to break the barrier in this way, each can try once per hour. If the spell is reduced to 0 hit points, it ends immediately.

When you cast *circle prison*, rather than creating a new prison, you can choose to augment an existing *circle prison* effect, restoring its hit points to be equal to your caster level.

CONTRIVANCE

School evocation [soluble]; **Level** sorcerer/wizard 5

Casting Time at least 1 minute; see text

Components V, S, M (a snake skin or lizard's tail and a discarded chrysalis)

Range personal

Target you

Duration 24 hours (D) or until discharged

This functions as the spell *contingency*, with a few exceptions. The minimum casting time is reduced to 1 minute, but otherwise the casting time is determined identically to doing so with *contingency*. The spell to be brought into effect by *contrivance* does not need to affect you directly, although it is still limited to spells of one-third your caster level or lower.

Rather than select a specific condition that causes the spell to immediately take effect, you select a specific condition that has a chance of making the spell take effect. The nature of the condition is the same, but when the condition occurs, the spell suffers 1d20 points of damage. The spell has a number of hit points equal to your caster level. As soon as the spell's hit points are reduced to zero, the paired spell is cast. If the triggering condition is one that you can perform, it is always at least a standard action for you to perform the triggering condition, even if it would otherwise require a lesser action. The spell can only be damaged in this way once per round.

DISCERNING EYE

School divination [soluble]; **Level** alchemist 3, bard 3, cleric 3, inquisitor 3, medium 3, occultist 3, psychic 3, ranger 3, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a cat's eye)

Range 60 ft.

Area cone-shaped emanation

Duration 10 min./level (D); see text

Saving Throw Will partial; see text; **Spell Resistance** yes

You gain the ability to peer at a creature and learn a great deal of information about it. As a standard action, you can focus on a creature to read its alignment aura, emotion aura, health aura, and magic aura, as though with the spell *analyze aura*^{OA}. In addition, you learn the target's exact creature type, and can make a special Knowledge check to learn about the creature, using your caster level and primary spellcasting ability score modifier instead of your actual modifier for the appropriate type of Knowledge check.

The target is entitled to a Will save to resist this effect. If the saving throw is successful, the spell suffers 1d6 points of damage, and the attempt is wasted. The spell has a number of hit points equal to twice your caster level when it is cast. You can attempt to use the spell on a creature after it has succeeded on its saving throw, but each successful saving throw the target makes continues to damage the spell. If the spell is reduced to 0 hit points, it immediately ends.

DRAGON EGG GAMBIT

School conjuration (summoning) [soluble]; **Level** druid 7, shaman 7, sorcerer/wizard 7, summoner 6

Casting Time 1 standard action

Components V, S, M/DF (a chicken egg)

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

Effect one conjured dragon egg; see text

Duration 3 rounds + 1 round/level; see text

Saving Throw none; **Spell Resistance** no

You conjure a massive dragon egg, from which hatches a powerful chromatic dragon that proceeds to go upon a deadly rampage. When you cast this spell, choose from among the following dragons: a very old black dragon, a mature adult blue dragon, an old green dragon, an adult red dragon, or a very old white dragon. The spell creates a dragon egg of the appropriate color and size for the dragon in question in a space you designate. The egg visibly shakes and rumbles, making it easy for any onlooker to determine that it is close to hatching.

The egg has 2 hit points per caster level, and all the defensive abilities of the dragon that it contains (damage reduction, immunities, resistances, spell resistance, etc.). If the egg is reduced to 0 hit points, then it is destroyed, and the dragon it contains is slain, ending the spell immediately. If three rounds pass without the egg being destroyed, then it hatches, revealing the dragon inside, which acts immediately.

You do not have direct control over the dragon conjured by this spell. It does not attack you or your allies, but otherwise attacks nearby creatures using tactics appropriate for the dragon type in question.

ELDRITCH RETREAT

School conjuration (creation) [soluble]; **Level** psychic 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, F (a miniature iron door, the head of a crossbow bolt, and a steel key)
Range close (25 ft. + 5 ft./2 levels)
Effect extradimensional fortress, 20 ft. by 20 ft. and 10 ft. tall
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You conjure up an extradimensional fortress that has a single entrance on the plane from which the spell was cast. From the outside, the entry point appears as a slab of iron six feet tall, four feet wide, and two inches deep. You, and any creatures that you designate when you cast the spell, can pass through this portal without difficulty, but other creatures are blocked from passing through. The doorway has hardness 5 and a number of hit points equal to 10 times your caster level. If the door is reduced to zero hit points, the spell immediately ends, and all creatures and objects currently within the extradimensional space are deposited in the nearest unoccupied spaces.

Within the extradimensional space, you are able to see and hear the area surrounding the space's entrance, although creatures outside are not able to see into the extradimensional space. While within the extradimensional space, when you speak, you can choose to have your voice issue outwards in a booming call from the entry, allowing you to be clearly heard from outside. Additionally, you can concentrate on spells outside the extradimensional space as though you were at the entrance.

FARSEER'S GAZE

School divination (scrying) [soluble]; **Level** bard 4, cleric 6, druid 6, psychic 5, shaman 5, sorcerer/wizard 5, witch 5
Casting Time 1 minute
Components V, S, F (a crystal ball worth 2,000 gp)
Range see text
Effect magical sensor
Duration see text
Saving Throw Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. Similar to the *scrying* spell, the subject suffers a penalty on his saving throw if you have an item connected to the target in your possession when

you cast the spell. Unlike a *scrying* spell, your knowledge of the subject does not affect the target's saving throw, nor does the target being on another plane.

Table 3-1: Farseer's Gaze Save Modifiers

Connection	Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and its surroundings (approximately 30 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 300 feet. As with all divination (*scrying*) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

When the spell is cast, it has a number of hit points equal to 10 times your caster level. Each minute, the spell loses one or more hit points. The exact number of hit points lost each minute depends on a number of factors, as outlined on the table below.

Table 3-2: Hit Points Lost Per Minute

Circumstance	Hit Points
Distance	
Less than a mile	-1
More than 100 miles	+1
More than 1,000 miles	+1
Target is on another planet	+1
Target is on another plane	+4
Location	
Target is in a wide open area	-1
Target is inside a building	+1
Target is underground	+1
Target's location is only accessible through a locked door or similar	+2
Target's location is warded by one or more abjuration effects	+3

These modifiers are cumulative for all that apply. The spell always loses at least 1 hit point per minute, even if the modifiers would normally reduce the hit point loss to zero. Additionally, the spell loses 1 hit point for every 100 feet the sensor needs to move in order to follow the subject. If the sensor is discovered, it can be damaged by dispelling it, as normal for soluble spells.

FLEXIBLE DISGUISE

School illusion (glamer) [soluble]; **Level** alchemist 1, antipaladin 1, bard 1, inquisitor 1, mesmerist 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (a velvet mask)

Range personal

Target you

Duration see text (D)

This functions as *disguise self*, but it also provides tactile and auditory components to the illusion, as well. The spell has a number of hit points equal to twice your caster level. Whenever you take an action that causes an onlooker to become suspicious that you are not who you are disguised as (such as doing something that character normally wouldn't do, or saying something that seems inappropriate, etc.), the spell suffers 1d6 points of damage. If the spell is reduced to 0 hit points, the effect ends.

HOSTILE TRANSFORMATION

School transmutation (polymorph) [soluble]; **Level** druid 5, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a frog's leg and a bit of wool)

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

Target one creature

Duration permanent; see text

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

As *beast shape III*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save. The creature also loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Each round, on its turn, the target can attempt both a Fortitude save and a Will save to resist the spell's effects, and attempt to return to its natural state. Each time the target succeeds on either saving throw, it deals 1d10 points of damage to the spell. The spell has two sets of hit points, each of which is equal to your caster level. Damage from successful Fortitude saves is applied to one set of hit points, while damage from successful Will saves is applied to another set of hit points. Damage from other sources (such as attempts to dispel the effect) is divided evenly amongst the two groups. When the hit points from the first group are reduced to 0, the target immediately returns to its normal physical form, but this does not cause it to regain its extraordinary, supernatural, or spell-like abilities, its ability to cast spells, its alignment, or its mental ability scores. Those things are restored when the hit points from the second group are reduced to 0 (and if that happens before the other group is



reduced to 0 hit points, then the creature remains physically polymorphed even though those things are restored. Once both sets of hit points have been reduced to 0, the spell ends.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of this spell, and as long as this spell remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to this spell.

INDEFINITE IMAGE

School illusion (figment) [soluble]; **Level** bard 3, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (3 oz. of lamb's blood)

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

Effect figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration permanent (D); see text

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You create an illusion similar to a *permanent image*, except that you can provide the spell with simple instructions (10 words or less) to carry out on its own when you are not concentrating on it. For example, if the illusion depicts a creature, you could direct the figment to pace back and forth, or seem to be writing at a desk, etc., rather than remaining static. You can still control the nature of the figment directly by concentrating.

The spell lasts indefinitely, but is weakened whenever a creature disbelieves it. The spell has a number of hit points equal to twice your caster level, and heals 1 hit point each day. Whenever a creature succeeds on its Will save to disbelieve the image, the spell suffers 1d6 points of damage. Additionally, for each minute that a creature that disbelieves the spell is within 60 feet of the spell and can see it, the spell suffers an additional point of damage. This is cumulative for each disbelieving creature. If the spell is reduced to 0 hit points, its effects end immediately.

INDENTURED SERVITUDE

School enchantment (compulsion) [mind-affecting, soluble];
Level psychic 9, sorcerer/wizard 9, witch 9
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent; see text
Saving Throw Will negates and Will partial; see text; **Spell Resistance** yes

You establish direct control over the target's mind, allowing you to control them directly. This functions as *dominate monster*, except as noted here.

When this spell is cast, it has a number of hit points equal to twice your caster level. Each time the target is forced to take actions against its nature, it receives a new saving throw. It does not gain a +2 bonus on this saving throw, as it does with *dominate monster*, and success on this saving throw allows the creature to ignore that particular order and inflicts 2d6 points of damage to the spell, rather than ending it immediately. However, even on a failed save, the spell still suffers 2 points of damage.

Unlike *dominate monster*, you can issue obviously self-destructive orders with this spell. This also allows the target a new saving throw, with a +4 bonus. On a successful saving throw, the target ignores the order and the spell suffers 2d10 points of damage, whereas on a failed saving throw, the target obeys the order, and the spell suffers 5 points of damage.

Each hour that you remain further away from the target than the spell's range, the spell suffers 1 point of damage. Similarly, each hour that the target is subject to a *protection from evil* spell, or a similar effect that blocks your control, the spell suffers 1 point of damage.

MOB HYSTERIA

School necromancy [emotion, fear, mind-affecting, soluble];
Level antipaladin 4, bard 6, cleric 6, mesmerist 6, psychic 6, sorcerer/wizard 6, witch 6
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets one creature/level
Duration 1 hour (D); see text
Saving Throw Will partial; see text; **Spell Resistance** yes

You invoke a primal, undeniable, animal terror from deep within each target. When the spell is cast, and each round thereafter, each affected creature must succeed on a Will save

or be panicked for 1 round. Creatures that succeed on their saving throw are shaken for 1 round, instead.

The spell has a number of hit points equal to twice your caster level. Each round that the majority of the spell's targets succeed on their saving throw, the spell suffers 1d6 points of damage. Each round that the majority of the spell's targets fail their saving throw, the spell heals 1d6 points of damage, instead. If the spell is reduced to 0 hit points, it ends immediately.

MONSTROUS SHELL

School transmutation (polymorph) [soluble]; **Level** alchemist 4, druid 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (a clay pottery shard)
Range personal
Target you
Duration 10 min./level (D); see text

A shell of malleable, clay-like substance grows outward from your body, immersing you inside the form of a larger creature. You can use this spell to take the form of an animal (as though with *beast shape II*), monstrous humanoid (as though with *monstrous physique II^{UM}*), or vermin (as though with *vermin shape II^{UM}*). You can transform only into creatures that are exactly one size category larger than yourself.

The form created around you helps to shield you from damage. Whenever you suffer damage from any source, half of that damage is dealt to you, and half is dealt to the spell. This applies before damage reduction, energy resistance, or any similar defensive abilities (meaning the spell will always take half of the full damage). The spell has a number of hit points equal to twice your caster level. When the spell is reduced to 0 hit points, the effect ends, and the outer shell crumbles away, returning you to your natural form.

MONSTROUS SHELL, GREATER

School transmutation (polymorph) [soluble]; **Level** alchemist 6, druid 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M/DF (a clay pottery shard)
Range personal
Target you
Duration 10 min./level (D); see text

This functions as *monstrous shell*, except that it surrounds you with multiple layers of malleable, clay-like substance. You initially transform into a creature three size categories larger than yourself, as though with the spell *beast shape IV* (for animals and magical beasts), *monstrous physique IV^{UM}* (for monstrous humanoids), *giant form II* (for humanoids with the giant subtype), *form of the dragon III* (for dragons), or *vermin shape II* (for vermin). In all cases, the spell can allow you to take forms of up to colossal size, but it grants the same ability score bonuses and penalties as the largest size the spell normally supports.

As with *monstrous shell*, half of the damage you suffer is dealt to the spell, instead. The spell has a number of hit points equal to six times your caster level. Once the spell is reduced

to less than four times your caster level, the outer layer of the spell breaks and sloughs off, revealing another polymorphed form underneath. You take on the shape of a creature two size categories larger than you are (this otherwise functions identically to the first form you selected for the spell, as outlined above). Once the spell is reduced to less than twice your caster level, this second layer also sloughs off, and you transform into a creature one size category larger than you. When the spell is reduced to 0 hit points, the effect ends, and the outer shell crumbles away, returning you to your natural form. Even if the spell receives healing that would increase its hit points to above two or four times your caster level, you do not revert to larger forms.

MYSTIC QUERY

School divination [soluble]; **Level** bard 4, cleric 4, medium 4, mesmerist 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4
Casting Time 10 minutes
Components V, S, M (a stick of sage incense)
Range personal
Target you
Duration concentration; see text

You mentally commune with mysterious and distant entities, in order to attempt to confirm information that you know or suspect. Each round, you can make a single statement of up to 10 words. If the statement is accurate, the entity confirms it, and if it is inaccurate, the entity denies it. For each statement made, the GM should secretly roll 1d100. On a result of 81 – 100, the entity in question does not know whether the statement is true or false, and says so.

The spell has a number of hit points equal to your caster level. Whenever the entity denies a claim that you make, the spell suffers 1d4 points of damage. If the spell is reduced to 0 hit points, it immediately ends, and psychic backlash inflicts 8d6 points of nonlethal damage to you.

NAGGING CURSE

School necromancy [curse, soluble]; **Level** antipaladin 2, bloodrager 3, cleric 2, inquisitor 2, mesmerist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration see text (D)
Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *bestow curse*, but when the spell is cast, you must specify a certain set of actions which the target can either engage in or refrain from in order to lift the curse. These must be a general set of behavioral patterns, and not specific actions: for example, you could specify that acts of humility can lift the curse, or acts of bravery, etc., but could not state that the curse will be lifted by groveling in the middle of the town square or facing a specific dragon in combat. The GM is the final arbiter of what is and is not acceptable for this purpose.

The spell has a number of hit points equal to twice your caster level. Whenever the target does something in

accordance with the conditions you set, the spell suffers an amount of damage, which depends on the severity of his actions: a minor act inflicts 1d4 points of damage, a moderate act inflicts 1d8 points of damage, and a truly impressive act inflicts 1d12 points of damage. As a general rule, the spell only suffers damage if the target takes actions he would not otherwise take. If the target takes actions that are directly contrary to what you prescribed, the spell heals similar amounts of damage (for example, if a character that you instructed to be peaceful killed a living creature when he could easily have spared them). If the spell is reduced to 0 hit points, it ends immediately.

NECROMANTIC TETHER

School necromancy [soluble]; **Level** cleric 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S, F/DF (a piece of black string)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration see text
Saving Throw Fortitude partial; see text; **Spell Resistance** yes

You create a tether of coruscating black and purple energy between yourself and the target, which rapidly drains the target's life force, replenishing your own. When you cast this spell, and at the beginning of your turn each round thereafter, the target suffers 8d6 points of damage, and you heal an equal amount. A successful Fortitude save halves this damage. Additionally, the energy tether binds you and the target together, so that neither of you can move further from one another without succeeding on an opposed Strength check as a standard action. Success on this opposed check allows the creature to move up to half its speed, physically pulling the other creature with it.

The tether itself is not invulnerable, and breaking it ends the spell. The spell has a number of hit points equal to four times your caster level. Whenever the target succeeds on a saving throw to halve the damage inflicted by the spell, the spell suffers 4d6 points of damage. Additionally, the tether can be attacked directly. It is not damaged by physical weapons, although holy weapons deal half damage to the tether, and treat it as though it were an evil creature. Similarly, spells and effects that deal positive energy damage can damage the tether as though it were an undead creature or an object harmed by positive energy. Similarly, effects that deal negative energy damage can heal the tether as though it were an undead creature. If the tether is reduced to 0 hit points, the spell immediately ends.

OVERRIDE SENSES

School illusion (phantasm) [mind-affecting, soluble]; **Level** bard 6, mesmerist 6, psychic 8, sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent; see text
Saving Throw Will negates and Will partial; see text; **Spell Resistance** yes

You completely override the target's senses with a hallucination of your choosing, completely replacing his perception of reality. This functions similarly to *permanent hallucination*^{UI}, but rather than creating a single, distinct hallucination, the spell changes the way the target perceives his surroundings. If the target succeeds on an initial saving throw, the spell has no effect. When you cast the spell, you must provide a general description of how you wish to alter the target's perception of reality, which can be no longer than 25 words. You could, for example, cause the target to perceive everyone he meets as hideous monsters, or could cause him to perceive poison, filth, and refuse as though it were delicious food, or cause him to believe that he is trapped in a small prison cell with no means of escape.

The target experiences things in the way that you describe with all of his senses: if you caused him to believe that everyone he met was a monster, he would see, hear, and even feel them as monsters. If you caused him to perceive toxic substances as delicious food, it would smell and taste like delicious food to him if he consumed it, and so on.

When cast, *override senses* has a number of hit points equal to twice your caster level. Up to once per day, when the target interacts with something that the spell prevents him from perceiving as it actually is, he may make a Will saving throw to attempt to disbelieve the spell. Success allows him to perceive that individual object or creature normally, and inflicts 1d10 points of damage to the spell. If the spell is reduced to 0 hit points, it immediately ends.

When you cast *override senses*, if you target a creature already affected by a version of *override senses* that you cast, you may choose to alter the effects of the existing hallucination, adding or subtracting up to 25 words from the description of how it alters his perceptions, and restoring the spell's hit point total to be equal to twice your caster level, instead of the normal effects. If you do, the target is not entitled to a new saving throw to resist the spell.

PRECOGNITION

School divination [soluble]; **Level** psychic 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 min./level; see text

You gain a limited ability to see into the immediate future, granting you a variety of combat bonuses. You gain a +4 insight bonus to AC, attack rolls, and Reflex saves. You always act in any surprise round, and gain a +8 bonus on initiative checks. Further, you are never considered flat-footed, and invisible creatures do not gain a bonus on attack rolls made against you as a result of you not being able to see them.

The precognition granted by this spell is weakened by unpredictable and anomalous behavior, as the spell must peer through all possible futures, and it is hard to find those futures where less likely events occur. The spell has a number of hit points equal to twice your caster level. Whenever you roll a natural 1 or a natural 20, the spell suffers 1d6 points of damage. The spell also suffers 1d6 points of damage whenever

a creature rolls a natural 1 or a natural 20 on an attack roll made against you, a saving throw made to resist a spell or ability you use, or an opposed skill check made against you. Additionally, creatures combating you can attempt to fool your precognition by making a feint against you. If the result of their feint is equal to or greater than 11 + your caster level + your Wisdom modifier, then the spell suffers 1d10 points of damage. This effect is separate (and in addition to) any other effects from feinting you. If the spell is reduced to 0 hit points for any reason, the spell ends immediately.

PRISMATIC BARRIER

School abjuration [soluble]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a plane of stained glass at least 2 inches to a side)

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

Effect wall 4 ft./level wide, 2 ft./level high

Duration 10 min./level (D)

Saving Throw see text; **Spell Resistance** see text

A more punishing version of *prismatic wall*, *prismatic barrier* is at the same time both harder and easier to bypass, but is unquestionably harsher on those that attempt to pass through it without destroying it first. This spell functions as *prismatic wall*, except as noted here.

The blinding effect applies to any creature other than you that is within 20 feet of the wall, but only if they fail a Will saving throw. A creature that succeeds on this saving throw is immune to this effect for the remainder of the spell's duration.

The effects of each color in the barrier are different from those in *prismatic wall*, albeit similar. In general, the defensive abilities remain the same, but the offensive abilities are enhanced or have been replaced with new effects. [Table: Prismatic Barrier] outlines these effects in detail.

The barrier can still be destroyed, color by color, in consecutive order, but rather than having specific spells completely and immediately destroy one color, each color has its own set of hit points and can be damaged by different things, as outlined in [Table: Prismatic Barrier]. Only the first remaining color in the barrier, in order, can be damaged at any given time (first red, then orange, then yellow, and so on). If a color can be damaged by something other than a spell (such as red, which can be damaged by cold damage and water effects), the barrier can be attacked directly by any attack or effect that meets that description (for example, against the color red, a character with a *frost* weapon could damage the barrier with a melee attack, dealing the cold damage from his weapon, or a water elemental could damage it with its slam attack). Creatures striking the barrier with a melee attack have a 50% chance of being affected by that color's effect, as though passing through it.

Table 3-3: Prismatic Barrier Effects

Order	Color	Effect of Color	Hit Points	Damaged by
1st	Red	Stops non-magical ranged weapons. Deals 10d6 points of fire damage (Reflex half).	15	Cold damage, effects made primarily of water.
2nd	Orange	Stops magical ranged weapons. Deals 10d10 points of acid damage (Reflex half).	20	Air spells (1d6/spell level), effects made primarily of water.
3rd	Yellow	Stops poisons, gases, and petrification. Deals 10 points of electricity damage/level (Fortitude half).	20	Earth spells (1d6/spell level), transmutation spells (1d8/spell level)
4th	Green	Stops breath weapons. Inflicts poison (frequency 1/rd. for 6 rds.; init. effect death, sec. effect 1d4 Con; Cure none)	25	Healing spells (1d6/spell level or amount spell would heal, whichever is higher)
5th	Blue	Stops divination and mental attacks. Petrifies creatures (Fortitude negates) and then shatters them (Fortitude negates).	25	Abjuration effects (1d6/spell level), force effects (normal damage or 1d8/spell level, whichever is higher).
6th	Indigo	Stops all spells. Affects creature as though with <i>dominate monster</i> (Will negates).	30	Darkness, light, or shadow spells (1d6/spell level)
7th	Violet	Energy field destroys all objects and effects. Creatures are slain (Fortitude negates) and immediately animated as ghosts under your command (Will negates).	30	All types of damage, all spells (1d6/spell level for non-damaging spells)

SPELL SCREEN

School abjuration [soluble]; **Level** alchemist 6, cleric 6, inquisitor 6, magus 6, psychic 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D); see text

You are surrounded by glowing runes of light that protect you from harmful spells, although they are weakened whenever a spell manages to pierce through them. You gain an amount of spell resistance equal to 11 + your caster level.

This spell has a number of hit points equal to twice your caster level. Whenever a spell successfully overcomes the spell resistance granted by this spell, the spell suffers an amount of damage equal to the amount by which their caster level check exceeded the spell resistance (for example, if you are caster level 12 and have spell resistance of 23, and an enemy caster overcomes your spell resistance with a caster level check of 25, the spell would suffer 2 points of damage). If the spell is reduced to 0 hit points, its effects end immediately.

SPIRIT CONJURING

School necromancy [soluble]; **Level** cleric 5, sorcerer/wizard 5, spiritualist 5, witch 5

Casting Time 1 hour

Components V, S, M (black pearls worth 100 gp per Hit Dice of the ghost to be created)

Range touch

Target object touched

Duration permanent; see text

Saving Throw Will negates; **Spell Resistance** no

You channel negative energy into the target object, using it as an anchor to draw forth the spirit of one of its deceased previous owners, and binding that spirit to your will. The target object must have been of notable significance to a creature that is now dead, and which you have at least some basic information about (a name, description, or some facts about that creature sufficient to distinguish it from other creatures), or the spell has no effect. The creature in question must have had no more Hit Dice when alive than your caster level, and is entitled to a Will save to resist the effect. If this saving throw is successful, the spell fails and you are unable to attempt to use this spell to bind that particular spirit as a ghost for 1 year.

If the spell is successful, the desired spirit manifests as a ghost within 30 feet of you, and is bound to your will, forced to obey your commands. This functions identically to providing orders to a creature created by *animate dead*, and the ghost's Hit Dice count against the number of Hit Dice worth of creatures that you can control with that spell. You choose which special attacks the ghost gains as part of the ghost template, and once this choice is made, it cannot be

changed (for certain ghosts, depending on the nature of the spirit that you are conjuring, the GM may determine that certain special attacks are required or inappropriate).

The object used as a target for the spell serves as an anchor that binds the ghost's spirit to the world and forces it to obey your commands. If the object is destroyed, the ghost is free to act as it pleases, but it quickly begins to fade from existence, gaining a single negative level each hour until it has a number of negative levels equal to its Hit Dice, at which point it returns to the afterlife entirely. A ghost destroyed in this way does not rejuvenate.

The bond between yourself, the ghost, and the object is highly sensitive to positive energy. The spell has a number of hit points equal to three times your caster level. Whenever you or the ghost is subject to positive energy, the spell suffers an amount of damage equal to the number of points of damage inflicted or healed by that positive energy. The spell restores 1 hit point per hour. If the spell is reduced to 0 hit points, it ends immediately, and the ghost is destroyed.

STUPEFY MONSTER

School enchantment (compulsion) [mind-affecting, soluble]; **Level** antipaladin 3, bard 3, bloodrager 3, cleric 3, inquisitor 3, mesmerist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration see text

Saving Throw Will negates and Will partial; see text; **Spell**

Resistance no

This functions as *stupefy person*, but can affect creatures of any type.

STUPEFY PERSON

School enchantment (compulsion) [mind-affecting, soluble]; **Level** antipaladin 1, bard 1, bloodrager 1, cleric 1, inquisitor 1, mesmerist 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one humanoid creature

Duration see text

Saving Throw Will negates and Will partial; see text; **Spell**

Resistance no

The target is dazed unless she succeeds on an initial Will save (in which case the spell has no effect). Each round on her turn, the target can attempt a secondary Will save as a full-round action to attempt to snap out of the daze. Success inflicts 1d6 points of damage to the spell, plus 1 additional point of damage for each point by which the result of the saving throw exceeded the DC. The *stupefy person* effect has a number of hit points equal to twice your caster level. Once the spell is reduced to fewer than half its maximum hit points, the target becomes staggered, rather than dazed. Once the spell is reduced to 0 hit points, the spell ends.

TACTICAL INVISIBILITY

School illusion (glamer) [soluble]; **Level** alchemist 3, antipaladin 3, bard 3, inquisitor 3, magus 3, medium 3, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, summoner 3

Casting Time 1 standard action

Components V, S, M/DF (wings from a moth)

Range personal

Target you

Duration 10 min./level (D); see text

This spell functions as *invisibility*, except as noted here. The spell has a number of hit points equal to twice your caster level. Each round that you are in an area of bright light (including passing through such an area), the spell suffers 1 point of damage. Whenever you move more than your land speed in a single turn, the spell suffers 1 point of damage. Each time you use the run action, the spell suffers 2 points of damage. Each time you pick up or handle an object that was not in your possession at the time the spell was cast, the spell suffers 1d4 points of damage. Each time you make an attack or perform another hostile action, the spell suffers 1d8 points of damage, but does not immediately end. If the spell is reduced to less than half its maximum hit points, you are no longer invisible, but still have concealment (20% miss chance) against all creatures. If the spell is reduced to 0 hit points, it immediately ends. Each round that you remain still and take no actions besides a total defense, the spell heals 1 hit point. If you are in an area of dim light or darkness when you do so, the spell heals 2 hit points, instead.

TENACIOUS IMMOLATION

School evocation [fire, soluble]; **Level** bloodrager 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a bit of dried moss)

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

Target one creature

Duration see text (D)

Saving Throw Reflex negates and Reflex partial; see text;

Spell Resistance yes

You cause the target's body to burst into flames. When you cast this spell, and each round thereafter on your turn, the target suffers 4d6 points of fire damage. If the target succeeds on an initial Reflex save, the spell has no effect. Otherwise, the flames burn until they are put out, which is difficult to do.

The spell has a number of hit points equal to twice your caster level. As a standard action, the target can attempt a Reflex save (against the spell's saving throw DC) to attempt to put out the flames. The target gains a +4 bonus on this check if he drops to the ground and rolls. On a successful saving throw, the spell suffers 1d6 points of damage. Dousing the target in water also damages the spell: a small amount of water (such as a bucket or waterskin) deals 1d4 points of damage. An amount of water greater than that but not sufficient to fully immerse the target deals 1d8 points of damage. If the target is fully immersed in water, the spell suffers 3d6 points of damage per round of immersion. Finally, any cold damage dealt to the target is also dealt to the spell. If the spell is reduced to 0 hit points, it immediately ends.

TENDRILS OF THE MAD SULTAN

School conjuration (creation) [soluble]; **Level** psychic 9, sorcerer/wizard 9, witch 9
Casting Time 1 round
Components V, S, F (a wooden flute crafted to alien specifications, worth 1,000 gp)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread; see text
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You create a rip in reality, folding space and time to form a portal in the vicinity of an impossibly immense alien creature known in esoteric circles as the mad sultan, whose tendrils emerge from the rip and begin to slowly widen it as they attack and grapple all in their path. This functions as the spell *black tentacles*, except as noted here.

The tendrils' CMB use your caster level as their base attack bonus, but receive a +12 bonus due to their strength, and a +4 size bonus. A creature successfully grappled by the tentacles suffers 3d6+12 points of damage, plus 1d6 points of acid damage from the acidic slime that coats them.

Each round, there is a 30% chance that the spell's radius increases by 1d4 x 5 feet, as the flailing of the tendrils causes the rip in reality to widen. Structures caught in the spell's area automatically suffer 10d6 points of damage each round, as multiple tendrils batter and bash them, and attempt to rip them apart.

When cast, the spell has a number of hit points equal to five times your caster level. The tendrils can be attacked and damaged normally. They have an AC of 25 and a touch AC of 10. Damaging individual tendrils has no real effect, as there are always more to take the place of one that has been destroyed, but damage dealt to the tendrils reduces the spell's hit points accordingly. If the spell is reduced to 0 hit points, the tendrils release any creatures they are grappling and retreat through the rip created by the spell, ending the spell immediately.

At the end of the spell's duration, if the spell was not reduced to zero hit points, the tendrils are pushed back through the rip, but in this case, they take with them any creatures or objects held in their grasp. Such creatures are dragged into the vacuum of space, still in the grip of the tendrils (and subject to their damage). Few creatures are able to return from such a fate.

TOXIC MIASMA

School conjuration (creation) [poison, soluble]; **Level** sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S, M (a rotten egg)
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in a 20-ft. radius, 20 ft. high
Duration 1 min./level (D)
Saving Throw Fortitude partial; **Spell Resistance** no

You conjure a billowing cloud of noxious green vapors. This functions as the spell *solid fog*, except that, in addition to its other effects, any creature that enters the cloud or begins its turn within it must succeed on a Fortitude save or suffer 1d4

points of Constitution damage. Even on a successful saving throw, the creature still takes 1 point of Constitution damage.

Toxic miasma is not automatically dispersed by winds of any speed, although it can be both dispersed and burned away. When you cast the spell, it has a number of hit points equal to twice your caster level. The spell suffers fire damage normally. Additionally, each round that the spell is exposed to a severe wind (31+ mph) or stronger, it suffers 1d6 points of damage, plus an additional 1d6 points of damage for each wind speed category the wind speed is beyond strong. Winged creatures of Large or larger size can attempt to use their wings to fan the cloud in an attempt to disperse it. This is a standard action, and inflicts an amount of damage equal to 1d3 + 1d3 per size category beyond Large the creature is.

Unlike *solid fog*, *toxic miasma* cannot be made permanent.

VALOR

School enchantment (compulsion) [mind-affecting, soluble]; **Level** alchemist 4, bard 4, bloodrager 4, inquisitor 4, paladin 4, sorcerer/wizard 4, summoner 4
Casting Time 1 standard action
Components V, S, M/DF (a plume from a knight or soldier's helmet)
Range touch
Target creature touched
Duration 1 hour/level (D); see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant the target the strength to live up to his ideals, but only if he is able to draw upon his own courage and bravery to do so. The target gains a +3 morale bonus on attack rolls, saving throws, skill checks, and ability checks.

This spell has a number of hit points equal to twice your caster level. Whenever the target becomes shaken, the spell suffers 1d6 points of damage; whenever the target becomes frightened, the spell suffers 2d6 points of damage; and whenever the target becomes panicked, the spell suffers 3d6 points of damage. Additionally, if the target performs any actions that are particularly cowardly (subject to GM discretion), the spell suffers 2d6 points of damage. However, each time the target performs a particularly brave act, placing himself willingly in harm's way above and beyond what can reasonably be expected of him (again, subject to GM discretion), the spell heals 2d6 points of damage.

WALL OF COLD

School evocation [cold, soluble]; **Level** bloodrager 2, druid 2, magus 2, shaman 2, sorcerer/wizard 2, summoner 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect glowing curtain of cold energy up to 10 ft. long/level
Duration see text (D)
Saving Throw Fortitude partial; **Spell Resistance** yes

You create a shimmering, translucent curtain of pale blue energy, up to 20 feet high and up to 10 feet long per caster level. The curtain does not impede motion in any way, but any creature passing through it suffers 1d6 points of cold

damage, plus an additional 1d6 points of cold damage per three caster levels you possess.

The *wall of cold* has a number of hit points equal to twice your caster level. It can be targeted with effects that deal fire damage, and suffers full damage from such sources (as well as fire effects with an area, such as a *fireball* or a breath weapon, provided that the wall is within the affected area). Additionally, the *wall of cold* suffers 1 point of damage for each minute it is exposed to temperatures of 40 degrees Fahrenheit or greater. For every 5 degrees above 40, the wall suffers an additional point of damage each minute. If the temperature is high enough to inflict damage to creatures as a result of high heat, the wall suffers this damage as well. If the wall is reduced to 0 hit points, the spell ends.

WAXEN WINGS

School transmutation [soluble]; **Level** alchemist 2, bloodrager 2, magus 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (dove feathers and a clump of wax)

Range touch

Target creature touched

Duration see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You cause large wings made of wax to grow from the target's arms, granting him the ability to fly. The target gains a fly speed equal to his land speed, with poor maneuverability. While flying, he cannot make use of his arms (which are used to maintain his flight), although he can still hold objects in his hands.

The spell has a number of hit points equal to twice your caster level. Whenever the target suffers bludgeoning, piercing, or slashing damage, the spell suffers half that amount of damage (this is in addition to the damage dealt to the target, who still takes the full amount of damage), and whenever the target suffers fire damage, the spell suffers an equal amount of fire damage. Further, each round that the target is exposed to strong or stronger winds (21+ mph), the spell suffers 1d4 points of damage. If the spell is reduced to 0 hit points, the effect ends.

New Feats

The following feats allow casters to get the most out of demanding spells, and the new demanding descriptor. They are presented in alphabetical order.

Enduring Magic

Your soluble spells are particularly difficult to damage.

Prerequisite: Caster level 7th.

Benefit: Whenever a spell you cast with the soluble descriptor would suffer damage, it suffers 2 fewer points of damage than it otherwise would (to a minimum of 0 points of damage). This applies regardless of the type of damage.

Reviving Spell (Metamagic)

You can cause a soluble spell to be able to heal itself over time.

Prerequisite: Ability to cast one or more soluble spells.

Benefit: The affected spell is able to heal itself over time.

Reviving Spell can only be applied to a spell with the soluble descriptor, and has no effect if applied to any other spell. The affected spell heals 1 hit point per round, up to its normal maximum hit point total.

A reviving spell uses up a spell slot 1 level higher than it otherwise would.

Soluble Spell (Metamagic)

You can give a spell a vitality of its own, requiring it to be destroyed before its effects can be ended.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: You give a spell a life of its own, allowing its effect to continue until the spell's magic is destroyed. Soluble Spell can only be applied to spells with a duration of 1 round per caster level or greater. Affected spells gain the soluble descriptor, and, when cast, have a number of hit points equal to twice your caster level.

In addition to the normal means by which a soluble spell's hit points can be damaged, the affected spell can be damaged in one or more of the following ways. When you prepare the spell (if you are a prepared spellcaster), or when you cast the spell (if you are a spontaneous spellcaster), the GM determines which of the following method of inflicting damage best applies to the chosen spell. As with any soluble spell, if the spell is reduced to 0 hit points, the effect ends immediately.

Energy Damage: The spell is subject to damage from one or more types of energy. When you prepare the spell (if you are a prepared spellcaster), or when you cast the spell (if you are a spontaneous spellcaster), the GM determines two types of energy from among the following: acid, cold, electricity, fire, positive energy, negative energy, or sonic. Damage of the chosen sort is dealt to the spell normally. In the case of positive energy, this includes spells such as *cure light wounds*, and a cleric's channel energy to harm undead, whereas in the case of negative energy, it includes spells such as *inflict light wounds* and a cleric's channel energy to harm living creatures. If the spell has an area, then any damage of the chosen type dealt as an area of effect (such as a line, burst, or cone) within the spell's area also damages the spell. If the spell targets a creature or object, damage of the chosen type inflicted

to that creature or object is also dealt to the spell. If the spell has an effect, damage of the chosen type inflicted to the effect it creates is also dealt to the spell. In addition, the spell can be targeted directly with attacks that deal energy damage of the appropriate type. It has an AC of 10 and fails all saving throws.

Secondary Saving Throws: The spell can be damaged by continued resistance from affected creatures. Each round, any creature affected by the spell can make a new saving throw to resist the spell. If the saving throw is successful, the spell suffers 1d6 points of damage. This method of inflicting damage can be selected only if the spell allows a saving throw to resist its effects, and that saving throw is not denoted as harmless.

Spell Sundering: The spell can be sundered as though it were a suit of armor. This requires a successful combat maneuver check against the target's CMD or your caster level, whichever is higher. Success inflicts damage to the spell as though it were the target of a successful sunder attempt by the attacker. This method of inflicting damage can be selected only if the spell has a range of personal, or has a range of touch and either can only affect willing targets or has a saving throw entry denoted as harmless

The spell level adjustment for a spell affected by the Soluble Spell feat depends on the spell's normal duration. For spells that usually have a brief duration, a soluble spell takes up a slot of a higher level than the spell's actual level, whereas for spells that usually have a very long duration, a soluble spell uses up a spell slot lower than the spell's actual level, as outlined on the table below.

Table 3-4: Soluble Spell Spell Levels

Normal Duration	Level Adjustment
1 round/level	+2
1 minute/level	+2
10 minutes/level	+1
1 hour/level	+1
24 hours	+0
1 day/level	-1
Permanent	-1

Spellbreaker

You are particularly adept at damaging spells.

Benefit: Whenever you deal damage to a spell, or a creature or object created or summoned by a spell, you deal an additional 3 points of damage. At 10th level, this extra damage increases by an additional 3, for a total of 6 extra points of damage.

Tough Spell (Metamagic)

Your soluble spells are more difficult to dismantle.

Prerequisite: Ability to cast one or more soluble spells.

Benefit: You provide magical bulwarks and safeguards to shore up the affected spell, making it more difficult to unravel. Tough Spell can only be applied to spells with the soluble descriptor, and has no effect when applied to any other spell. The affected spell's maximum and starting hit

point totals are doubled. Apply this adjustment before any other adjustments to the spell's maximum and starting his point totals.

A tough spell uses up a spell slot one level higher than the spell's actual level.

New Archetypes

The following section presents new archetypes for characters that specialize in the use of soluble spells. They are presented in alphabetical order according to the class that they modify.

Soluble Specialist (Arcanist)

As specialists in all things arcane, it is no surprise that some arcanists choose to turn their focus to the unique opportunities afforded by soluble spells. These arcanists are able to move arcane energy into and out of these spells, bolstering them or drawing on their magic like a battery, and are known to some as soluble specialists.

Soluble Specialization: At each new arcanist level, a soluble specialist learns one additional spell with the soluble descriptor of any spell level that she can cast (based on her new arcanist level). This is in addition to the two spells that all arcanists gain at each spell level. Each day, when preparing spells, the soluble specialist must prepare at least one spell with the soluble descriptor for each spell level that she can cast. This restriction does not apply to 0-level spells, or spell levels for which she can prepare only a single spell (for example, at 6th level, the soluble specialist would need to prepare at least one 1st-level spell with the soluble descriptor and one 2nd-level spell with the soluble descriptor, but could choose any spell she wanted for the single 3rd-level spell she can prepare).

Bolster Spell (Su): Beginning at 5th level, a soluble specialist can expend raw arcane energy in order to shore up a failing soluble spell. As a standard action, she can expend one point from her arcane reservoir in order to heal a single soluble spell whose target, effect, or area is within 30 feet, causing it to regain a number of hit points equal to her arcanist level.

This ability replaces the arcanist exploit gained at 5th level.

Drain Spell (Su): Beginning at 9th level, a soluble specialist can drain energy from a soluble spell, reversing the process she uses to bolster them. As a standard action, she can attempt to drain energy from a soluble spell whose target, effect, or area is within 30 feet, adding the siphoned energy to her arcane reservoir. If the soluble spell was cast by her, this automatically succeeds, the spell ends immediately as though its hit points had been reduced to 0, and the soluble specialist regains 1 point in her arcane reservoir. If the soluble spell that is drained had fewer than half its maximum hit points, or had a remaining duration of less than 1 minute, she does not regain a point in her arcane reservoir.

If the soluble spell she siphons energy from was cast by another creature, she must succeed on a caster level check with a DC equal to 11 + the spell's caster level. Failure indicates she is unable to draw energy from the spell. If



the caster level check is successful, she deals an amount of damage to the soluble spell equal to her caster level. If this is sufficient to reduce the spell's hit points to zero, then she also regains 1 point in her arcane reservoir.

This ability replaces the arcanist exploit gained at 9th level.

Soluble Expertise (Su): Beginning at 13th level, a soluble specialist's expertise in dealing with soluble spells becomes even more apparent, empowering those spells when she casts them. Whenever the soluble specialist casts a spell with the soluble descriptor, she treats her caster level as 2 higher than it is for the purposes of that spell, and the spell's saving throw DC (if any) is increased by 1.

This ability replaces the arcanist exploit gained at 13th level.

Curse Caller (Witch)

Some say that power is a measure of one's ability to control their surroundings, including the people around them. Certainly for the witches known as curse callers, the magical power they wield is put towards influencing others, but rather than do so through enchantment or charm, they punish transgressions with powerful curses that can only be lifted by altering one's behavior. Some curse callers use these curses to drive the wicked to reform, while others instead use them to drive victims to desperation and sin.

Scourge of Sinners (Su): At 4th level, a curse caller chooses a particular sin as the target of her ire. She must choose from among the following: envy, gluttony, greed, lust, pride, sloth, or wrath. Whenever the curse caller casts a spell or uses a hex that allows a saving throw to resist some or all of its effects, any creature that has engaged in the chosen

sin in a significant fashion in the last 24 hours, or which is particularly associated with that sin, suffers a -2 penalty on its saving throw. Mindless creatures, and creatures with an Intelligence score of 2 or less are not intelligent enough to grasp moral concepts, and so are never considered to have committed sins in this fashion, regardless of their alignment.

At 9th level, and every five levels thereafter, the curse caller may select an additional sin from the above list.

This ability replaces the hex gained at 4th level.

Instructional Curse (Su): Beginning at 10th level, a curse caller can use curses as a tool through which to shape the behavior of others. Whenever she casts a spell with the curse descriptor, if that spell has a duration of 1 hour per caster level or longer, she can choose to attach conditions to it, allowing the target to end the curse by behaving in a way that she dictates. The spell's duration changes to permanent, and it gains the soluble descriptor, and has a number of hit points equal to twice the curse caller's caster level. The curse caller must provide a brief description of the type of behavior the target must engage in in order to lift the curse. This must be no more than 25 words, and must be broadly applicable to a wide range of behaviors: she can instruct someone to be more charitable, for example, but cannot instruct them to hand over all of their possessions to her personally.

Whenever the creature engages in an act that fits the curse caller's instructions, the spell suffers 1d4 points of damage. However, whenever the creature engages in an act that is directly counter to the curse caller's instructions, it heals 1d6 points of damage. The curse can also be damaged through other means that apply to all spells with the soluble descriptor (such as the successful application of *dispel magic*).

This ability replaces the hex gained at 10th level.

Instructional Hex (Su): Beginning at 16th level, a curse caller can apply the effects of a hex in a fashion similar to her curses, in order to shape the behavior of others. Whenever she uses a harmful hex whose effect lasts for a number of rounds equal to her Intelligence modifier or longer, she can place a condition on it similar to those used by her instructional curse class feature. This functions the same as that class feature, except that the hex's duration is not made permanent, but rather increased by one step: if it is normally measured in rounds, it becomes measured in minutes, instead. If it is normally measured in minutes, it becomes measured in tens of minutes. If it is normally measured in tens of minutes, it becomes measured in hours. If it's normally measured in hours, it becomes measured in days. If it's normally measured in days or a longer time period, it becomes permanent. The hex is treated as a spell with the soluble descriptor, and has hit points equal to twice the curse caller's caster level. As with the instructional curse class feature, the curse caller must provide instructions for a general type of behavior that can be used to end the hex, and pursuing this behavior damages the hex, while acting in defiance of the instructions heals it. The target is still entitled to any saving throws that the hex would normally allow in order to resist or end the effect.

This ability replaces the hex gained at 16th level.



Chapter 4

Other Spells

No matter where you go, magic always seems to have its own unique little quirks and eccentricities. Different cultures develop their spells in different ways, and much like how they say that you can tell a lot about a culture from its language, you can also tell a lot about a culture from its magic. Only in an agrarian society will you find seven different spells for sorting wheat from chaff. In warlike cultures, there may not be any spells that don't relate directly to combat at all. In places where magic is outlawed, spells are more discrete, while in a magocracy, they become unnecessarily flashy.

Excerpt from the journal of Agalor the Wanderer

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.

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

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Alchemist Formulae

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Wanderer's Ward: A touched creature gains favored terrain bonuses and is protected against the natural denizens of her favored terrains for 1 hour/level.

3rd-level Alchemist Formulae

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

4th-level Alchemist Formulae

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

Way of the Rogue: You gain a +4 enhancement bonus to Dexterity, can use Dexterity to make attack rolls, and gain several rogue class features for 10 min./level, but lose the ability to cast spells of 3rd level or higher.

6th-level Alchemist Formulae

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Ooze Body: Your body melts into an ooze for 1 min./level.

Antipaladin Spells

1st-level Antipaladin Spells

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Antipaladin Spells

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

3rd-level Antipaladin Spells

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Shadow Reach: You can reach through the Plane of Shadow to deliver touch spells.

4th-level Antipaladin Spells

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Deadly Gift: You imbue a single organic object with a deadly curse, causing a specific creature to fall into a deadly sleep if he willingly accepts the item.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Storm of Bones: Creatures in a 10-ft. radius suffer 1d6 damage/level from a storm of conjured bones, and are frightened or shaken.

Bard Spells

1st-level Bard Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Chicanery: You create a minor distraction, gaining a bonus on the next Sleight of Hand check you make.

Illusory Arrow: You create a quasi-real arrow that deals an amount of damage equal to 3d6 + your caster level and dazzles the target.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Bard Spells

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Bard Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Concussive Blast: Each creature in a 30-foot cone suffers 1d4 points of sonic damage/level, may be deafened, and may be pushed back by the blast.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

4th-level Bard Spells

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Curse of Honesty: You render the target incapable of lying by any means.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Kiss of Death: You kiss a creature, which must succeed on a Fortitude save or die, and even then, must succeed on a Will save or become enamored with you.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

5th-level Bard Spells

Endless Hall: You create an illusion of an endless hallway that affects anyone who tries to pass through an affected doorway.

Philia: You permanently instill the target with a pathological attraction to a particular act, environment, object, or type of creature.

6th-level Bard Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Gilded Prison: You surround one creature in a golden sphere for 1 hour/level.

Shadow Tsunami: You cause creatures in a 60-foot cone to be dragged into the Plane of Shadow, suffering 1d6 damage/level and being teleported a short way.

Bloodrager Spells

1st-level Bloodrager Spells

Messenger's Arrow: You cause an arrow to deliver an audible message upon arriving at its destination.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Bloodrager Spells

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Repositioning Wave: You reposition an adjacent creature and deal force damage to it.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

3rd-level Bloodrager Spells

Concussive Blast: Each creature in a 30-foot cone suffers 1d4 points of sonic damage/level, may be deafened, and may be pushed back by the blast.

Unbreakable Object: One touched object becomes unbreakable for 1 round/level.

Cleric Spells

1st-level Cleric Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Cleric Spells

Contact Outsider I^M: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Cleric Spells

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Devouring Door: You transfigure a door or portal into a demonic mouth that bites at anyone attempting to pass through.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Unbreakable Object: One touched object becomes unbreakable for 1 round/level.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

4th-level Cleric Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Curse of Honesty: You render the target incapable of lying by any means.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Intelligent Mansion: You grant limited sentience to a building, which is able to perceive and interact with its own interior.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Shadow Reach: You can reach through the Plane of Shadow to deliver touch spells.

Wellspring: You conjure a massive amount of water, which pushes back creatures within 40 feet, and fill the area with water to a depth of 4 feet.

5th-level Cleric Spells

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Flicker: You cause a touched creature to flicker in and out of existence for 1 round/level, similar to *blink* but more harmful than helpful.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Repair Structure: You cause one building or vehicle to heal 10 points of damage per caster level, and restore breached walls.

Storm of Bones: Creatures in a 10-ft. radius suffer 1d6 damage/level from a storm of conjured bones, and are frightened or shaken.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

Wishful Thinking: You call out to otherworldly forces, who may or may not grant the benefits of a *limited wish* spell.

6th-level Cleric Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Call of the Valkyrie: You cause a corpse to rise from the grave and fight for you as though still alive. It cannot be damaged, but each time it is hit, you must succeed on a concentration check to maintain the spell.

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Churning Waters: You cause all water within 1 mile to become violent and turbulent, damaging creatures on the surface.

Deadly Gift: You imbue a single organic object with a deadly curse, causing a specific creature to fall into a deadly sleep if he willingly accepts the item.

Gilded Prison: You surround one creature in a golden sphere for 1 hour/level.

Voluntary Possession^{M,F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

7th-level Cleric Spells

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Spirit Gourd^F: You temporarily store your soul in a hollowed-out gourd, protecting you from death effects and mind-affecting effects.

9th-level Cleric Spells

Alien Outlook, Greater^M: As *alien outlook*, but the effect can be used on unwilling creatures, or made to last indefinitely.

Create Building^M: You create an entire building from nothing, up to two 10-ft.-cubes/level.

Kami Transformation^M: You permanently transform a touched creature into a kami, granting it great power but binding it to a single location.

Planar Overlay: You pull a region of one plane of existence over to another plane.

Druid Spells

1st-level Druid Spells

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Druid Spells

Arboreal Agent: You cause a touched plant to record everything that occurs nearby for 1 day per level, and can review this information by returning to it.

Slumberbugs: You conjure a number of insects whose bites can cause creatures of six Hit Dice or less to fall asleep.

Wanderer's Ward: A touched creature gains favored terrain bonuses and is protected against the natural denizens of her favored terrains for 1 hour/level.



3rd-level Druid Spells

Crumbling Bulwark: You create a square wall of mud and stone which surrounds a 10-foot-square area, and can be destroyed or climbed over.

Howling Call^M: You call out for a champion of the wild, and summon a random creature based on your terrain to aid you for 1 hour/level.

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Unbreakable Object: One touched object becomes unbreakable for 1 round/level.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

4th-level Druid Spells

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Iron Needles: Plants in a 40-ft. radius deal 1d6 points of damage per round to creatures within them, and plant creatures deal an extra 1d6 points of damage with each attack for 1 round/level.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

Sapling Bond: You bind your life force to a sapling, and can transfer damage you take to it.

Wellspring: You conjure a massive amount of water, which pushes back creatures within 40 feet, and fill the area with water to a depth of 4 feet.

5th-level Druid Spells

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

6th-level Druid Spells

Churning Waters: You cause all water within 1 mile to become violent and turbulent, damaging creatures on the surface.

7th-level Druid Spells

Ooze Body: Your body melts into an ooze for 1 min./level.

9th-level Druid Spells

Blazing Storm: You fill a 60-ft. radius with thick black smoke, then deal 1d6 points of fire damage/level to each creature in the area on the following round, then blast each creature in the area with blinding sand on the third round.

Kami Transformation^M: You permanently transform a touched creature into a kami, granting it great power but binding it to a single location.

Inquisitor Spells

1st-level Inquisitor Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Inquisitor Spells

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Inquisitor Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

4th-level Inquisitor Spells

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Curse of Honesty: You render the target incapable of lying by any means.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

Way of the Rogue: You gain a +4 enhancement bonus to Dexterity, can use Dexterity to make attack rolls, and gain several rogue class features for 10 min./level, but lose the ability to cast spells of 3rd level or higher.

5th-level Inquisitor Spells

Flicker: You cause a touched creature to flicker in and out of existence for 1 round/level, similar to *blink* but more harmful than helpful.

6th-level Inquisitor Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Magus Spells

1st-level Magus Spells

Illusory Arrow: You create a quasi-real arrow that deals an amount of damage equal to 3d6 + your caster level and dazzles the target.

Magic Dart: You fire a dart of energy that deals an amount of force damage equal to $1d4 + \text{your caster level}$ and reduces the target's spell resistance by 5 for 1 round.

Messenger's Arrow: You cause an arrow to deliver an audible message upon arriving at its destination.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Magus Spells

Repositioning Wave: You reposition an adjacent creature and deal force damage to it.

3rd-level Magus Spells

Concussive Blast: Each creature in a 30-foot cone suffers $1d4$ points of sonic damage/level, may be deafened, and may be pushed back by the blast.

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

4th-level Magus Spells

Kiss of Death: You kiss a creature, which must succeed on a Fortitude save or die, and even then, must succeed on a Will save or become enamored with you.

Shadow Reach: You can reach through the Plane of Shadow to deliver touch spells.

5th-level Magus Spells

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Medium Spells

1st-level Medium Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Contact Outsider I^M: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Medium Spells

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Repositioning Wave: You reposition an adjacent creature and deal force damage to it.

3rd-level Medium Spells

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

4th-level Medium Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Flicker: You cause a touched creature to flicker in and out of existence for 1 round/level, similar to *blink* but more harmful than helpful.

Read Auras: You gain the ability to view creatures' auras at will for 1 hour per level.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

Voluntary Possession^{M, F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

Mesmerist Spells

1st-level Mesmerist Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Chicanery: You create a minor distraction, gaining a bonus on the next Sleight of Hand check you make.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Mesmerist Spells

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Mesmerist Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Gilded Call[™]: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

4th-level Mesmerist Spells

Curse of Honesty: You render the target incapable of lying by any means.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Kiss of Death: You kiss a creature, which must succeed on a Fortitude save or die, and even then, must succeed on a Will save or become enamored with you.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

5th-level Mesmerist Spells

Endless Hall: You create an illusion of an endless hallway that affects anyone who tries to pass through an affected doorway.

Maze of Mists: You create a 200-ft.-radius cloud that slows movement unless creatures succeed on a Charisma check.

Philia: You permanently instill the target with a pathological attraction to a particular act, environment, object, or type of creature.

Read Auras: You gain the ability to view creatures' auras at will for 1 hour per level.

Rebuking Wall: You create a wall of psychic energy which compels creatures that try to pass through to turn back.

6th-level Mesmerist Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Shadow Tsunami: You cause creatures in a 60-foot cone to be dragged into the Plane of Shadow, suffering 1d6 damage/level and being teleported a short way.

Occultist Spells

1st-level Occultist Spells

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Occultist Spells

Arboreal Agent: You cause a touched plant to record everything that occurs nearby for 1 day per level, and can review this information by returning to it.

Contact Outsider I[™]: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Occultist Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Contact Outsider II[™]: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Devouring Door: You transfigure a door or portal into a demonic mouth that bites at anyone attempting to pass through.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Unbreakable Object: One touched object becomes unbreakable for 1 round/level.

4th-level Occultist Spells

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Curse of Honesty: You render the target incapable of lying by any means.

Flicker: You cause a touched creature to flicker in and out of existence for 1 round/level, similar to *blink* but more harmful than helpful.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Intelligent Mansion: You grant limited sentience to a building, which is able to perceive and interact with its own interior.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Read Auras: You gain the ability to view creatures' auras at will for 1 hour per level.

5th-level Occultist Spells

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

6th-level Occultist Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Deadly Gift: You imbue a single organic object with a deadly curse, causing a specific creature to fall into a deadly sleep if he willingly accepts the item.

Endless Hall: You create an illusion of an endless hallway that affects anyone who tries to pass through an affected doorway.

Gilded Prison: You surround one creature in a golden sphere for 1 hour/level.

Voluntary Possession^{M, F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

Paladin Spells

1st-level Paladin Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

2nd-level Paladin Spells

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

3rd-level Paladin Spells

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

4th-level Paladin Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Curse of Honesty: You render the target incapable of lying by any means.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Psychic Spells

1st-level Psychic Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Chicanery: You create a minor distraction, gaining a bonus on the next Sleight of Hand check you make.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

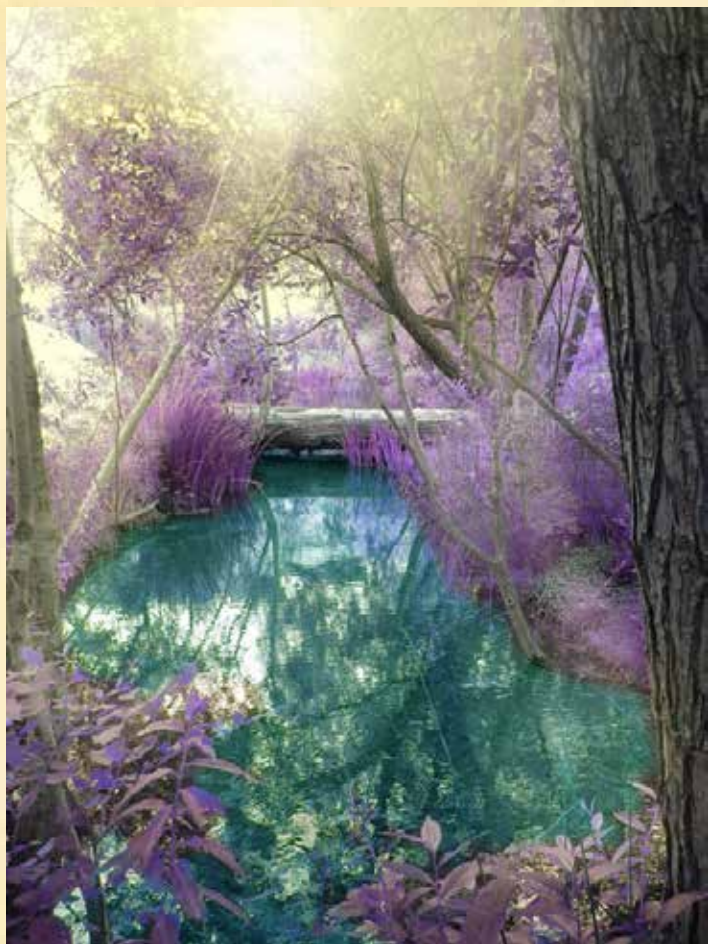
Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.



Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

Repositioning Wave: You reposition an adjacent creature and deal force damage to it.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

4th-level Psychic Spells

Curse of Honesty: You render the target incapable of lying by any means.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Intelligent Mansion: You grant limited sentience to a building, which is able to perceive and interact with its own interior.

Mindrender: You cause one creature within close range to be staggered for 1 round/level and suffer a -10 penalty on Will saves against your spells.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

Unbreakable Object: One touched object becomes unbreakable for 1 round/level.

Way of the Rogue: You gain a +4 enhancement bonus to Dexterity, can use Dexterity to make attack rolls, and gain several rogue class features for 10 min./level, but lose the ability to cast spells of 3rd level or higher.

2nd-level Psychic Spells

Arboreal Agent: You cause a touched plant to record everything that occurs nearby for 1 day per level, and can review this information by returning to it.

Contact Outsider I^M: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Psychic Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Devouring Door: You transfigure a door or portal into a demonic mouth that bites at anyone attempting to pass through.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

5th-level Psychic Spells

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Pin to the Sky: You telekinetically lift the target, stranding them in mid-air.

Rebuking Wall: You create a wall of psychic energy which compels creatures that try to pass through to turn back.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

Wishful Thinking: You call out to otherworldly forces, who may or may not grant the benefits of a *limited wish* spell.

6th-level Psychic Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Churning Waters: You cause all water within 1 mile to become violent and turbulent, damaging creatures on the surface.

Maze of Mists: You create a 200-ft.-radius cloud that slows movement unless creatures succeed on a Charisma check.

Philia: You permanently instill the target with a pathological attraction to a particular act, environment, object, or type of creature.

Read Auras: You gain the ability to view creatures' auras at will for 1 hour per level.

Voluntary Possession^{M, F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

7th-level Psychic Spells

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Endless Hall: You create an illusion of an endless hallway that affects anyone who tries to pass through an affected doorway.

Spirit Gourd^F: You temporarily store your soul in a hollowed-out gourd, protecting you from death effects and mind-affecting effects.

8th-level Psychic Spells

Shadow Tsunami: You cause creatures in a 60-foot cone to be dragged into the Plane of Shadow, suffering 1d6 damage/level and being teleported a short way.

9th-level Psychic Spells

Create Mirror Twin: You create a perfect duplicate of one creature, which fights that creature as long as you continue to concentrate on the spell.

Planar Overlay: You pull a region of one plane of existence over to another plane.

Ranger Spells

1st-level Ranger Spells

Arboreal Agent: You cause a touched plant to record everything that occurs nearby for 1 day per level, and can review this information by returning to it.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Messenger's Arrow: You cause an arrow to deliver an audible message upon arriving at its destination.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wanderer's Ward: A touched creature gains favored terrain bonuses and is protected against the natural denizens of her favored terrains for 1 hour/level.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Ranger Spells

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

4th-level Ranger Spells

Iron Needles: Plants in a 40-ft. radius deal 1d6 points of damage per round to creatures within them, and plant creatures deal an extra 1d6 points of damage with each attack for 1 round/level.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

Shaman Spells

1st-level Shaman Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Shaman Spells

Contact Outsider I^M: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Slumberbugs: You conjure a number of insects whose bites can cause creatures of six Hit Dice or less to fall asleep.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Shaman Spells

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Crumbling Bulwark: You create a square wall of mud and stone which surrounds a 10-foot-square area, and can be destroyed or climbed over.

Devouring Door: You transfigure a door or portal into a demonic mouth that bites at anyone attempting to pass through.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

4th-level Shaman Spells

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Howling Call^M: You call out for a champion of the wild, and summon a random creature based on your terrain to aid you for 1 hour/level.

Iron Needles: Plants in a 40-ft. radius deal 1d6 points of damage per round to creatures within them, and plant creatures deal an extra 1d6 points of damage with each attack for 1 round/level.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

Wellspring: You conjure a massive amount of water, which pushes back creatures within 40 feet, and fill the area with water to a depth of 4 feet.

5th-level Shaman Spells

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Sapling Bond: You bind your life force to a sapling, and can transfer damage you take to it.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

6th-level Shaman Spells

Churning Waters: You cause all water within 1 mile to become violent and turbulent, damaging creatures on the surface.

Deadly Gift: You imbue a single organic object with a deadly curse, causing a specific creature to fall into a deadly sleep if he willingly accepts the item.

Maze of Mists: You create a 200-ft.-radius cloud that slows movement unless creatures succeed on a Charisma check.

Voluntary Possession^{M, F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

7th-level Shaman Spells

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Monstrify: You transform an animal or vermin into a humanoid minion permanently.

Spirit Gourd^F: You temporarily store your soul in a hollowed-out gourd, protecting you from death effects and mind-affecting effects.

9th-level Shaman Spells

Blazing Storm: You fill a 60-ft. radius with thick black smoke, then deal 1d6 points of fire damage/level to each creature in the area on the following round, then blast each creature in the area with blinding sand on the third round.

Create Mirror Twin: You create a perfect duplicate of one creature, which fights that creature as long as you continue to concentrate on the spell.

Kami Transformation^M: You permanently transform a touched creature into a kami, granting it great power but binding it to a single location.

Planar Overlay: You pull a region of one plane of existence over to another plane.

Sorcerer/Wizard Spells

1st-level Sorcerer/Wizard Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Chicanery: You create a minor distraction, gaining a bonus on the next Sleight of Hand check you make.

Illusory Arrow: You create a quasi-real arrow that deals an amount of damage equal to 3d6 + your caster level and dazzles the target.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Magic Dart: You fire a dart of energy that deals an amount of force damage equal to 1d4 + your caster level and reduces the target's spell resistance by 5 for 1 round.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Sorcerer/Wizard Spells

Contact Outsider I^M: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Repositioning Wave: You reposition an adjacent creature and deal force damage to it.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Sorcerer/Wizard Spells

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Crumbling Bulwark: You create a square wall of mud and stone which surrounds a 10-foot-square area, and can be destroyed or climbed over.

Devouring Door: You transfigure a door or portal into a demonic mouth that bites at anyone attempting to pass through.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Hunter's Arrows: Up to 20 pieces of ammunition are more effective when fired against a specific creature.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Slumberbugs: You conjure a number of insects whose bites can cause creatures of six Hit Dice or less to fall asleep.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

4th-level Sorcerer/Wizard Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Concussive Blast: Each creature in a 30-foot cone suffers 1d4 points of sonic damage/level, may be deafened, and may be pushed back by the blast.

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Curse of Honesty: You render the target incapable of lying by any means.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Kiss of Death: You kiss a creature, which must succeed on a Fortitude save or die, and even then, must succeed on a Will save or become enamored with you.

Mindrender: You cause one creature within close range to be staggered for 1 round/level and suffer a –10 penalty on Will saves against your spells.

Mystic Feedback: A touched creature suffers damage based on the highest-level spell it can cast, and arcane resonance damages them whenever they cast a spell for 1 round/level.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

Shadow Reach: You can reach through the Plane of Shadow to deliver touch spells.

Unbreakable Object: One touched object becomes unbreakable for 1 round/level.

Way of the Rogue: You gain a +4 enhancement bonus to Dexterity, can use Dexterity to make attack rolls, and gain several rogue class features for 10 min./level, but lose the ability to cast spells of 3rd level or higher.

Wellspring: You conjure a massive amount of water, which pushes back creatures within 40 feet, and fill the area with water to a depth of 4 feet.

5th-level Sorcerer/Wizard Spells

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Flicker: You cause a touched creature to flicker in and out of existence for 1 round/level, similar to *blink* but more harmful than helpful.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Pin to the Sky: You telekinetically lift the target, stranding them in mid-air.

Rebuking Wall: You create a wall of psychic energy which compels creatures that try to pass through to turn back.

Repair Structure: You cause one building or vehicle to heal 10 points of damage per caster level, and restore breached walls.

Storm of Bones: Creatures in a 10-ft. radius suffer 1d6 damage/level from a storm of conjured bones, and are frightened or shaken.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

Wishful Thinking: You call out to otherworldly forces, who may or may not grant the benefits of a *limited wish* spell.

6th-level Sorcerer/Wizard Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Churning Waters: You cause all water within 1 mile to become violent and turbulent, damaging creatures on the surface.

Deadly Gift: You imbue a single organic object with a deadly curse, causing a specific creature to fall into a deadly sleep if he willingly accepts the item.

Gilded Prison: You surround one creature in a golden sphere for 1 hour/level.

Maze of Mists: You create a 200-ft.-radius cloud that slows movement unless creatures succeed on a Charisma check.

Philia: You permanently instill the target with a pathological attraction to a particular act, environment, object, or type of creature.

Voluntary Possession^{M,F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

7th-level Sorcerer/Wizard Spells

Call of the Valkyrie: You cause a corpse to rise from the grave and fight for you as though still alive. It cannot be damaged, but each time it is hit, you must succeed on a concentration check to maintain the spell.

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Endless Hall: You create an illusion of an endless hallway that affects anyone who tries to pass through an affected doorway.

Monstrify: You transform an animal or vermin into a humanoid minion permanently.

Ooze Body: Your body melts into an ooze for 1 min./level.

Shadow Tsunami: You cause creatures in a 60-foot cone to be dragged into the Plane of Shadow, suffering 1d6 damage/level and being teleported a short way.

Spirit Gourd^F: You temporarily store your soul in a hollowed-out gourd, protecting you from death effects and mind-affecting effects.

8th-level Sorcerer/Wizard Spells

Create Building^M: You create an entire building from nothing, up to two 10-ft.-cubes/level.

Temporal Burst^M: One creature takes several rounds worth of actions, and then is paralyzed for the same number of rounds.

9th-level Sorcerer/Wizard Spells

Alien Outlook, Greater^M: As *alien outlook*, but the effect can be used on unwilling creatures, or made to last indefinitely.

Blazing Storm: You fill a 60-ft. radius with thick black smoke, then deal 1d6 points of fire damage/level to each creature in the area on the following round, then blast each creature in the area with blinding sand on the third round.

Create Mirror Twin: You create a perfect duplicate of one creature, which fights that creature as long as you continue to concentrate on the spell.

Kami Transformation^M: You permanently transform a touched creature into a kami, granting it great power but binding it to a single location.

Planar Overlay: You pull a region of one plane of existence over to another plane.

Prismatic Barrage^F: You fire seven colored rays with different effects.

Spiritualist Spells

1st-level Spiritualist Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

2nd-level Spiritualist Spells

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

3rd-level Spiritualist Spells

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

4th-level Spiritualist Spells

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Storm of Bones: Creatures in a 10-ft. radius suffer 1d6 damage/level from a storm of conjured bones, and are frightened or shaken.

5th-level Spiritualist Spells

Read Auras: You gain the ability to view creatures' auras at will for 1 hour per level.

Voluntary Possession^{M, F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

6th-level Spiritualist Spells

Call of the Valkyrie: You cause a corpse to rise from the grave and fight for you as though still alive. It cannot be damaged, but each time it is hit, you must succeed on a concentration check to maintain the spell.

Kami Transformation^M: You permanently transform a touched creature into a kami, granting it great power but binding it to a single location.

Spirit Gourd^F: You temporarily store your soul in a hollowed-out gourd, protecting you from death effects and mind-affecting effects.

Summoner Spells

1st-level Summoner Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.

2nd-level Summoner Spells

Contact Outsider^{IM}: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

3rd-level Summoner Spells

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Howling Call^M: You call out for a champion of the wild, and summon a random creature based on your terrain to aid you for 1 hour/level.

Protection from Fear: Up to one creature/2 levels suffers no penalties from fear effects for 10 min./level.

Slumberbugs: You conjure a number of insects whose bites can cause creatures of six Hit Dice or less to fall asleep.

4th-level Summoner Spells

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Flicker: You cause a touched creature to flicker in and out of existence for 1 round/level, similar to *blink* but more harmful than helpful.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Wellspring: You conjure a massive amount of water, which pushes back creatures within 40 feet, and fill the area with water to a depth of 4 feet.

6th-level Summoner Spells

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Monstrify: You transform an animal or vermin into a humanoid minion permanently.

Witch Spells

1st-level Witch Spells

Alteration Ward: Touched creature gains protections against spells with a duration of permanent for 1 round/level.

Chicanery: You create a minor distraction, gaining a bonus on the next Sleight of Hand check you make.

Inner Beauty: You cause the target's appearance to shift and better match their personality, granting a +4 bonus or imposing a -4 penalty on Diplomacy and Intimidate checks.

Instant Draw: You conjure an object in your possession to your hand as an immediate action.

Memorize Location: You immediately memorize your current surroundings, storing an image perfectly in your mind.

Ochre Visage: You create an illusory face in an area of existing darkness, which causes nearby creatures to become shaken or frightened.

Predict Fortune: You learn the result of a touched creature's next d20 roll.

Reaper's Sight: You can see how long creatures have to live by looking at them.

Stand Still: A touched creature has its movement speed reduced to 5 feet, but gains a +5 bonus to CMD against effects that would move him, and is resistant to teleportation.

Wretched Appearance: You become repulsive and exude a stench that makes adjacent creatures sickened and may compel them to move away from you.



2nd-level Witch Spells

Arboreal Agent: You cause a touched plant to record everything that occurs nearby for 1 day per level, and can review this information by returning to it.

Contact Outsider I^M: You make contact with an extraplanar outsider of 6 or fewer Hit Dice.

Devouring Door: You transfigure a door or portal into a demonic mouth that bites at anyone attempting to pass through.

Perplexing Puzzle: You force each creature within close range to make a DC 20 Intelligence check or be distracted by a puzzle for 1 round/level or until they solve the puzzle.

Zone of Fickle Fortune: All creatures within 30 feet gain benefits whenever they roll the maximum result for an attack roll, damage roll, ability check, skill check, or saving throw, and suffer penalties when they roll the minimum amount.

3rd-level Witch Spells

Contact Outsider II^M: You make contact with an extraplanar outsider of 12 or fewer Hit Dice.

Crumbling Bulwark: You create a square wall of mud and stone which surrounds a 10-foot-square area, and can be destroyed or climbed over.

Freeze Face: You cause a creature's natural appearance to permanently change to match an illusion or disguise.

Intelligent Mansion: You grant limited sentience to a building, which is able to perceive and interact with its own interior.

Liquid Armor: The touched creature gains DR 10/piercing and DR 10/— against ranged attacks, as well as resist fire 5 for 1 minute/level.

Ominous Object: You subtly alter a touched object, causing it to appear ominous and foreboding.

Protection from Sleep: A touched creature is immune to sleep, and gains a +4 bonus to resist fatigue and exhaustion for 24 hours.

Sense Clue: You gain a sixth sense for clues and secrets for 1 hour/level.

Slumberbugs: You conjure a number of insects whose bites can cause creatures of six Hit Dice or less to fall asleep.

Withering Touch: A touched creature becomes fatigued and suffers 1 point of Strength damage, or may suffer worse effects if they were already fatigued.

4th-level Witch Spells

Audible Empathy: You gain a delicate ear for voices, allowing you to detect disguised voices, and also to gauge a creature's emotions by listening to it speak.

Bone Carriage: You conjure a carriage made entirely of human bones, which can fly through the air and disassemble into skeletal minions.

Create Luminous Cloud: You create a cloud that can be ridden through the air by up to 4 Medium or smaller creatures.

Curse of Honesty: You render the target incapable of lying by any means.

Gilded Call^M: You cause all objects made primarily of gold within 480 feet of you to float towards you.

Howling Call^M: You call out for a champion of the wild, and summon a random creature based on your terrain to aid you for 1 hour/level.

Iron Needles: Plants in a 40-ft. radius deal 1d6 points of damage per round to creatures within them, and plant creatures deal an extra 1d6 points of damage with each attack for 1 round/level.

Kiss of Death: You kiss a creature, which must succeed on a Fortitude save or die, and even then, must succeed on a Will save or become enamored with you.

Lies of the Dead: You compel the body and spirit of a deceased creature to lie on your behalf, if anyone attempts to question them with *speak with dead* or similar.

Mindrender: You cause one creature within close range to be staggered for 1 round/level and suffer a -10 penalty on Will saves against your spells.

Phantom Forest: You create a number of illusory trees and squares of undergrowth, which are partially real.

Storm of Bones: Creatures in a 10-ft. radius suffer 1d6 damage/level from a storm of conjured bones, and are frightened or shaken.

Wellspring: You conjure a massive amount of water, which pushes back creatures within 40 feet, and fill the area with water to a depth of 4 feet.

5th-level Witch Spells

Contact Outsider III^M: You make contact with an extraplanar outsider of 18 or fewer Hit Dice.

Flicker: You cause a touched creature to flicker in and out of

existence for 1 round/level, similar to *blink* but more harmful than helpful.

Harden Heart: You freeze the target's emotional state, altering his behavior and making him resistant to emotion-based effects.

Pin to the Sky: You telekinetically lift the target, stranding them in mid-air.

Sapling Bond: You bind your life force to a sapling, and can transfer damage you take to it.

Targeted Ward: You gain a +4 bonus to AC and saving throws against attacks made by a specific creature, and may be immune to its attacks entirely.

6th-level Witch Spells

Alien Outlook: You alter a touched creature's mind, causing them to lose their humanity and gain a cold, alien mindset.

Call the Four Winds: You call on the four winds to provide various effects over the course of four rounds.

Churning Waters: You cause all water within 1 mile to become violent and turbulent, damaging creatures on the surface.

Maze of Mists: You create a 200-ft.-radius cloud that slows movement unless creatures succeed on a Charisma check.

Philia: You permanently instill the target with a pathological attraction to a particular act, environment, object, or type of creature.

Voluntary Possession^{M,F}: You allow a deceased creature's spirit to control your body, which changes to match the appearance they had in life.

7th-level Witch Spells

Call of the Valkyrie: You cause a corpse to rise from the grave and fight for you as though still alive. It cannot be damaged, but each time it is hit, you must succeed on a concentration check to maintain the spell.

Contact Outsider IV^M: You make contact with an extraplanar outsider of 24 or fewer Hit Dice.

Deadly Gift: You imbue a single organic object with a deadly curse, causing a specific creature to fall into a deadly sleep if he willingly accepts the item.

Endless Hall: You create an illusion of an endless hallway that affects anyone who tries to pass through an affected doorway.

Gilded Prison: You surround one creature in a golden sphere for 1 hour/level.

Monstrify: You transform an animal or vermin into a humanoid minion permanently.

Spirit Gourd^F: You temporarily store your soul in a hollowed-out gourd, protecting you from death effects and mind-affecting effects.

9th-level Witch Spells

Alien Outlook, Greater^M: As *alien outlook*, but the effect can be used on unwilling creatures, or made to last indefinitely.

Create Mirror Twin: You create a perfect duplicate of one creature, which fights that creature as long as you continue to concentrate on the spell.

Planar Overlay: You pull a region of one plane of existence over to another plane.

New Spells

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

ALIEN OUTLOOK

School enchantment; **Level** alchemist 6, bard 6, cleric 6, inquisitor 6, medium 4, mesmerist 6, occultist 6, psychic 6, sorcerer/wizard 6, witch 6

Casting Time 1 hour

Components V, S

Range touch

Target willing creature touched

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

You alter the target’s mind, causing them to lose touch with their humanity, and giving them a cold, rational, alien mindset. The target must be willing, or the spell has no effect. The target completely loses their alignment, as well as losing the capacity to experience emotions. Attempts to discern the target’s alignment or emotion auras (such as with *analyze aura*^{OA}) reveal the complete absence of these auras. The target cannot be affected by any effect with the emotion descriptor, with the exception of fear effects, which still affect the target normally. The target effectively has no alignment for the purposes of determining the effects of spells and effects like a paladin’s smite evil class feature, or whether he suffers penalties for wielding an *unholy* weapon, etc.

While certain divine casting classes are capable of casting *alien outlook*, the spell is counter to the tenets of many deities, and generally only divine spellcasters who worship alien entities, great old ones, and other unknowable cosmic deities are able to cast this spell.

Because this spell has a dramatic impact on the target’s outlook and state of mind, it can also have a huge impact on the creature’s actions. The exact effects vary dramatically, but creatures affected by this spell often completely lose interest in things they once held dear, and develop entirely new sets of values, which are alien, strange, and largely impossible to predict in advance. At the GM’s discretion, player characters affected by this spell may not be entirely under their player’s control.

Only a *break enchantment*, *limited wish*, *miracle*, or *wish* spell can end the effects of *alien outlook*.

ALIEN OUTLOOK, GREATER

School enchantment; **Level** cleric 9, psychic 9, sorcerer/wizard 9, witch 9

Casting Time 24 hours

Components V, S, M (special oils and incense worth at least 10,000 gp)

Range touch

Target creature touched; see text

Duration see text

Saving Throw Will negates; see text; **Spell Resistance** yes; see text

This spell functions as *alien outlook*, except as noted here. When you cast this spell, you can choose to apply one of the

following improvements to the spell. Only one of the two may be chosen, and once the choice is made, it cannot later be changed.

Forced Conversion: The spell can affect unwilling creatures. The target must be restrained or otherwise convinced to remain present for the entirety of the spell’s casting time. The target is entitled to a Will save and spell resistance to resist the spell’s effects. The duration remains 1 day per caster level.

Instantaneous Duration: The spell’s duration is instantaneous, causing it to last indefinitely. The spell’s effects cannot be reversed by anything short of a *wish* or *miracle* spell, and even then, the target is entitled to a Will save to resist the *wish* or *miracle*’s effects. This version of the spell can only be cast on a willing creature.

ALTERATION WARD

School abjuration; **Level** bard 1, cleric 1, inquisitor 1, medium 1, mesmerist 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a handful of silt)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You ward the target against reality-altering magic. The target gains a +2 bonus on saving throws against spells and effects with a duration of permanent. Additionally, if the target is currently under the effects of a spell or ability with a duration of permanent when this spell is cast on him, he may immediately make a new saving throw to resist the permanent effect. If he succeeds, the duration of the effect is reduced to 1 day per caster level from the time the saving throw was made.

ARBOREAL AGENT

School divination; **Level** druid 2, occultist 2, psychic 2, ranger 1, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target plant touched

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You enchant a plant to serve as your eyes and ears within an area. The target of this spell becomes a magical sensor which picks up visual and auditory information within a 100-foot radius, which stores everything that it sees and hears. At any time during the spell’s duration, you can return to the plant in order to access this information by touch. The rush of information is almost instantaneous, allowing you to learn the details of several days’ worth of events in mere moments. Only living plants can process and store information in this way, and a plant which dies during the spell’s duration only retains information that it acquired during life.

AUDIBLE EMPATHY

School divination; **Level** alchemist 3, bard 3, cleric 4, inquisitor 3, mesmerist 3, occultist 3, paladin 4, psychic 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

Your sense of hearing becomes finely attuned to small fluctuations in the voices of those around you, allowing you to lay bare their innermost secrets. First, you are able to accurately tell one creature's voice from another, even if that creature is doing a convincing impersonation. You are able to identify a creature by its voice alone, as long as you have heard that creature's voice before while under the effects of this spell. No normal attempts to disguise one's voice can avoid this detection, although creatures with the sound mimicry universal monster ability (or a similar ability or class feature), as well as those whose voices have been altered magically, may still be able to fool you. You automatically receive a Will save to disbelieve any illusions altering a creature's voice upon hearing them speak, and you may make a Perception check opposed by the speaker's Disguise check to identify that their voice is disguised if they did so through sound mimicry, a polymorph effect, or similar, even if you wouldn't normally be able to do so. You gain a +4 bonus on saving throws and Perception checks made in this way.

Additionally, you can hear small changes in tone when a creature speaks that betray their emotional state. By listening to a creature speak for one minute, you can gauge the target's emotions, as though you had studied their emotion aura with the spell *analyze aura*^{OA}. This also allows you to determine their emotional response to specific topics that they speak about. In addition to this information, the general ability to read someone's emotions grants you a +4 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against creatures whose emotional states you are able to hear in this fashion.

BLAZING STORM

School evocation [fire]; **Level** druid 9, shaman 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a piece of melted glass)

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

Area 60-ft. radius

Duration 3 rounds

Saving Throw Fortitude partial and Reflex partial; see text;

Spell Resistance yes

When the spell is cast, you fill the spell's area with thick black smoke. This smoke obscures all vision beyond 5 feet. It has the normal effects for smoke (see the *Pathfinder Roleplaying Game Core Rulebook*), except that the saving throw DC is equal to the spell's DC, and a character that is damaged by the smoke suffers 1d6 points of nonlethal damage per caster level, rather than the normal amount. The smoke can only be cleared by winds of 75 miles per hour or faster.

On your turn on the following round, a burst of flame fills the spell's area, inflicting 1d6 points of fire damage per caster

level to each creature in the area. A successful Reflex save halves the damage. This fire continues to burn for one round, damaging any creature that enters the area or ends their turn within it.

On your turn on the third round, a torrent of sand erupts within the spell's area, producing 100 mile per hour winds that last for 1 round, and permanently blinding any creature in the area that fails a Reflex save.

BONE CARRIAGE

School necromancy [evil]; **Level** antipaladin 4, bard 4, cleric 4, inquisitor 4, occultist 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 1 round

Components V, S, M (a horse skull)

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

Effect one skeletal carriage, skeletal horses, and skeletal driver

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a carriage made entirely of human bones that have been intricately and artistically recombined to form a serviceable vehicle. The carriage can carry up to six Medium or Small passengers. When conjured, the carriage comes with a team of two skeletal light horses, which are already harnessed to the carriage, as well as a human skeleton capable of serving as the carriage's driver. This driver can't perform any complex or dangerous driving, and fails any checks made to drive the carriage in such conditions.

The carriage is imbued with necromantic energy, and incorporeal undead are unable to pass through the walls of the carriage. Additionally, the carriage can be commanded to fly through the air. It has a fly speed of 50 feet, and a maneuverability of clumsy. The carriage can be harmed by positive energy and healed by negative energy, as though it were an undead creature. Finally, at your command, the carriage can disassemble itself and reassemble itself in the form of eight human skeletons, which obey your commands and fight on your behalf (the skeletal horses and skeleton driver do not, however).

At the end of the spell's duration, the carriage, horses, and coachmen all disappear into nothingness, depositing everything on or in it on the ground in its space.

CALL OF THE VALKYRIE

School necromancy; **Level** cleric 6, sorcerer/wizard 7, spiritualist 6, witch 7

Casting Time 1 round

Components V, S, F (a rune-carved onyx horn)

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

Target one corpse

Duration concentration, up to 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You cause a corpse to rise from the grave and fight as though it were alive for a short time. This spell temporarily restores a creature to life and places it under your control. The creature rises and fights exactly as though it was alive, it retains all of its special abilities, including spells, and can use them as

you desire. You control the actions of the revived creature telepathically, and can issue new orders to it with the same action used to concentrate on the spell. The animated creature is not affected by damage. Instead, whenever the animated creature suffers damage, you must make a concentration check to maintain the spell as though you had suffered the damage yourself.

When the spell ends, whether because the duration expires, the effect is dispelled, or you fail to concentrate on it, the target corpse disintegrates into a fine dust.

CALL THE FOUR WINDS

School evocation [air]; **Level** bard 6, cleric 6, druid 5, magus 5, occultist 6, shaman 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, F/DF (a compass)

Range 0 ft.

Area 480-ft.-radius emanation

Duration 4 rounds

Saving Throw see text; **Spell Resistance** no

You call upon the forces of the four winds, which buffet the spell's area, harming your foes and aiding your allies. You must cast this spell out of doors, or it has no effect.

When you initially cast the spell, a frigid gale fills the spell's area from the north, as you evoke a gust of the boreal wind. Each opponent in the spell's area suffers 10d6 points of cold damage and falls prone. A successful Reflex save halves the damage and allows the creature to remain standing.

At the beginning of your turn on the following round, a gentle, balmy breeze rolls through the spell's area from the west, as you call upon the zephyr wind. You and each ally in the spell's area gain a number of temporary hit points equal to twice your caster level. Additionally, you and each ally gain a +2 morale bonus to attack rolls, AC, and Reflex saves, and gain a +30-foot enhancement to movement speed. These benefits last until the beginning of your next turn.

At the beginning of your turn on the third round, a scorching sirocco rips through the spell's area from the south, as the notal wind answers your summons. Each opponent in the spell's area suffers 10d6 points of fire damage and falls prone. A successful Reflex save halves the damage and allows the creature to remain standing.

Finally, at the beginning of your turn on the fourth round, a blustery burst of wind crashes across the spell's area from the east, as the eural wind passes through. Make a special combat maneuver check using your caster level in place of your CMB, and your primary spellcasting ability score modifier in place of your Strength score, with a +8 size bonus. Apply the result to each opponent in the spell's area. For each creature whose CMD is less than the result, they are pushed 5 feet to the west, plus an additional 5 feet for every 5 points by which the result of the check exceeded their CMD. For every 5 feet they are moved in this way, they suffer 1d8 points of nonlethal damage. Creatures that are pushed at least 10 feet fall prone at the end of their movement. If an obstacle blocks a creature's path so that it cannot move westward, its

movement stops, but it still suffers damage and falls prone as though it had moved the full distance it otherwise would have.

CHICANERY

School illusion; **Level** bard 1, mesmerist 1, psychic 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, F (an ash wand painted black with white tips)

Range personal

Target you

Duration 1 round

You create a minor distraction, such as a puff of smoke, a flash of light, or something similar, which enables you to easily perform a sleight of hand trick. You gain a +10 bonus on a single Sleight of Hand skill check made before the end of the spell's duration. This bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

CHURNING WATERS

School transmutation; **Level** cleric 6, druid 6, psychic 6, shaman 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, F (a wand made from an oar)

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

Area 1-mile-radius emanation

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You cause all water within the spell's area to become violent and turbulent, lashing about and wreaking havoc on anything on its surface. The affected water becomes nearly impassable, writhing with white foam. The DC of any Swim check or Profession (sailor) check made on the water is increased by an amount equal to your caster level. Additionally, each round on your turn, characters and ships on the surface of the water suffer 4d6 points of damage, which ignores hardness. Objects and creatures more than 5 feet beneath the surface of the water are not harmed in this fashion.

CONCUSSIVE BLAST

School evocation [sonic]; **Level** bard 3, bloodrager 3, magus 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (a copper horn)

Range 30 ft.

Area cone-shaped burst

Duration instantaneous; see text

Saving Throw Fortitude partial and Fortitude half; see text;

Spell Resistance yes

You unleash a burst of potent sonic energy. Each creature and unattended object in the area suffers 1d4 points of sonic damage per caster level (to a maximum of 12d4 at 12th level), and is deafened for 1 minute. A successful Fortitude save halves this damage and negates the deafened effect. Additionally, if 10 + the damage inflicted by the spell is equal to or greater than the creature's CMD, the force of the blast pushes the creature back 5 feet, plus an additional 5 feet for

every five points by which that number exceeds the creature's CMD. Finally, if the creature is pushed back at least 10 feet, it falls prone.

CONTACT OUTSIDER I

School evocation; **Level** cleric 2, medium 1, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 minute
Components V, S, M (cooked food worth at least 25 gp)
Range unlimited
Target up to 20 outsiders of 6 HD or fewer; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This functions similarly to *contact entity*^{HA}, except it allows you to make contact with an extraplanar outsider, instead. You specify a particular type of outsider with 6 or fewer Hit Dice (such as an imp or mephit) as the recipient of the message when the spell is cast. Rather than contacting creatures within 100 miles, there is only a 70% chance that the spell works. This chance is increased by 1% for each caster level you possess (to a maximum of a 90% chance at 20th level).

Unlike *contact entity*, you are not restricted to choosing entities from a particular list, although the spell fails if the chosen entity is not an outsider with the extraplanar subtype. If you know the name of a specific outsider, you can attempt to contact that particular outsider instead, but this halves the chance that the spell is successful.

CONTACT OUTSIDER II

School evocation; **Level** cleric 3, medium 2, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3
Casting Time 1 minute
Components V, S, M (cooked food worth at least 100 gp)
Range unlimited
Target up to 20 outsiders of 12 HD or fewer; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions like *contact outsider I*, except that you can contact outsiders of up to 12 Hit Dice, and the base chance that the spell succeeds is only 60%.

CONTACT OUTSIDER III

School evocation; **Level** cleric 5, medium 3, occultist 4, psychic 5, shaman 5, sorcerer/wizard 5, summoner 4, witch 5
Casting Time 1 minute
Components V, S, M (cooked food worth at least 500 gp)
Range unlimited
Target up to 20 outsiders of 18 HD or fewer; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions like *contact outsider II*, except that you can contact outsiders of up to 18 Hit Dice, and the base chance that the spell succeeds is only 50%. Additionally, if a contacted creature has telepathy, it can send a telepathic message to you of up to 10 words.

CONTACT OUTSIDER IV

School evocation; **Level** cleric 7, medium 4, occultist 6, psychic 7, shaman 7, sorcerer/wizard 7, summoner 6, witch 7
Casting Time 1 minute
Components V, S, M (cooked food worth at least 1,000 gp)
Range unlimited
Target up to 20 outsiders of 24 HD or fewer; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions like *contact outsider III*, except that you can contact outsiders of up to 24 Hit Dice, and the base chance that the spell succeeds is only 40%. Additionally, if a contacted creature has telepathy, it can send a telepathic message to you of up to 100 words.

CREATE BUILDING

School conjuration (creation); **Level** cleric 9, sorcerer/wizard 8
Casting Time 1 hour
Components V, S, M (powdered marble worth 500 gp), F/DF (a hammer and nails)
Range medium (100 ft. + 10 ft./level)
Area up to two 10-ft.-cubes/level (S)
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You create an entire building from nothing. The building's dimensions cannot exceed the spell's area, although with multiple castings of the spell, you can create a larger complex. The building is made of mundane wood, stone, plaster, or similar materials of your choice. You can give the building whatever layout you desire. The spell can create simple windows (with shutters, but not glass panes) and doors (wooden, with simple hinges and no locks). The building is completely unfurnished. The spell is not capable of creating complex or difficult architectural features, such as narrow spires, minarets, or similar, unless you succeed on an appropriate Craft check.

If any creatures or objects of Tiny or larger size are in the area where the building would appear, the spell fails. If the area lacks a proper foundation, or the ground is uneven, the spell functions normally, but the building may be architecturally unsound, possibly leading to future problems.

If you are using the kingdom building rules from *Pathfinder Roleplaying Game: Ultimate Campaign* (or a similar source), this spell can be used to provide 1 BP per casting towards the construction of a particular building. No more than half of a building's BP cost can be provided in this way: while the spell can produce the building itself, it cannot produce the furniture and equipment that allows it to fulfill its purpose.

CREATE LUMINOUS CLOUD

School conjuration (creation); **Level** cleric 4, druid 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M/DF (a fistful of cotton)
Range 0 ft.
Effect 1 magical cloud 10 ft. in diameter
Duration concentration
Saving Throw none; **Spell Resistance** no

You create a fluffy cloud filled with heavenly light which can be walked and ridden upon. The cloud is 10 feet in diameter and can support up to 4 Medium or smaller characters. The cloud normally hangs suspended in the air, but can be moved by the mental command of any creature standing upon it. Each round that you concentrate on the spell, you can choose to move it up to 200 feet in any direction. Additionally, as a move action, any character on the cloud can mentally direct it to move it up to 100 feet in any direction. The cloud is unaffected by wind or water, and can exist in either condition. Though solid enough to stand on, the cloud is still vaporous, and missiles and the like can pass through it unimpeded, meaning it does not offer cover, (though it may provide concealment from those viewing it from certain angles).

CREATE MIRROR TWIN

School illusion (shadow) [shadow]; **Level** psychic 9, shaman 9, sorcerer/wizard 9, witch 9
Casting Time 1 round
Components V, S, F (a shard of dark, reflective glass)
Range close (25 ft. + 5 ft./2 levels)
Effect one duplicate creature; see text
Duration concentration, up to 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

You create a duplicate of a single creature of your choice within 60 feet that you can see. The mirror twin functions in all ways as though it had been created with a *mirror of opposition*, and while you do not control the creature directly, like a duplicate created by a *mirror of opposition*, it does its best to slay the original creature it is patterned after. This spell is particularly difficult to concentrate on, and you suffer a -10 penalty on concentration checks made to maintain the spell.

CRUMBLING BULWARK

School conjuration (creation) [earth]; **Level** druid 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF (brick dust)
Range close (25 ft. + 5 ft./2 levels)
Effect one barrier of mud and stones
Duration 1 round/level (D)
Saving Throw Reflex negates; see text; **Spell Resistance** no

You create a square wall of mud and stones, which ten feet high, one foot thick, and surrounds an area 10 feet to a side. The wall constantly crumbles and reassembles, granting improved cover against creatures on the other side, but not blocking line of sight or line of effect. Creatures of Diminutive or Fine size can pass through the wall. Climbing the wall is possible but difficult, due to its constantly shifting nature: the DC to climb the wall is equal to 10 + your caster level + your primary spellcasting ability score modifier. The wall can also be attacked and destroyed. It has AC 5, and 1d10 hit points per caster level. Destroying one section of the wall causes the rest of it to crumble, ending the spell.

When the wall is conjured, creatures that are adjacent to it (on either side) can make a Reflex save to move to an unoccupied square on the other side before the wall is fully formed. This movement does not provoke attacks of opportunity.

CURSE OF HONESTY

School enchantment (compulsion) [curse, mind-affecting]; **Level** bard 4, cleric 4, inquisitor 4, mesmerist 4, occultist 4, paladin 4, psychic 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, F (a set of wooden teeth)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

You render the target physically incapable of lying, whether by speaking, written communication, or any other form. The target is in no way compelled to tell the truth, and he can still make statements that are deliberately misleading, but he cannot make any statements that are objectively contrary to the truth as he knows it. Any attempt by the target to do so simply results in him freezing in place until he stops attempting to lie, most likely cutting him off abruptly mid-sentence.

DEADLY GIFT

School necromancy [curse, death]; **Level** antipaladin 4, cleric 6, occultist 6, shaman 6, sorcerer/wizard 6, witch 7
Casting Time 1 standard action
Components V, S, M/DF (hair from a burned witch)
Range touch
Target object touched
Duration 1 day/level
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You imbue a single piece of organic matter with a deadly curse which affects a specific creature, if that creature accepts it as a gift. The target object must be made out of organic matter, such as an apple or rose, or the spell fails. When you cast this spell you must also specify a specific individual and chant their name as part of the casting. If you present the affected object to the chosen individual and they take it willingly, even if they were tricked, coerced, bribed, or even magically compelled into doing so, then the curse takes hold of its intended victim, filling them with deadly necromantic energy.

The afflicted creature must succeed on a Fortitude save or instantly fall into an endless sleep from which they cannot be awakened by normal means. Each day the creature remains asleep, he suffers 1d4 points of Constitution drain, but may attempt to a new Fortitude save to break free of the curse. A character reduced to 0 Constitution dies and rises as a specter under your control, which seeks you out and then obeys your telepathic commands.

The cursed object must be accepted by the intended recipient before the spell's duration elapses, or the curse fades from the object, which becomes harmless. If the object is accepted, the effects of the curse last indefinitely, even beyond the spell's duration. The affected object is not harmful to anyone other than the intended recipient.



DEVOURING DOOR

School transmutation; **Level** cleric 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, M/DF (3 oz. of mimic blood)

Range touch

Target door or portal touched

Duration 1 day/level (D)

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

You transfigure a door frame or portal to take on a demonic visage and devour any character attempting to enter without permission. Any character attempting to pass through the door or portal affected by this spell is subjected to attack as the frame bites at them. The door frame uses your caster level as its base attack bonus, and its primary spellcasting ability score modifier in place of its Strength modifier. A character hit by the door suffers 3d6 points of damage and must make a Reflex save or have his movement halted as he is held in place by the doorframe's teeth. A creature held in this way can move normally, but attempting to pass through the doorway again will subject him to another attack (retreating the way the intruder came does not trigger a second attack).

When you cast this spell you may choose up to one creature per caster level that are automatically granted permission to pass through the door unharmed. You may also set a specific passphrase that must be spoken or token that must be presented in order for the door to allow safe passage.

Devouring door can be made permanent with a *permanency* spell. This requires a caster level of 7th and 5,000 gp.

ENDLESS HALL

School illusion (figment) [mind-affecting]; **Level** bard 5, mesmerist 5, occultist 6, psychic 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S, F (a brass doorknob)

Range touch

Target door or portal touched

Duration 1 hour/level

Saving Throw Will disbelief; **Spell Resistance** yes

With a touch, you inscribe an invisible rune upon a doorway or other portal which, when touched, creates a potent illusion. Any creature which opens the door triggers the illusion unless they speak a special password devised by you at the time of casting. If triggered, the illusion affects all creatures that are able to see the door as it opens.

Affected creatures see a vast hallway or tunnel on the other side of the doorway. The hallway can take on whatever shape you like and have whatever features you imagine, though spell can only produce auditory, tactile, and visual illusions. Affected creatures are unable to perceive anything about what is actually on the other side of the door.

If an affected creature attempts to pass through the doorway, they remain at the doorway's entrance, but perceive themselves as moving down the length of the passageway. Even if several creatures all attempt to pass through the doorway, each affected creature perceives the others as travelling down the passageway with them. If hostile action is taken against an affected character, that character gains a new saving throw to disbelieve the spell, with a +5 bonus.

FLICKER

School conjuration (teleportation); **Level** cleric 5, inquisitor 5, medium 4, occultist 4, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, M (three candle wicks and a live firefly)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You cause the target to fade into and out of existence, similar to a *blink* spell, except that the effects are more detrimental to the target than helpful. Physical attacks against the target have a 20% miss chance, and the Blind-Fight feat doesn't help attackers, since the target is ethereal and not merely invisible. If the attacker can see invisible creatures, the miss chance is only 10%, and if the attack is capable of striking ethereal creatures, there is no miss chance. The target's own attacks are similarly affected, but because it is disorienting to pass so rapidly across planes of existence, the target's attacks have a 50% miss chance, instead.

Any individually-targeted spell directed at the target has a 20% chance to fail against the target, unless the caster can target invisible, ethereal creatures. The target's own spells have a 50% chance to activate just as he goes ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

Since the target spends about half his time on the Ethereal Plane, he can see and even attack ethereal creatures. He interacts with ethereal creatures roughly the same way he interacts with material ones.

Unlike a *blink* spell, this spell does not confer the ability to step through solid objects, nor does it reduce damage from falling or grant a bonus on attack rolls made against enemies that cannot see invisible creatures.

FREEZE FACE

School transmutation; **Level** alchemist 2, bard 3, inquisitor 3, mesmerist 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a jester's makeup)

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

Target one creature

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

You cause the target's natural likeness to match her current appearance. If the target is not currently wearing some kind of disguise or subject to some other effect that alters her normal appearance, this has no effect. If the target is currently affected by a glamor or a mundane illusion, however, their actual appearance changes to perfectly match that illusion. Because this is an instantaneous effect, it lasts indefinitely, cannot be dispelled, and cannot be detected even by effects such as *true seeing*. This spell's effects are purely cosmetic, and cannot affect the target's game statistics (for example, if the target were disguised as a dragon, they would not gain a natural armor bonus, a bite attack, or a breath weapon, etc.).

GILDED CALL

School conjuration; **Level** alchemist 4, antipaladin 3, bard 3, cleric 4, inquisitor 3, mesmerist 3, occultist 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, S, M (one gold coin)

Range 480 ft.

Area 480-ft.-radius emanation centered on you

Duration 1 min./level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You mystically draw all objects made primarily of gold within the spell's area towards you.

If an object weighs less than 1 pound per caster level, it levitates into the air and floats towards you at a rate of 20 feet per round. If the object encounters an obstacle, and the combined weight of the object plus the obstacle would be less than 1 pound per caster level less than 1 pound per caster level (such as a gold coin inside a glass jar), it may drag that obstacle along, or it may be able to circumvent the obstacle by continuing to move towards you at a slight angle, but objects affected in this way are not intelligent and are not capable of taking deliberately counterintuitive paths to reach you. Upon reaching you, the affected objects simply fall at your feet.

If an object weighs more than 1 pound per caster level, but less than 2 pounds per caster level, it is dragged along the ground at a rate of 5 feet per round. Otherwise, this movement is identical to that taken by objects that weigh less than 1 pound per caster level.

Objects that weigh more than 2 pounds per caster level may visibly tremble or shake, but are too heavy to be moved by the spell.

The emanation created by the spell moves with you, allowing you to affect a greater area by moving during the spell's duration. Note that for the purposes of determining the weight of an object, individual items such as coins are counted separately, so a sack filled with thousands of gold coins may weigh more than the spell's weight limit, but each individual coin does not. The movement of objects affected by this spell is in no way hidden from other creatures.

GILDED PRISON

School conjuration (creation); **Level** bard 6, cleric 6, occultist 6, sorcerer/wizard 6, witch 7

Casting Time 1 standard action

Components V, S, F (a pair of golden symbols)

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

Target one creature

Duration 1 hour/level (D)

Saving Throw Reflex negates; **Spell Resistance** no

As part of casting this spell, you must clap the golden symbols used as a focus together, an action which can be heard up to 200 feet away with a DC 0 Perception check. You create a sphere of seamless gold around the target, preventing him from freely moving about. The prison contains sufficient air for the target to survive comfortably for the spell's duration, but is devoid of any doors or windows. Moving the prison from the outside is a simple process, and the prison itself is virtually weightless, although anyone moving it must be able to move the weight of the target and his equipment. Teleportation effects are unable to pass through the barriers of the prison, and incorporeal creatures are blocked by it as well. The walls of the prison impose a -10 penalty on sound-based Perception checks, but it is possible to have a conversation through the barrier.

The prison has AC 5, hardness 15, and 20 hit points per caster level. A successful DC 35 Strength check is sufficient to burst free of the prison from the inside, while an Escape Artist check (DC 20+ your caster level) can also grant freedom. However, any attempt to damage the prison or escape from it cause smagical acid to leak from the inside of the sphere. This acid is not harmful to the sphere itself, but deals 1d6 points of damage per two caster levels you possess to the creature inside.

In addition to the normal means of dismissing or dispelling the spell, it can also be ended by any character by clapping the golden symbols used as a focus for the spell together a second time (this is a standard action).

HARDEN HEART

School enchantment (compulsion) [emotion]; **Level** alchemist 4, antipaladin 4, bard 4, cleric 5, inquisitor 4, mesmerist 4, paladin 4, psychic 4, witch 5

Casting Time 1 standard action

Components V, S, M/DF (an asp's heart)

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

Target one humanoid creature

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You freeze the target's emotional state, preventing their emotions from changing for the spell's duration. Whatever emotion the target is currently feeling at the time the spell is cast, the target continues to feel until the spell ends. If the target is currently affected by an effect with the emotion or fear descriptors, or is shaken, frightened, or panicked, or affected by a barbarian's rage ability, or similar, this spell does not prevent that effect from ending, but it does leave the target trapped in that general emotional state.

This spell does not directly dictate the target's actions. For example, a creature that feels angry is not compelled to attack or even be hostile towards others, although he may be more likely to do so. Similarly, a creature that feels scared does not suffer the effects of the shaken condition, nor is he forced to flee, but he may be more likely to do so than if he were not forced to remain scared.

In addition to subtly impacting the target's behavior, this spell also grants the target a +4 bonus on saving throws made to resist other effects with the emotion or fear descriptors, and prevents him from willingly choosing to fail saving throws to resist such effects (even if they are harmless). If the target is affected by an emotion effect despite the bonus, this spell ends immediately. The exception to this is emotion effects that are in line with the emotion the target was feeling when affected by *harden heart*, as determined by the GM: in these cases, the target suffers a -2 penalty on saving throws, instead, and *harden heart* does not end if the target is affected.

HOWLING CALL

School conjuration (summoning); **Level** druid 3, shaman 4, summoner 3, witch 4

Casting Time 1 minute

Components V, S, M (dried meat and berries worth 25 gp)

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

Effect one or more summoned creatures

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

Through a series of primal howls and bestial roars, you call out to the wild for a champion to aid you for a time. When you cast this spell you make yourself known to the wild world around you, alerting all animals, fey, and magical beasts within 1 mile as to your location, alignment, and need. At the spell's conclusion, a champion of the wild appears to aid you. The champion summoned is determined at random based on the type of terrain that you're in when the spell is cast, as outlined below.

Desert: 1d4+1 locust swarms^{B4}, 1 advanced giant scorpion, 1d4 small earth elementals, or 1 jann.

Forest: 1d4+1 advanced wolves, 1d2 dire boars, 1 advanced grizzly bear, or 1 pixie with sleep arrows and memory loss arrows.

Mountain: 1d3 giant eagles, 1 griffon, 1 yeti, or 1 manticore.

Plains: 1d4+1 aurochs, 1d2+1 ankhegs, 1 rhinoceros, or 1 dire lion.

Swamp: 1d4+1 giant toads, 1d2 mosquito swarms^{B2}, 1 emperor cobra^{B2}, or 1 will-o'-wisp.

Underground: 1d4+1 morlocks, 1d2 gelatinous cubes, 1 otyugh, or 1 gibbering moulder.

At the GM's discretion, other creatures which heard your call may choose to come instead of or in addition to the creature normally summoned by this spell. Such creatures typically require additional bargaining or bribery in order to provide services, and if no such arrangement can be reached within 1 minute of the creature appearing, the spell simply calls forth one of the normal champions provided by this spell, instead. You can cast this spell again while another instance of it is in effect, but doing so releases any champion provided by the original spell, returning them from whence they came. Otherwise, creatures summoned by this spell function identically to those summoned by a *summon nature's ally I* spell.

HUNTER'S ARROWS

School transmutation; **Level** bloodrager 2, druid 3, magus 3, medium 3, occultist 3, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (1 oz. of stag blood)

Range touch

Target up to 20 pieces of ammunition touched

Duration 1 round/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

When you cast this spell, you must specify a single creature within 100 feet. The targeted ammunition flies more accurately towards that target, ignoring cover or concealment and granting a bonus on attack rolls against that creature equal to 1/2 your caster level. Further, when the ammunition strikes the target, it deals damage as though it were one size category larger than it actually is.

ILLUSORY ARROW

School illusion (shadow) [shadow]; **Level** bard 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (fletching from an arrow)

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

Target one creature

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

You create a magical arrow made of quasi-real material from the Plane of Shadow, which flies speedily towards its target. You must succeed on a ranged touch attack to hit with this spell. If the attack is successful, the target suffers an amount

of damage equal to 3d6 plus your caster level (to a maximum of 3d6+15), and is dazzled for 1 round as the arrow bursts into brilliant black light. The arrow is only one-third real however, and a successful Will save reduces the damage to 1d6 plus 1 per 3 caster levels you possess (to a maximum of 1d6+5) and negates the dazzled effect.

INNER BEAUTY

School illusion (glamer); **Level** alchemist 1, bard 1, cleric 1, inquisitor 1, medium 1, mesmerist 1, occultist 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, F/DF (a hand mirror)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You cause the target's appearance to alter subtly, better revealing her inner nature. The target remains completely identifiable, but her features are ever so slightly exaggerated in ways that change the way she is perceived, allowing these perceptions to better match her personality and behavior. A greedy creature might appear slightly heavier than she actually is, with beady eyes and fat lips, while a kind and generous character might radiate warmth like a beacon. While these features are often tied to aspects of morality, with good creatures appearing more beautiful and evil creatures appearing uglier, note that this is not always the case. An evil creature with a sharp wit and charm, for example, may appear to be more darkly beautiful, dangerous but alluring all the same.

The overall effect is that creatures observing the target gain a +10 bonus on Sense Motive checks made against her. Additionally, the target either gains a +4 bonus or suffers a -4 penalty on Diplomacy and Intimidate checks made against viewers, at the GM's discretion, depending on the nature of the target's personality and the values of the observers.

INSTANT DRAW

School conjuration (teleportation); **Level** bard 1, inquisitor 1, medium 1, mesmerist 1, occultist 1, psychic 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 immediate action
Components V, S
Range 0 ft.
Target one Small or smaller object in your possession
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You instantly summon a single item from anywhere on your person (including inside a *bag of holding* or other extradimensional storage space) into your hand. At your discretion, you can choose to have it appear elsewhere on your person, such as under your hat, in a particular pocket, etc., rather than in your hand.

INTELLIGENT MANSION

School transmutation; **Level** cleric 4, occultist 4, psychic 4, sorcerer/wizard 4, witch 3
Casting Time 1 standard action
Components V, S, F/DF (a foundation stone from a building at least 100 years old)
Range long (400 ft. + 40 ft./level)
Target one building, up to one 10-ft.-cube/level (S)
Duration 1 day/level (D)
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You grant limited sentience to an entire building, turning it into an intelligent and self-aware entity. The building has Intelligence, Wisdom, and Charisma scores equal to your caster level, and speaks Common, as well as any languages that are frequently used by individuals in the building, or which were used in the construction of the building (ie., a building made by dwarven engineers would likely speak Dwarven). If the building has an Intelligence score of 15 or higher, it can communicate telepathically. Otherwise, the sound of its voice seems to come from everywhere within the building at once. The building is treated as having a number of ranks in Knowledge (engineering), Perception, and Sense Motive equal to your caster level.

The building's perception is limited: it can create a scrying sensor as a swift action on any wall, floor, or ceiling of the building (both interior and exterior), which provides visual and auditory input. The building can maintain a number of these sensors at any given time equal to its Intelligence modifier (minimum 1), and creating a new sensor in excess of this amount destroys a previous sensor of the building's choice. The building can also automatically feel any damage inflicted to its structure, and can pinpoint its exact location.

The building cannot move, but has limited control over moving parts of its construction. As a move action, it can open or close any number of doors or windows within its confines, can lock or unlock them if they have locks, or can hold them shut if they do not (objects held shut in this way can be forcibly opened with a Strength check. The DC is equal to 20 + the building's Intelligence modifier). The building can also reset any traps within it that have a manual reset (it takes the normal amount of time to do so). At the GM's discretion, the building may also be able to control other fixtures, such as fireplaces, ovens, light sources, or furniture. Typically, the building is only able to control objects which are built into it and cannot easily be moved, and can only cause those objects to animate in ways that they were designed to (it could turn the knob on a furnace to adjust the heat or open an oven door, but it couldn't cause them to reach out and grab someone like an animated object).

If the building is larger than one 10-foot-cube per caster level, this spell affects only part of the building, with the rest of the building remaining unintelligent (and preventing the intelligent portion of the building from perceiving or manipulating things in that area). Multiple castings of this spell can be used to expand its area to cover a larger building. Typically this results in a single intelligence covering both spells' areas, but occasionally, through accident or design, each spell results in a separate intelligence. A second casting of the spell can also be used to reset its duration. If the

spell ends and is later cast again on the same building, the resulting building retains its personality and memories from the last time the spell was cast, unless you choose to have the spell create a new personality with no memories, instead. Either way, the building has only a dim recollection, if any, of events that occurred while it was not intelligent.

The building has an attitude of helpful towards its owner or primary occupant, and generally shares its owner's attitude towards anyone else (including you).

This spell can be made permanent with *permanency*. Doing so requires a caster of 11th level and 2,500 gp per 10-foot-cube to be affected.

IRON NEEDLES

School transmutation; **Level** druid 4, ranger 4, shaman 4, witch 4
Casting Time 1 standard action
Components V, S, F/DF (a sewing needle)
Range long (400 ft. + 40 ft./level)
Area 40-ft.-radius spread
Duration 1 round/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform the needles and thorns of nearby plants into razor-sharp needles and deadly barbs. Plants in the area have their thorny protrusions hardened to the consistency of iron, and characters adjacent to or in physical contact with such things suffer 1d6 points of piercing damage at the beginning of their turn each round that they remain adjacent to or in contact with the plant in question. Plant creatures in the area at the time the spell was cast are likewise affected, and all of their natural attacks deal an additional 1d6 points of piercing damage.

KAMI TRANSFORMATION

School transmutation (polymorph); **Level** cleric 9, druid 9, shaman 9, sorcerer/wizard 9, spiritualist 6
Casting Time 24 hours
Components V, S, M (a jade crown encrusted with jewels worth 1,000 gp per HD of the target)
Range touch
Target one animal, humanoid, magical beast, monstrous humanoid, or vermin
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You transform the target into a kami, granting it immortality and power, but binding it to a single location. The target gains a +4 racial bonus to each of its ability scores and its type changes to outsider, with the kami subtype (if the target has racial Hit Dice its racial hit dice, they are changed to outsider hit dice, adjusting its base attack bonus, saving throws, and skill ranks accordingly). Additionally, when you cast this spell, you may choose up to three spells that you can cast. The target gains the ability to cast each of these spells once per day as a spell-like ability. Its caster level for these spell-like abilities is equal to your caster level at the time this spell was cast, and the saving throw DC is based on the highest of the creature's Intelligence, Wisdom, or Charisma scores.

As part of its transformation, the target becomes inextricably linked to the location where the spell was performed. The creature is unable to move more than a certain range from that spot without succeeding on a Will save. It can attempt only one such Will save per week. Even if it succeeds in leaving the area, it suffers a -8 penalty to each of its ability scores as long as it is outside the area, and loses access to all spell-like abilities granted by its transformation. Additionally, it cannot heal hit point damage by any means while outside the area, and suffers 1d10 points of damage per hour it remains outside. The size of the area depends on the creature's Hit Dice, as outlined below.

Table 4-1: Kami Transformation by Hit Dice

Hit Dice	Range
4 or less	Object
5 - 8	100 ft. per HD
9 - 12	200 ft. per HD
13 - 16	500 ft. per HD
17 - 20	1,000 ft. per HD
21 or more	1 mile per HD

Creatures with 4 or fewer Hit Die are bound to objects, rather than locations. They can never stray more than 100 feet from the object to which they are bound, but the object can be moved (including by the creature itself).

The effects of this spell can be reversed only with a *wish* or *miracle* spell. If the target does not wish for them to be reversed, it is entitled to a Will save to resist the *wish* or *miracle* effect.

KISS OF DEATH

School necromancy (death); **Level** bard 4, magus 4, mesmerist 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a black rose)
Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude partial, Will negates; see text; **Spell Resistance** yes

You empower your kiss with the power to stop hearts and enslave minds. You must succeed on a melee touch attack in order to affect a creature with this spell. The target must succeed on a Fortitude save or instantly die, suffering 10 points of damage per caster level (maximum 100 points of damage). A character which survives the effect (either by succeeding on the Fortitude save or by surviving the damage) must succeed on a Will save or become enthralled by you, as with the spell *charm monster*.

LIES OF THE DEAD

School necromancy; **Level** antipaladin 3, bard 4, cleric 4, medium 3, occultist 4, shaman 4, sorcerer/wizard 5, spiritualist 4, witch 4

Casting Time 1 minute

Components V, S, M/DF (a lead coin)

Range touch

Target corpse touched

Duration 1 year

Saving Throw Will negates; see text; **Spell Resistance** no

You compel both the body and the spirit of the dead to communicate exactly what you want them to. When you cast this spell, you may provide instructions for how the deceased creature should answer certain inquiries. These can be as elaborate or as simple as you desire. The deceased creature is entitled to a Will save (using the bonus it had when it was last alive) to attempt to resist the effect. If it succeeds on this saving throw, the spell fails.

If the creature's body is subject to a *Speak with Dead* spell, or a similar effect, the information it provides is based on your instructions. Similarly, if the creature's spirit is contacted with *Call Spirit*^{OA}, or something similar, the answers it provides are based on the instructions you provided.

Anyone questioning the deceased creature (regardless of their method of doing so) is entitled to a DC 25 Sense Motive check to determine that the creature is not telling the truth. Observers whose Sense Motive checks exceed this DC by 10 also determine that the deceased creature is being magically compelled not to tell the truth.

If the deceased creature becomes an undead creature of any kind, that creature gains a new saving throw to resist this spell's effects with a +4 bonus. If it fails, it is magically prevented from saying anything contrary to the instructions you gave when the spell was cast, and is also magically compelled to follow those instructions in determining how it responds to questions directed to it. Because the spell only enforces instructions relating to how the creature answers questions, this does not allow you to command the undead creature in any other way.

LIQUID ARMOR

School abjuration; **Level** bard 2, cleric 3, druid 3, inquisitor 3, medium 3, shaman 3, sorcerer/wizard 3, summoner 2, witch 3

Casting Time 1 minute

Components V, S, M/DF (seven freshwater barnacles)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Reflex negates (harmless); **Spell Resistance** yes (harmless)

You surround the target in armor made of flowing water, which protects her from harm so long as it is not punctured. The liquid armor provides the target with DR 10/piercing, and DR 10/— against ranged attacks. Though the armor is opaque from the outside, the liquid armor is transparent from the inside, allowing the target to see normally, and the spell also allows the creature to breathe comfortably within the armor, even if she cannot normally breathe water. The

liquid armor also provides the target with resist fire 5 and a +5 circumstance bonus to Stealth checks made underwater. Further, the liquid that comprises the armor constantly replenishes itself, and so is immune to effects which freeze or evaporate water. The armor is not indestructible, however, and if a critical hit is confirmed against the armor's wearer, the armor collapses, spraying the water in a shallow puddle all around her, and ending the spell.

MAGIC DART

School evocation [force]; **Level** magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You create a dart of magical energy which damages the target and reduces their magical defenses. You must succeed on a ranged touch attack. On a successful hit, the dart deals an amount of force damage equal to 1d4 + your caster level (to a maximum of 1d4+5), and reduces the target's spell resistance by 5 for 1 round per caster level.

MAZE OF MISTS

School conjuration (creation); **Level** mesmerist 5, psychic 6, shaman 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

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

Area 200-ft.-radius spread

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You fill the affected area with swirling green mists, which impede travel to all except the most determined. This mist obscures vision as the spell *fog cloud*, but is not dispersed by winds of any speed. Additionally, each round that a creature attempts to move through the mist, it must make a Charisma check. If the result is less than 10, the creature is unable to move that round, as the mist proves impenetrably thick. If the result is 10 – 14, the creature can only move at one-quarter speed, while a result of 15 – 20 allows the creature to move at half speed, and a result of 21 or higher allows the creature to move at full speed. Your own movement is not impeded by the maze, although it affects our vision normally.

MEMORIZE LOCATION

School divination; **Level** alchemist 1, bard 1, inquisitor 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V

Range personal

Target you

Duration instantaneous

You instantly memorize every detail of your current location, perfectly preserving a copy of it in your mind. This has several effects. First, you are treated as being very familiar with the area for the purposes of spells such as *teleport*, and

your knowledge of any creatures present, for the purposes of spells such as *scrying*, is increased by one step. Second, you can close your eyes at any time and visualize the location with perfect clarity, as though you were still there. This allows you to potentially notice details about the location that had previously escaped your detection. Sometimes, this may be as simple as checking to see if a particular item or condition was present, and will not require a check. Other times, the GM may call for a Perception check. You can take 20 on such Perception checks, but it takes as long as taking 20 normally would. You can retry Perception checks made to study a memorized location once per day.

For the purposes of this spell, a “location” is as far as you are able to perceive in every direction from your location when you cast this spell: typically this is a single room (with sound and sometimes smell from outside the room), but in wide open areas, or places with a particularly good view, the location might be quite large. You can retain a number of memorized locations at any given time equal to your Intelligence score. If you would memorize an additional location beyond this amount, you must choose an existing location to forget.

MESSENGER'S ARROW

School transmutation; **Level** bloodrager 1, magus 1, ranger 1
Casting Time 1 standard action
Components V, S, M/DF (a quill pen)
Range touch
Target arrow touched
Duration permanent until discharged
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You transmute an arrow to carry a single message, to be delivered upon impact. The message can be of any length of up to 100 words and must be transcribed upon an arrow using special ink. When the arrow reaches its mark, the message is spoken aloud in your voice, loudly enough to be heard clearly by anyone within 100 feet of the arrow. You can use Bluff and Intimidate through this message. At the GM's discretion, you may be able to use Diplomacy as well. You gain a +4 bonus on any such skill checks.

MINDRENDER

School enchantment [mind-affecting]; **Level** psychic 4, sorcerer/wizard 4, witch 4
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

You mentally assault the target with a sharp burst of painful psychic energy. The target is staggered for 1 round per caster level and suffers a –10 penalty on Will saving throws made against mind-affecting spells you cast. A successful Will save reduces the duration of the staggered effect to 1 round, and negates the –10 penalty on Will saves.

MONSTRIFY

School transmutation (polymorph); **Level** shaman 7, sorcerer/wizard 7, summoner 6, witch 7
Casting Time 24 hours
Components V, S, M (your own blood and blood from the target)
Range touch
Target animal or vermin touched
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

You transform the target into a monstrous servant granting it intelligence and increased power. The target creature is transformed into a vaguely humanoid version of itself. The creature's type changes to monstrous humanoid (adjusting its base attack bonus, Hit Dice, saving throws, and skill points accordingly), and their size may change based on the original creature's size: if the original creature was Tiny or smaller, its new size becomes Small. If the creature was Small, Medium, or Large, its new size becomes Medium. If the creature was Huge or larger it retains its original size. The creature gains a +6 racial bonus to its Intelligence and Charisma scores. It retains the natural attacks of its original form, and gains the ability to wield manufactured weapons and proficiency with simple weapons and a single martial weapon of your choice. The creature's natural armor bonus is increased by +2, and it gains the ability to speak one language of your choice. Finally, the creature gains a +2 racial bonus to a single ability score of your choice.

The target is friendly towards you, and will generally obey your commands, but is free-willed and able to act on its own. Though rare, minor fiends have been known to occasionally turn on their creators, especially if they are mistreated.

MYSTIC FEEDBACK

School evocation; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a page torn from a spellbook)
Range touch
Target creature touched
Duration instantaneous and 1 round/level; see text
Saving Throw none; **Spell Resistance** yes

You awaken the raw magic of the target, using their own energies against them to create devastating flares of magical energy. If the target can cast spells or use spell-like abilities, it suffers 1d6 points of damage per spell level of the highest-level spell they are able to cast. Additionally, for 1 round per caster level after the spell is cast, whenever the target casts a spell, their energies surge up again, inflicting an amount of damage to the target equal to your caster level + the level of the spell they cast. This damage only occurs if the spell is cast successfully, and does not interfere with the target's ability to cast the spell. After the spell deals 50 points of damage (not including the initial damage based on the highest-level spell they can cast), the spell automatically ends.



OCHRE VISAGE

School illusion (figment) [emotion, fear, mind-affecting];
Level antipaladin 1, bard 1, cleric 1, inquisitor 1, mesmerist 1,
 psychic 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a skinned human face)

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

Effect one illusory face

Duration 1 round/level

Saving Throw Will disbelief; **Spell Resistance** yes

You create a leering, yellow-gold face in the darkness which whispers terrible and dread words to instill fear in the hearts of others. You can only cast this spell in an area of darkness. Characters within 10 feet of the illusory face must succeed on a Will save or become shaken. Additionally, once each round, the face changes into a horrible vision of the worst fear of one of the creatures within 30 feet of it (chosen at random), forcing that creature to succeed on a Will save or be frightened for 1 round. A creature that succeeds on any Will save to resist this spell's effects automatically disbelieves it.

OMINOUS OBJECT

School illusion (glamer); **Level** antipaladin 2, bard 3, cleric 3,
 inquisitor 3, medium 3, occultist 2, psychic 3, shaman 3,
 sorcerer/wizard 3, witch 3

Casting Time 1 minute

Components V, S, F/DF (a crow's foot)

Range touch

Target object touched, up to 2 cubic ft./level

Duration 24 hours

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You subtly alter the object's appearance, causing it to appear more menacing, shadowed, and ominous. You also cause it to exude a general sense of horror, which is not tied to any specific sense, and yet can still be felt by any intelligent creature viewing the item. These effects do not compel the viewer to respond to the object in any particular way, although most creatures confronted with the object will be hesitant to touch, interact with, or even remain near it if they can avoid doing so (other creatures, such as adventurers, may be attracted to particularly ominous items).

Any creature within 30 feet that can see the object and has not successfully disbelieved *ominous object's* effects suffers a –2 penalty on saving throws made to resist fear effects.

A creature that successfully disbelieves the illusion is able to see the object both in its natural state and as it is made to appear by the spell, and by handling the object for 1 round, can grant other observers a +4 bonus on their saving throws to disbelieve the effect.

OOZE BODY

School transmutation (polymorph); **Level** alchemist 6, druid 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M/DF (a used tissue and 3 oz. of lard)
Range personal
Target you
Duration 1 minute/level

Your body melts, becoming a semi solid mass of acidic gel. When you assume this form, you lose the ability to speak or cast spells, and assume the form of a Large ooze. You gain a +8 size bonus to Strength and a +10 size bonus to Constitution. You lose any natural armor bonus to AC (though enhancement bonuses like that granted by *barkskin* still apply) and your Dexterity score becomes 1. You gain a single slam attack which deals 2d8 points of damage + 1d6 points of acid damage per 3 caster levels (to a maximum of 6d6 points of acid damage at 18th level). You also gain the grab and engulf special attacks. Finally, you become immune to mind-affecting effects and critical hits (as well as precision-based damage) and can squeeze through any space which is not watertight.

PERPLEXING PUZZLE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, inquisitor 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Targets each intelligent creature within range
Duration 1 round/level; see text
Saving Throw Will partial; see text; **Spell Resistance** yes

You speak a clever and perplexing riddle or puzzle, forcing each creature within range that can hear you to become obsessed over figuring out the answer. Each affected creature may immediately make a DC 20 Intelligence check to attempt to solve the puzzle. Those who succeed on this initial check are emboldened by their own cleverness, and gain a +1 morale bonus on attack rolls, ability checks, saving throws, and skill checks for 1 round per caster level.

Creatures that fail this check are distracted by the puzzle, and suffer a -2 penalty on attack rolls, ability checks, saving throws, and skill checks. Each round, the creature must succeed on a Will saving throw or spend a move action attempting a new DC 20 Intelligence check to attempt to solve the riddle. The penalty imposed by the spell does not apply to these checks. Succeeding on such an Intelligence check ends the spell's effects for that creature, but does not grant the morale bonus enjoyed by creatures that succeeded on the initial Intelligence check.

Each time you cast this spell, you can choose whether to use a new riddle or one you used a previous time you cast the spell. If you use a previous riddle, characters that have heard that riddle before are immune to the spell's effects.

PHANTOM FOREST

School illusion (shadow) [shadow]; **Level** druid 4, mesmerist 4, psychic 4, ranger 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M/DF (three acorns)
Range long (400 ft. + 40 ft./level)
Area 100-ft.-radius spread
Duration 1 round/level
Saving Throw Will disbelief (harmless); **Spell Resistance** yes (harmless)

You create a partially real forest made out of shadow stuff. The illusory forest is only 10% real, with plants and stones having only 10% of their normal hit points. Creatures that successfully disbelieve the effect can see the true nature of the terrain beneath the forest, which appears to them as transparent outlines of trees and rocks.

The forest causes the spell's area to count as a forest for the purposes of a ranger's favored terrain class feature, and has plenty of vines and creepers to enable *entangle* spells and similar effects. Additionally, to creatures that fail to disbelieve the illusion, the spell's area counts as difficult terrain. Creatures that successfully disbelieve the illusion have a 10% chance each time they move of treating each space they pass through as difficult terrain.

PHILIA

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 5, mesmerist 5, psychic 6, sorcerer/wizard 6, witch 6
Casting Time 1 standard action
Components V, S, M (a dab of perfume)
Range close (25 ft. + 5 ft./2 levels)
Target one intelligent creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You cause the target to feel a powerful attraction to a particular act, environment, object, or type of creature, causing him to view it in the most favorable light and to seek it out when it is made available to him. The spell's effects vary depending on the nature of the target's attraction.

Act: You cause the creature to gain a fixation and attraction to a particular act, such as inflicting or suffering pain, confessing, cleaning, or stealing. Up to three times per day, whenever the opportunity to perform such an action presents itself, the target must succeed on a DC 20 Will save or be compelled to perform the action. If a full day passes without the target having a convenient opportunity to perform the action, he must succeed on a DC 20 Will save or be compelled to seek out or manufacture circumstances that allow him to do so. Even when not compelled to perform the action, the target still strongly desires to do so, and may seek out such opportunities on his own.

Creature: You can either choose a specific kind of creature (such as elves, drow, manticores, or wyverns), in which case the attraction applies to all creatures of that kind, or you can choose a distinguishing trait, in which case it applies to all creatures with that trait, regardless

of the creature's race. This could be a physical feature, such as red hair, blue eyes, or dark skin, or it could be something less obvious, such as a particular accent, or even a profession. You cannot select the creature's own race, and as a general rule, any distinguishing traits chosen should neither be specific enough to only be able to apply to a handful of individuals, nor general enough to be able to apply to more than half of the people the target meets. Whenever the target encounters a creature meeting the specified criteria, he must succeed on a DC 20 Will save or be affected as though by the spell *charm monster*, becoming infatuated with the creature for as long as he remains within its presence, plus 24 hours thereafter.

Environment: You can name one of the following specific circumstances: darkness (darker than dim light), enclosed spaces (places that require the target to squeeze), heights (10 times the target's height or higher), or water. When the target comes upon an area that matches the chosen environment, he must succeed on a DC 20 Will save or be compelled to enter that environment and refuse to leave for at least 1 hour. Even after this hour passes, the target still feels a strong desire to remain in that environment, but is no longer compelled to do so.

Object: You can name a specific object, such as shoes, blades, or a particular type of food. Whenever the target encounters an object of that type, he must succeed on a DC 20 Will save or be overcome with a desire to admire, touch, and possess the object. Depending on the circumstances, the target may attempt to buy or even steal the object, although if such measures would be obviously self-destructive and place the target in jeopardy, he is automatically able to resist the compulsion (for example, if it was likely he would be caught attempting to steal it, or if buying it would place him in crippling debt). Beyond these specific compulsions, the target is still attracted to objects of this sort and will go out of his way to admire and possess them.

The target cannot be affected by the same stimulus (a particular creature, area, object, etc.) more than once per day. *Break enchantment*, *heal*, *limited wish*, *miracle*, or *wish* can remove a *philia* spell. *Philia* counters but does not dispel *phobia*^{OA}.

PIN TO THE SKY

School transmutation; **Level** psychic 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a harpy's feather)

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

Target one Huge or smaller creature

Duration permanent (D); see text

Saving Throw Will negates; **Spell Resistance** yes

You lift the target up into the air telekinetically, levitating him against his will. When the spell is cast, choose a height of up to 5 feet per character level. The target is lifted off the ground by the specified number of feet, and hangs suspended in the air. If the target is able to fly, the spell has no effect,

and the spell's effects end immediately if the creature gains the ability to fly. If it cannot fly, however, it is largely helpless as it hangs in mid-air: it is denied its Dexterity bonus to AC, suffers a -2 penalty on all attack and damage rolls, and must succeed on a concentration check (DC 15 + spell level) to cast any spells. Further, it is not able to move unless it is within reach of a wall, ceiling, or other surface that it can use to clamber along or push off of.

The levitating creature can clamber horizontally across such a surface at a rate equal to 1/2 her land speed, without the need of a successful Climb check. It can climb upwards normally (if it falls while climbing in this way, it stops falling when it reaches the height you chose when the spell was cast). The creature can attempt to climb vertically downwards, but doing so is a standard action that requires a DC 20 Strength check, and only allows it to move downwards 5 feet per success.

The levitating creature can attempt to push itself off of a surface in order to float through the air. This is a standard action that requires a successful DC 10 Strength or Acrobatics check, and allows it to move 5 feet horizontally, plus an additional 5 feet for every 2 points by which the result of the Strength or Acrobatics check exceeds 10. This movement can only be horizontal, and must be in a straight line.

Other creatures can attempt to drag the target back to the ground. In order to do so, they must first be able to reach the target, and then they must succeed on a Strength check to pull her downwards. This otherwise functions the same as the target attempting to climb downwards, as outlined above.

If the target is able to reach the ground, the spell ends. Otherwise, its effects last indefinitely until dispelled.

PLANAR OVERLAY

School conjuration (teleportation); **Level** cleric 9, psychic 9, shaman 9, sorcerer/wizard 9, witch 9

Casting Time 1 minute

Components V, S, F (a forked metal rod attuned to the plane of travel)

Range touch

Area see text

Duration instantaneous

Saving Throw Will partial (object); see text; **Spell**

Resistance yes (object); see text

You create a massive distortion in reality as you rip an entire location and drag it from one plane of existence to another. This functions similarly to the spell *plane shift*, except that it transports all creatures and objects in the area, including terrain, from one plane to another.

The spell's area is a radius from the touched point, the length of which is up to 20 feet per caster level. If your caster level is 20th or higher, the maximum radius is instead equal to 1 mile, plus 1 additional mile for each caster level beyond 20th. You may choose to transport a smaller area than the maximum radius.

Each creature in the area is entitled to a Will save to resist the effect. Success indicates that they remain where they are, and are not transported. Unattended objects (including buildings

and terrain features) in the area are not generally entitled to saving throw, although magical objects are allowed a saving throw as normal, and the GM may determine that certain buildings or landmarks with mystical properties, or which are particularly significant, may be allowed a saving throw as well. The bonus such a building or landmark receives is determined by the GM, but usually ranges from +1 to +8. The spell also transports the top few inches of rock, topsoil, or other firmament in the area.

Creatures and objects that are transported arrive in an unoccupied location on the destination plane, in the same configuration relative to each other that they were in when they were transported. For the purposes of this spell, “unoccupied” means that when they arrive, none of the creatures or objects are sharing their spaces with creatures or objects already on the destination plane, although this does not necessarily mean that the entire area is devoid of creatures or objects. You have no control over where on the destination plane the creatures and objects arrive.

This spell offers no protection against the native conditions on the destination plane.

PREDICT FORTUNE

School divination; **Level** bard 1, cleric 1, mesmerist 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time see text

Components V

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** none

You peer into the target’s future and learn the result of their next d20 roll. In effect, the creature makes that roll now, and the result is applied to the next roll they make, whatever it happens to be, and whenever it is made. Only you learn the result of the roll, but you are able to share this with others in general terms (such as “good fortune smiles upon him,” or “his performance will be average,” etc.).

If cast on yourself, this spell can be cast any time you could perform an immediate action, but does not actually count against the number of swift and immediate actions you can take on a given round. If cast on another creature, this spell can be cast as a swift action.

PRISMATIC BARRAGE

School evocation; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S, F (a crystal prism worth at least 2,000 gp)

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

Effect 7 rays

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

You fire seven different rays, each one a different color and carrying a different effect. There is one ray of each of the following colors: red, orange, yellow, green, blue, indigo, and violet. You can choose a target for each ray, but no single

creature can be targeted by more than two different rays. Each ray requires a separate ranged touch attack, and because you are firing so many rays at once, you suffer a –4 penalty on each attack.

The effects of each ray are outlined on Table 4-2: Prismatic Ray effects.

PROTECTION FROM FEAR

School abjuration; **Level** bard 3, cleric 3, inquisitor 3, medium 3, mesmerist 3, paladin 3, psychic 3, shaman 3, spiritualist 3, summoner 3

Casting Time 1 standard action

Components V, S, M/DF (a shot of whiskey)

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

Target up to one creature/2 levels

Duration 10 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You fill the target with courage, and the ability to overcome any fear. The target suffers no ill effects from being shaken, frightened, or panicked for the spell’s duration (the target still gains these conditions for the purposes of effects that function differently against frightened or panicked creature). Additionally, the target gains a +6 bonus on all saving throws made to resist fear effects.

PROTECTION FROM SLEEP

School abjuration; **Level** alchemist 2, bard 2, bloodrager 2, cleric 3, druid 3, inquisitor 2, medium 2, mesmerist 2, occultist 2, paladin 2, psychic 2, ranger 2, shaman 2, sorcerer/wizard 3, spiritualist 2, witch 3

Casting Time 1 minute

Components V, S, M/DF (a handful of tea leaves)

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You render the target immune to magical sleep, and resistant even to normal fatigue and exhaustion. The target is immune to sleep effects for the spell’s duration. Additionally, the target ignores any normal biological need for sleep, and does not suffer any penalties for not sleeping. Finally, the target gains a +4 bonus on ability checks and saving throws made to resist becoming fatigued or exhausted.

READ AURAS

School divination; **Level** medium 4, mesmerist 5, occultist 4, psychic 6, spiritualist 5

Casting Time 1 standard action

Components V, S, F (a set of 22 colored lenses)

Range personal

Target you

Duration 1 hour/level (D)

You attune your eyes to the mystical auras surrounding each and every creature. Each round, you can concentrate on a single creature you can see and choose a single type of aura (alignment, emotion, health, or magic) in order to view that

Table 4-2: Prismatic Ray Effects

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fortsaves)*
5	Blue	Flesh to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays	Roll twice more, ignoring any “8” results

creature’s aura of the chosen type. Creatures you view in this way are not entitled to a saving throw or spell resistance to hide their aura from you, although they may magically alter their auras with spells like *aura alteration*^{OA}.

Other than being able to view multiple different creatures and the spell’s duration, this functions identically to *analyze aura*^{OA}.

You can use *permanency* to render *aura sight* permanent. You must be the one to cast *permanency*, and you must have a caster level of at least 11th, and expend 7,500 gp in materials to do so.

REAPER’S SIGHT

School necromancy; **Level** alchemist 1, antipaladin 1, cleric 1, druid 1, medium 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S, M (a vulture’s eye)

Range personal

Target you

Duration 24 hours

You gain the ability to perceive how near creatures and other organic matter is to death. By concentrating on a creature within 60 feet of you as a full-round action, you can discern how long the target has until he dies of old age, accurate to within 1 day. If the target is particularly likely to die due to other causes within the next week, you are stunned for 1d4 rounds, but learn the general cause of death (such as accident, poisoning, violence, etc.), and also have a good sense of how likely this outcome is (ranging from “extremely likely,” to “very likely,” to “likely,” to “even odds.” Any likelihood less than that does not result in this effect occurring).

You can also concentrate on a nonliving piece of organic matter, such as a corpse or a piece of meat, in a similar fashion. If you do, you learn how long it has been since the object in question ceased to be alive (or ceased to be part of a living creature), accurate to within 1 hour.

REBUKING WALL

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 5, psychic 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Effect transparent wall of light up to 10 ft. long/level and 10 ft. high

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You create a wall of psychic energy, which causes those who try to pass through it to be rebuked. The wall is visible as a shimmering curtain of light, but is insubstantial and largely transparent, allowing characters to see and interact with objects on the other side without difficulty. However, any creature attempting to pass through the wall must succeed on a Will save or immediately be compelled to move at least 5 feet away from the wall on the side that they entered it from.

REPAIR STRUCTURE

School transmutation; **Level** cleric 5, sorcerer/wizard 5

Casting Time 1 minute

Components V, S, F/DF (a golden trowel)

Range touch

Target building or vehicle touched

Duration instantaneous

Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

You mend stone, plaster, and wood, melding them together seamlessly and repairing any damage that was done. This spell restores 10 points of damage per caster level to the structure or vehicle in question. If the target is a vehicle, and had the broken or sinking conditions, it loses those conditions. If the target is a building, and one or more sections of its wall were breached, those sections are restored. The spell does not repair individual items within the structure, including broken doors or windows.



REPOSITIONING WAVE

School evocation [force]; **Level** bloodrager 2, magus 2, medium 2, psychic 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 5 feet

Target one Large or smaller creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a wave of force energy, which roughly corrals your foe into the desired position. Make a special reposition combat maneuver check, using your caster level in place of your base attack bonus, and your primary spellcasting ability score modifier in place of your Strength score. Additionally, any effect which would grant a bonus to the saving throw DC of *repositioning wave* grants a bonus equal to twice that amount to your combat maneuver check (so the Spell Focus [evocation] feat would grant a +2 bonus, while using Heighten Spell to cast *repositioning wave* with a spell slot three levels higher than normal would grant a +6 bonus, etc.).

In addition to simply being moved by the wave of force, the target is battered by the force of it, and suffers 2d4 points of force damage for every 5 feet of movement made in this way.

SAPLING BOND

School abjuration; **Level** druid 4, shaman 5, witch 5

Casting Time 1 minute

Components V, S, M/DF (a live acorn or pinecone)

Range personal

Target you

Duration 1 hour/level

You water the seedling of a tree with some of your own blood, forming a potent bond with the living plant, causing it to rapidly grow, and linking your life-force with its. When you cast this spell, you cause the acorn or pinecone used as a material component to burst to life, growing to a tiny sapling weighing 20 pounds. The sapling can be planted, but is capable of surviving outside of soil for the duration of the spell, as it draws upon your own life force for sustenance. When created, the sapling has AC 7, hardness 5, and 1d10 hit points per caster level.

So long as you remain within 30 feet of the newly-created sapling, whenever you suffer damage, you can choose to redirect some or all of that damage from yourself to the sapling. Should the sapling die while you remain linked to it, the shock of the separation causes you to gain 2 negative levels.

This spell can be made permanent with a *permanency* spell. Doing so requires caster level 11th and costs 10,000 gp. If the sapling is ever the subject of an *awakening* spell, or becomes an intelligent creature by some other means, it may make a Will save to attempt to end this spell's effects, and can do so once per day.

SENSE CLUE

School divination; **Level** alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, occultist 2, psychic 3, ranger 2, shaman 3, spiritualist 2, witch 3

Casting Time 1 standard action

Components V, S, M/DF (an unwashed truffle)

Range personal

Target you

Duration 1 hour/level (D)

You gain a supernatural sixth sense, allowing you to detect the presence of items, information, or other clues that are relevant to a particular topic of inquiry. When you cast this spell, you must declare the topic of inquiry that the sense will be tied to, using 25 words or less. The topic can be anything you like, but if it is too broad, the spell has no effect. Good examples include “finding the lost treasure of Captain Notter,” or “solving the murder of Lady Szantovich,” while bad examples might be “getting rich” or “finding monsters.”

The spell reacts whenever you are within 60 feet of a source of new information relating to the inquiry in question. This source might be an object (such as a weapon used to commit a murder that is being investigated, or a journal containing detailed notes about the subject), or it might be a person who knows a relevant fact. The spell does not reveal the nature of the information source, nor does it reveal its location, or even the number of such sources in the area, merely their presence or absence. Only new information that is of value to the investigation in question is detected by the spell.

SHADOW REACH

School illusion (shadow) [shadow]; **Level** antipaladin 3, cleric 4, magus 4 sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You can reach through the Plane of Shadow in order to touch other characters, at minor peril to yourself. As long as you are in an area of dim light or darkness, you can use touch range spells against any creature you can see that is within the same contiguous area of dim light or darkness, regardless of the actual distance of the target. Whenever you cast a spell in this way you must pass partially through the Plane of Shadow, dealing 1d8 points of negative energy damage to you (this additional damage cannot cause you to lose the spell and does not require a concentration check). Creatures native to the Plane of Shadow, shadowdancers, other characters with close ties to shadows, and undead creatures are not damaged by this spell.

SHADOW TSUNAMI

School conjuration (teleportation); **Level** bard 6, mesmerist 6, psychic 8, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 60 feet

Area cone-shaped emanation

Duration instantaneous

Saving Throw Will partial; see text; **Spell Resistance** yes

You send forth a torrent of energy that drags creatures a short way through the Plane of Shadow. You must be in an area of dim light to cast this spell, though the rest of the spell's area can be in any lighting condition. Living creatures in the spell's area suffer 1d6 points of negative energy damage per caster level, while undead characters regain a like amount of hit points. Characters in the spell's area are also dragged into the Plane of Shadow and deposited at another location 1d10 x 100 feet in a random direction from where they were on the Material Plane. Affected creatures are always deposited in unoccupied spaces that can support them. A successful Will save halves this damage and negates the transportation effect.

SLUMBERBUGS

School conjuration (creation); **Level** druid 2, shaman 2, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S, M (a live caterpillar wrapped in a 2-inch square of cloth)

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

Effect one or more sleep-inducing insects

Duration see text

Saving Throw Fortitude partial; see text; **Spell Resistance** yes; see text

You summon forth a number of sleep-inducing insects, which you can command to put others to sleep. When you cast this spell, you create 1d8 sleep-inducing insects. These Fine creatures have AC 22, 1 hit point each, and fly at a speed of 30 feet with perfect maneuverability. The insects are incredibly stealthy and make Stealth checks at a +40 bonus. The insects can fly into a creature's nasal passage or mouth in order to induce sleep. Doing so destroys the insect but puts the targeted character to sleep for 2d4 hours (or until awoken by any of the normal means). A single insect can cause a creature of up to six Hit Dice to fall asleep, but multiple insects can be commanded to target the same creature, increasing the number of Hit Dice that they can affect by six per additional insect.

A creature assaulted in this way can make an attack of opportunity when the sleeping insects enter its square (provided it is aware of them, is not flat-footed, and has not already used all of its attacks of opportunity for that round), and is further entitled to a Fortitude save to resist the sleep effect. Creatures without mouths, nostrils, or similar openings are immune, as are creatures that are immune to sleep effects.

Issuing a command to one or more insects is a move action. If not given commands, the insects will follow you and await orders. The insects have a lifespan of 2d4 days, after which they die. Insects created by this spell cannot breed, and you can only ever control up to 8 at any given time: any insects you create beyond that amount do not obey your commands, and generally fly off harmlessly.

SPIRIT GOURD

School necromancy; **Level** cleric 7, psychic 7, shaman 7, sorcerer/wizard 7, spiritualist 6, witch 7

Casting Time 1 round

Components V, S, F (a gourd specially treated with oil and decorated with charms and runes worth 1,000 gp)

Range personal

Target you

Duration 1 minute/level (D)

You store your soul temporarily in a hollowed-out gourd. For the duration of the spell, you gain immunity to death effects and mind-affecting effects. Additionally, if you would die while your soul is trapped in the gourd, you instead merely become unconscious at your new hit point total. When the spell ends, if your hit point total is still low enough that you would die, you die at that time, but if your hit point total is brought back up to a safe amount before that time, there are no lasting repercussions for the time spent at a lethal hit point total.

Your body suffers for not having your soul in it, and for every ten minutes that you are affected by this spell, you must succeed on a Fortitude save or suffer 1d10 points of damage. While under the effects of the spell, you are vulnerable to possession effects, and automatically fail saving throws against *magic jar*, *possession*^{OA}, the malevolence ability of ghosts, and similar effects.

The gourd has AC7, hardness equal to 1 + your primary spellcasting ability score modifier, and 2 hit points per caster level. If the gourd is destroyed while your soul is inside of it, your soul is lost. As long as your soul is lost, you cannot be restored to life if you die. Additionally, you must continue making Fortitude saves or taking damage even after the spell ends, although after the first hour, you must make such saving throws only once per hour. A *wish* or *miracle* can restore your lost soul to you.

STAND STILL

School abjuration; **Level** alchemist 1, antipaladin 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, magus 1, medium 1, mesmerist 1, occultist 1, paladin 1, psychic 1, ranger 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a chunk of slate)

Range touch

Target willing creature touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You brace the target and root her to the spot, making her all but impossible to move without first ending the spell. The target's movement speed is reduced to 5 feet, and she gains a bonus equal to your caster level (to a maximum of +5) to CMD against bull rush, grapple, overrun, pull, and reposition combat maneuvers. Additionally, if the target would be teleported by a spell or effect, it fails unless its caster succeeds on an opposed caster level check.

STORM OF BONES

School necromancy [emotion, fear, mind-affecting]; **Level** antipaladin 4, cleric 5, sorcerer/wizard 5, spiritualist 4, witch 4

Casting Time 1 standard action

Components V, S, M (a genie's rib)

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

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

You summon the bones of the dead and howling spirits to splash and gore the body and mind. Creatures within the spell's area suffer 1d6 points of piercing and slashing damage per caster level (maximum 15d6) and must succeed on a Will save or be frightened for a number of rounds equal to your caster level. Even characters which succeed on their saving throw are still shaken for 1 minute.

TARGETED WARD

School abjuration; **Level** alchemist 4, cleric 5, inquisitor 4, medium 4, occultist 5, psychic 5, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, F (hair, nail clippings, blood, or some other piece of the subject's body)

Range personal

Target you

Duration 1 min./level (D)

Saving Throw see text; **Spell Resistance** see text

You surround yourself in powerful wards that protect you against the attacks of a single creature. These wards rely on a strong personal connection to the creature you are warded from, in the form of the spell's focus, and the spell ends immediately if the focus leaves your possession for any reason.

You gain a +4 circumstance bonus to AC against attacks made by the subject, and a +4 circumstance bonus on saving throws made to resist the subject's spells and abilities. Additionally, each time the target would damage you, it must succeed on a Will save, or that particular attack or ability does no damage. If the target has spell resistance, it applies on the first such attack the target makes: if the spell resistance is not overcome, the spell immediately ends. Otherwise, the creature's spell resistance does not apply to the spell again.

TEMPORAL BURST

School transmutation; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a fossil worth at least 2,000 gp)

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

Target one creature

Duration instantaneous; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You condense the target's timeline, folding it on itself and allowing the target to perform a sudden burst of activity, after which it is unable to act until its timeline catches up with it. The target may immediately perform 1d4 rounds worth of actions, in any combination it chooses (so if the result of the

d4 were 3, the target could perform three full-round actions, or three standard actions and three move actions, or a full round action and four move actions, etc.). No other creature can take actions (including immediate actions) while the target takes the actions granted by this spell. Any actions that the target does not immediately use when the spell is cast are wasted.

After this time, the target is paralyzed for the same number of rounds. Because this is a temporal effect, and not true paralysis, creatures that are immune to paralysis are not immune to this effect.

A creature that casts *temporal burst* on itself while it is currently benefitting from its effects suffers a serious rupture in its own timeline, suffering 1d6 points of damage per caster level. A creature that dies in this way simply ceases to exist. Casting the spell on a creature that is paralyzed by *temporal burst* has no effect at all.

UNBREAKABLE OBJECT

School abjuration; **Level** bloodrager 3, cleric 3, druid 3, occultist 3, psychic 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (glue made from nightmares)
Range touch
Target object touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You render the target object unbreakable. No matter how much damage it sustains, supernatural forces hold it together and keep it functioning, at least until the spell ends. The target object cannot gain the broken condition or be destroyed. It still suffers damage normally, and its hardness is not affected. At the end of the spell's duration, if the object currently has enough damage to render it broken or destroyed, those things occur as normal. In effect, the damage dealt to the object is simply delayed until after the spell is complete.

This spell has no effect on constructs and other creatures that resemble (or are made of) objects.

VOLUNTARY POSSESSION

School necromancy; **Level** cleric 6, medium 4, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, spiritualist 5, witch 6
Casting Time 1 minute
Components V, S, M (special oils and incense worth 500 gp), F (a specially carved jade bead worth at least 2,000 gp)/DF
Range personal
Target you
Duration up to 1 hour/level; see text
Saving Throw see text; **Spell Resistance** see text

This dangerous spell calls the spirit of a deceased creature to inhabit your body, giving it total control over your actions, and even transforming you physically to resemble the physical appearance the spirit had in life. As part of casting the spell, you must call the target by name.

Most spirits are willing to answer this spell's summons, but those that are not willing may make a Will save (using the bonus they had in life) to resist the spell's effects. If the chosen spirit resists your call, there is a 50% chance that the spell simply has no effect, and a 50% chance that another spirit with malevolent intent takes its place.

If the spell is successful, the spirit enters your body and gains control of it, as though with the spell *greater possession*^{OA}. While the spirit inhabits your body, you are physically transformed into an exact likeness of the spirit's body prior to their death. This is a polymorph effect, but allows you to assume the appearance of a specific individual. The effect extends to more than just visual senses, and you sound, feel, and even smell like the channeled spirit did in life, as well. As far as anyone observing you is concerned, you appear to actually be the person whose spirit you are channeling, and no amount of mundane scrutiny can determine your true identity, although a *true seeing* spell shows your body as it truly is, superimposed by the channeled spirit.

While within your body, the channeled spirit is free to act as it pleases. While the spirit is within your body, you are completely unaware, and have no knowledge of what goes on. Even after the spell ends, you retain no memories of what occurred. Those who use this spell to summon spirits they believe may be hostile or mischievous often have friends or allies bind them before the casting process is complete, in order to minimize the amount of damage the channeled spirit can do.

There are several ways for the spell to end. When you cast the spell, you can choose a duration of less than the spell's maximum, in which case, when the specified amount of time is elapsed, the spell ends unless the spirit succeeds on a Will save, in which case the spell continues for the rest of its normal duration. The spirit can generally end the spell at any time, but when you cast the spell, you can choose to attempt to hold the spirit in your body against its will, in which case it must succeed on a Will save to end the effect, which it can attempt as a full-round action up to once per hour. The spell also ends if you are rendered unconscious by any means.

WANDERER'S WARD

School abjuration; **Level** alchemist 2, druid 2, ranger 1
Casting Time 1 standard action
Components V, S, M/DF (a crooked twig or tree branch)
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You trust to the wilds in order to gain additional protection against the dangers of travel. You gain the favored terrain class feature as though you were a 3rd-level ranger. If you already have favored terrain, you instead choose one additional terrain type to count as favored terrain for you. Further, in addition to the normal effects of favored terrain, you gain a +2 dodge bonus to AC against animals, magical beasts, plants, and vermin that are native to your favored terrain, a +2 bonus on saving throws made to resist the effects

of hazards of your favored terrain, and a +2 bonus on skill checks and ability checks made to overcome obstacles and hazards of your favored terrain.

WAY OF THE ROGUE

School transmutation; **Level** alchemist 4, inquisitor 4, psychic 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a *potion of cat's grace*)

Range personal

Target you

Duration 10 min./level

You adopt a stealthy guise, gaining increased cunning and agility at the expense of your magical abilities. You gain a +4 enhancement bonus to Dexterity, and may use Dexterity in place of Strength when making melee attack rolls. You also gain the evasion, sneak attack, uncanny dodge, and improved uncanny dodge class features, as though you were a rogue whose level were equal to 1/2 your caster level (you do not gain class features from that list that a rogue of the appropriate level would not yet have gained). While under the effects of this spell, you cannot cast spells of 3rd level or higher.

WELLSPRING

School conjuration (creation) [water]; **Level** cleric 4, druid 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 standard action

Components V, S, F (a forked stick)

Range 40 ft.

Area 40-ft.-radius emanation, centered on you

Duration 1 round/level (D); see text

Saving Throw none; **Spell Resistance** no

You conjure a massive amount of water, which rushes outwards from you in a 40-foot-radius emanation, filling the area with chest-high, standing water.

When the spell is cast, the water rushes outwards from you in all directions, pushing back creatures in the area. Make a single bull rush combat maneuver check, using your caster level + your primary spellcasting ability score modifier instead of your normal CMB, and apply the result to each creature in the area. Creatures that are successfully bull rushed are pushed directly away from you (whichever direction that happens to be for that creature; it is entirely possible for two creatures to be pushed in opposite directions by this spell). You do not need to move with any of these creatures in order to move them their full distance (and, in fact, cannot move with them). A creature that is successfully bull rushed also falls prone at the end of its movement.

The amount of water conjured is always the exact amount needed to fill the spell's area to a depth of 4 feet. An invisible barrier, which blocks the movement of water but nothing else, keeps the water from spilling beyond the spell's boundaries. For the spell's duration, the affected area is treated as deep bog (see bog/marsh/swamp terrain in the *Pathfinder Roleplaying Game Core Rulebook* for more information on deep bogs).

At the end of the spell's duration, the water remains, but the effect holding it in place ends. Typically, this causes the water to immediately spread, and eventually seep into the ground or otherwise disperse; however, depending on the environment that the water was conjured into, it may remain indefinitely.

WISHFUL THINKING

School universal; **Level** cleric 5, psychic 5, sorcerer/wizard 5

Casting Time 1 round

Components V, S

Range see text

Target, Effect, Area see text

Duration see text

Saving Throw none; see text; **Spell Resistance** yes

This lesser version of *wish* and *limited wish* is far easier to cast, but is not guaranteed to work at all. It can create a wide variety of effects, but relies on a deity, demigod, genie, fiend, or similar creature choosing to grant your wish and invest magical power into making it happen. In effect, what the spell does is allow you to broadcast a request and hope that interested powers will fulfill it.

The likelihood that your wish is granted depends on the nature of the effect you wish to create. This spell can replicate the effects of any spell, including spells of a higher spell level and those not on your spell list. The chance that the wish will be granted is equal to 80% minus 5 times the spell level of the spell to be duplicated. If the spell has a casting time of greater than 1 round, *wishful thinking's* casting time is increased to match that of the spell, and the chance of the spell functioning as intended is reduced by 10%. If the spell has costly material components or foci, those must be used as part of casting *wishful thinking*, or the chance of the spell functioning as intended is reduced by 20%. If the spell does not appear on your spell list, or is of a spell level higher than the highest spell level you can cast, the chance of the spell functioning as intended is reduced by 20%.

Additionally, for each time you have cast *wishful thinking* previously that day, the chance of the spell functioning as intended is reduced by 10%. The spell's chance of functioning can be reduced to 0%, but cannot exceed 80%.

At the GM's discretion, this spell can also create effects that are in line with the power of spell effects, but are not actually spells. The GM should determine an appropriate effective spell level for the effect you are wishing for, and then determine whether or not the spell functions normally. For example, if you wanted to summon a skeletal tyrannosaurus rex to fight on your behalf, there is no specific spell that allows you to do so, but the GM could determine that this was roughly equivalent to summoning a fiendish or celestial tyrannosaurus rex, and determine the outcome as though you had used the spell to replicate *summon monster VII*.

When you cast *wishful thinking*, you may choose to make an offering to anyone who grants your wish. This offering can take any form you desire, from offers of material wealth, to your soul, to promises of future service, etc. Based on the value of your offer (and the likelihood that you will be able and willing to deliver, among other things), the GM determines an amount by which to increase the chance of

success, from 0% (for worthless offers, or those that are unbelievable) to 20% (for offers whose value exceeds that of the effect requested, and which are all but certain to be able to be collected on). If you make an offer in this fashion, then the creature that answers your wish typically makes itself known to collect on your end of the bargain within 1d3 days, at the most.

If the spell functions normally, then an extraplanar patron of some kind determines that granting your wish is in alignment with its own interests, and does so on your behalf. If the spell does not function normally, then there is a 70% chance that the spell simply has no effect, and a 30% chance that the effect you wished for is granted in some way that is contrary to the spirit of the request, causing it to backfire on you in a negative fashion.

WITHERING TOUCH

School necromancy; **Level** antipaladin 2, bard 3, bloodrager 2, cleric 3, druid 3, magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (human bone marrow)

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With a touch, you drain the life force from the target, sapping their strength and will to carry on. The target becomes fatigued and suffers 1 point of Strength damage. If the target was already fatigued, they become exhausted and suffer 1d4 points of Strength damage, instead. If the target was already exhausted, they are stunned for 1 round and suffer 1d6 points of Strength damage, instead. If the target was already stunned or paralyzed, the duration of that effect is extended by 1 round, and the target suffers 1d6 points of Strength damage, instead.

WRETCHED APPEARANCE

School transmutation; **Level** alchemist 1, bloodrager 1, druid 1, mesmerist 1, ranger 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a troglodyte's claw)

Range personal

Target you

Duration 1 round/level

You become incredibly repulsive, exuding a tremendous stench and taking on an unpleasant appearance that makes others sick to their stomachs simply being near you. Any creature that moves adjacent to you or begins its turn adjacent to you is sickened for as long as they remain adjacent to you. Any creature that you touch or which touches you must succeed on a Will save or be compelled to move at least 5 feet away from you by the end of their next turn.

ZONE OF FICKLE FORTUNE

School transmutation; **Level** bard 2, cleric 2, inquisitor 2, mesmerist 2, occultist 2, paladin 1, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F/DF (a pair of dice or deck of playing cards)

Range touch

Area 30-ft.-radius spread centered on point touched

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You heighten the impact of good and bad fortune within the spell's area. Whenever a creature within the spell's area rolls a natural 20 on an attack roll, it automatically confirms a critical hit, and deals maximum damage. Whenever a creature in the spell's area naturally rolls the maximum amount for a damage roll, they deal an additional 2 points of damage. Whenever a creature in the spell's area rolls a natural 20 on a skill or ability check, treat the result as though it were 10 higher than it actually is. Whenever a creature in the spell's area rolls a natural 20 on a saving throw, they suffer no ill effects, even if the spell or ability would normally have a partial effect on a successful save.

Whenever a creature in the spell's area rolls a natural 1 on an attack roll, they injure themselves, dealing an amount of damage equal to 1d8 + their Strength modifier to themselves. Whenever a creature in the spell's area rolls the minimum amount for a damage roll, the attack is less effective, dealing 2 fewer points of damage than it otherwise would. Whenever a creature in the spell's area rolls a natural 1 on a skill or ability check, that check automatically results in a failure even if it would normally result in a success, and the character injures himself, suffering 1d8 points of bludgeoning damage. Finally, whenever a creature in the spell's area rolls a natural 1 on a saving throw, if the effect deals damage, it deals the maximum amount of damage to that character, and if the effect does not deal damage, its duration is doubled instead.

Spell Index

This section lists every spell from all four chapters of this book in alphabetical order, along with the page on which they appear.

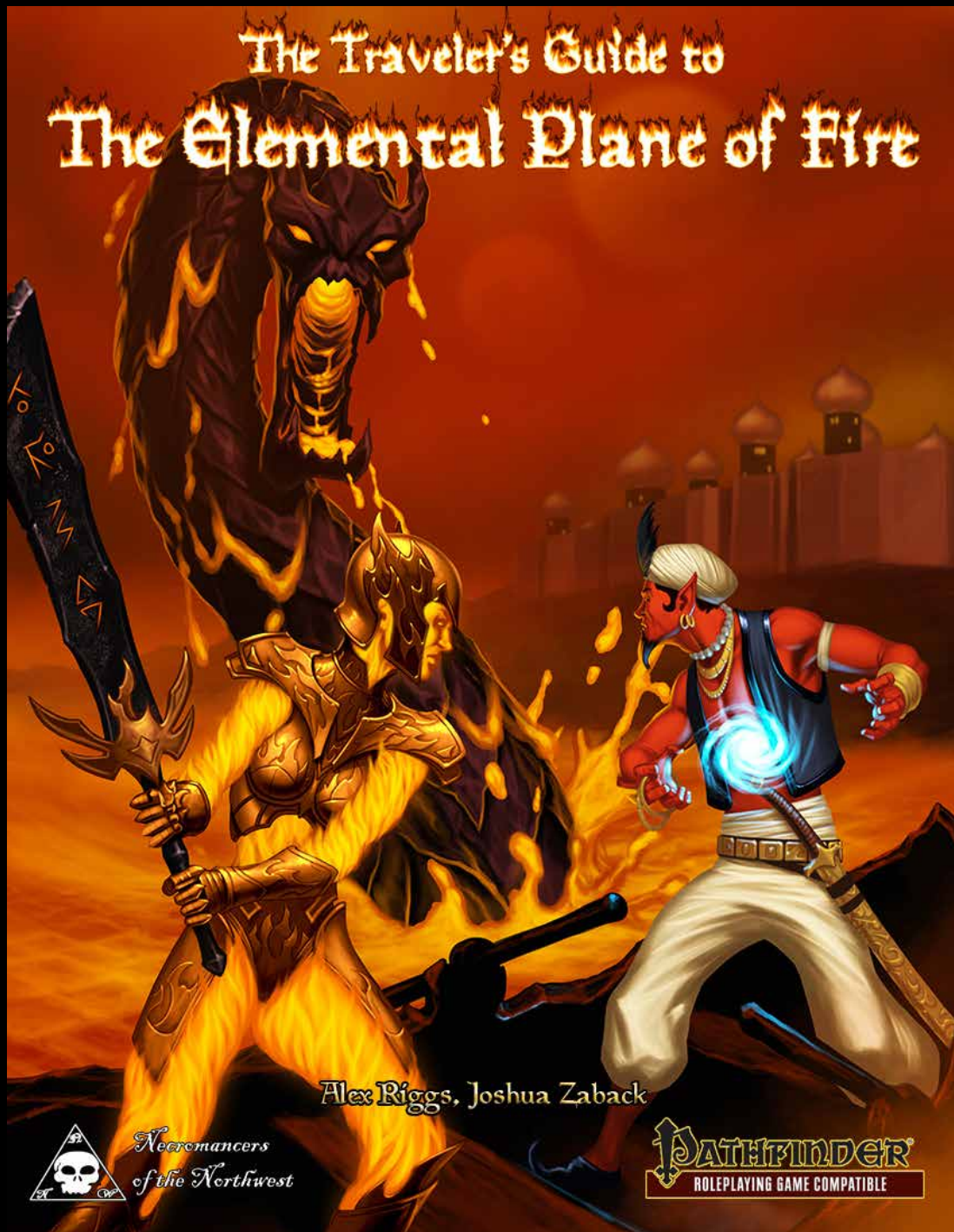
Acid burst	16	Dragon egg gambit	71
Alien outlook	99	Dread presence	48
Alien outlook, greater	99	Eldritch retreat	72
Alteration ward	99	Elemental overrun	18
Amazing reversal	16	Endless hall	104
Angry outburst	70	Executioner's wage	19
Animal in luence	44	Farseer's gaze	72
Apparition of death	44	Fiery frenzy	19
Arboreal agent	99	Flesh to spiders	48
Arrest healing	16	Flexible disguise	73
Asylum	70	Flicker	104
Audible empathy	100	Forced conversion	19
Baffling maneuver	17	Fortified flesh	20
Blazing storm	100	Freeze face	105
Brain bleed	44	Gilded call	105
Blinding light	17	Gilded prison	105
Bloody claws	70	Halt monster	48
Bone carriage	100	Halt person	48
Calamitous plunge	17	Harden heart	106
Call of the valkyrie	100	Hostile transformation	73
Call the four winds	101	Howling call	106
Catalytic fulmination	17	Hunter's arrows	106
Centurion's shield	70	Hypnotic command	49
Cerebral resolve	44	Hypnotic image	49
Charming word	44	Idealized form	20
Chicanery	101	Illusory arrow	106
Chimeric perfection	18	Impersonation	49
Churning waters	101	Implant idea	49
Circle prison	71	Indefinite image	73
Cognitive cooperation	45	Indentured servitude	74
Collapsing fortunes	45	Inescapable pin	20
Commanding word	45	Inner beauty	107
Compel natural creature	45	Insightful vision	21
Compel otherworldly creature	46	Instant draw	107
Compulsory quest	46	Intellectual impotence	50
Concussive blast	101	Intelligent mansion	107
Confession	46	Iron needles	108
Conjure cursed item	18	Irrefusable order	21
Conjure mental creature	47	Jaunt ahead	21
Contact outsider I–IV	102	Kami transformation	108
Contrivance	71	Kiss of death	108
Create building	102	Legerdemain	21
Create luminous cloud	102	Lethargy	50
Create mirror twin	103	Lies of the dead	109
Crumbling bulwark	103	Liquid armor	109
Curse of honesty	103	Magic dart	109
Deadly gift	103	Magnify concealment	22
Devouring door	104	Manifest anguish	50
Diabolical labyrinth	47	Maze of mists	109
Diamond cage	47	Memorize location	109
Diamond ward	18	Mental bulwark	50
Dimensional oubliette	47	Mental missile	50
Discerning eye	71	Messenger's arrow	110
Distracting display	18	Mind barrens	50

Mindfire	51	Stand still	118
Mindrender	110	Storm of bones	118
Mindseeker	51	Stupefy monster	78
Mob hysteria	74	Stupefy person	78
Monstrify	110	Sunder form	23
Monstrous shell	74	Swinging toss	23
Monstrous shell, greater	74	Tactical invisibility	78
Murmurs of the sage	22	Targeted ward	118
Mystic feedback	110	Temporal burst	118
Mystic query	75	Tenacious immolation	78
Mystic resistance	22	Tendrils of the mad sultan	79
Nagging curse	75	Terrifying threat	23
Necromantic tether	75	Thought reflection	56
Ochre visage	111	Tongue twister	56
Ominous object	111	Torrent of sadness	56
Ooze body	112	Toxic miasma	79
Oppressive silence	51	Unbreakable object	119
Override senses	75	Uncontrollable rage	57
Painflare	51	Unpredictable sigil	57
Perplexing puzzle	112	Valor	79
Phantom forest	112	Void prison	57
Philia	112	Voluntary possession	119
Pin to the sky	113	Wall of cold	79
Planar overlay	113	Wanderer's ward	119
Planar snare	51	Wave of misery	57
Precognition	76	Waxen wings	80
Predict fortune	114	Way of the rogue	120
Prismatic barrage	114	Wellspring	120
Prismatic barrier	76	Wishful thinking	120
Protection from fear	114	Withering touch	121
Protection from sleep	114	Wretched appearance	121
Psychic voyeur	52	Zone of fickle fortune	121
Psychotic break	52		
Rainbow wheel	52		
Read auras	114		
Read minds	52		
Reaper's sight	115		
Rebuking wall	115		
Rend psyche	52		
Repair structure	115		
Repositioning wave	116		
Reshape identity	53		
Restore mind I-III	53		
Restore mind IV -IX	54		
Sapling bond	116		
Sauric conversion	54		
Sense clue	117		
Sever control	22		
Shadow reach	117		
Shadow tsunami	117		
Sigil of attraction	55		
Sigil of fear	55		
Sigil of revulsion	55		
Slumberbugs	117		
Somatic blindness	55		
Somnolent burst	56		
Sow conflict	56		
Spell screen	77		
Spirit conjuring	77		
Spirit gourd	118		



Necromancers of the Northwest
Presents

The Traveler's Guide to
The Elemental Plane of Fire



Can you take the heat?

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be

reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: **Paizo Publishing, LLC.** **Pathfinder Roleplaying Game Core Rulebook.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5. © 2015, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Arcana Volume I Copyright 2010 Necromancers of the Northwest, LLC; Authors Alex Riggs, Justin Holloway, Joshua Zaback

Advanced Arcana Volume II Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume III Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Almanac: 2012 Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume IV Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Almanac: 2013 Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Marie Barnes, Joel Migas

Advanced Arcana Volume V Copyright 2014 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

A Necromancer's Almanac: 2014 Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume VI Copyright 2015 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume VII Copyright 2016 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume VIII Copyright 2018 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

END OF LICENSE

A Whole New Kind of Magic!

If you've played the *Pathfinder Roleplaying Game* for long, you've probably heard of "save or die" spells, and how entire encounters can quickly come to hinge on a single saving throw. Spellcasters simply point at a target, expend a spell slot, and either they cripple the target in one fell swoop, or they just wasted their turn. This all-or-nothing approach to magic has led to frustration for many players and GMs alike, and begs the question of whether there might not be a better way to handle effects like *dominate person* and *major image*.

This book presents alternatives to the way that spells succeed or fail in the *Pathfinder Roleplaying Game*. A collection of over 200 brand new, never-before-seen spells, it features several new mechanics that explore other ways of resolving a spell's effects, including:

- Challenging spells, which require the caster to complete certain challenges before they can be cast, but have a powerful payoff for those willing and able to rise to the occasion.
- Mental hit point spells, and new rules detailing mental hit points, which present an alternative to the usual "save or die" approach that most mind-affecting spells rely on.
- Soluble spells, which have their own hit point totals, and can be interacted with in a variety of ways, allowing players to weaken and end their effects.

Beyond these, there are over eighty individual spells not tied to any of the above mechanics, but dripping with flavor or designed to fill a specific niche in the rules, plus selections of feats and archetypes that tie specifically into the mechanics listed above, and advice on incorporating these new spells into your game.

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 is the perfect time to expand your magical horizons. Pick up your copy of *Advanced Arcana Volume VIII*, and experience a whole new kind of magic today!



Necromancers
of the Northwest

PATHFINDER
ROLEPLAYING GAME COMPATIBLE