Rite Publishing Presents

101 6th Jevel Spells



By Steven D. Russell



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Rite Publishing Presents:

101 6th Jevel Spells

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Dedication: To Chris Olendorf —For reminding me how dangerous a spellcaster is.

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Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Bestow Major Curse: Causes a greatly debilitating condition to affect the subject.

Bind Group: Creatures are unable to leave site. Broadside Spy: You can view what's happening around a piece of paper that you've enchanted. Buried Suggestion: As suggestion, but delayed at least three days.

Call of the Bloodstone: Force one creature you name to attack the nearest creature.

Dance of Nakedness: Strips a target of all armor, magical augmentations, and protections. (Move) Destroy Utterly with Sound: Target disintegrates or suffers 5d6 points of damage. (Move)

Excoriating Accusation: You turn everyone against an individual or a specific group of creatures. (Move) Forbidden Conversion: Subject is converted to your religion/ethos.

Illusory Illusion: Make a real item appear to be illusionary.

Jugs Have Ears: You can hear what's happening around a vessel that you've enchanted.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Mind Probe: Creature telepathically answers one question a round.

Moonshadows: Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.

Mountain Voice: The bard's voice drowns out all other sounds around him. (Move)

Nymph's Form: Gain a nymph's appearance and gain some of her abilities.

Pattern of Fainting: Produced pattern causes creatures to fall unconscious.

Pattern of Paralysis: Produced pattern causes creatures to become paralyzed.

foes and vice versa.

Pocket Paradise: Create illusory utopia that cures a number of conditions.

Revelation Field: Suppresses illusions

Scryjack: Take control of another's scrying spell. (Immediate)

Skittering Shadow: Shadows and darkness crawls like a wave striking victims and gnawing at their flesh. Song of Shame: Marks someone for ridicule

nearby creatures.

Treacherous Phantasm: Lures the victim into danger by way of a phantasmal companion. True Love: Two creatures fall in love with one another and are sickened when they are apart for

too long.

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Phantasmal Turncoats: Subjects' friends appear as

and shapeshifting.

throughout the world.

Symbol of Confusion: Triggered rune confuses

6th-Jevel Cleric Spells

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Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Arcane Prohibition: Arcane spells suffer 50% chance of spell failure.

Battlelink: Allies can coordinate attack and defense. Bestow Major Curse: Causes a greatly debilitating condition to affect the subject.

Death Gaze: Your gaze deals damage or kills its target. Energetic Contingency: Absorbs energy and transforms it into any 1st-3rd-level spell effect. Excommunicate: You expel a member of your church and sever that individual's connection to your deity. Exile: Causes damage to the wicked in their homeland. Kinslayer: Target is compelled to kill nearest relative. Kiss of Death: Kills the victim at an appointed time. Knotting the Cord: A summoned rope slowly strangles the target.

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Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Mortal Cloak, Forced: One person takes on likeness of unwilling target.

Nymph's Form: Gain a nymph's appearance and gain some of her abilities.

Paper Dart: Reveals information about nearby creatures.

Pestilence: Infects all creatures in 30 feet with a disease immediately.

Return to the Grave: Undead, raised or resurrected creatures return to their grave, become dead, and cannot be revived.

Revelation Field: Suppresses illusions and shapeshifting.

Sever from the Source: You prevent the target form casting any arcane magic or using any supernatural abilities.

Soul Current: Connect the souls of targets through the fluctuations of chaos, so spells affect random targets. Steal Breath: Steals a victim's air from its lungs leaving it unable to breathe or speak.

Status, Superior: You link a group of comrades and are able to assess their positions and conditions. Tear the Open Wound: This curse does not allow

an injured creature to be healed.

True Necromancy: You summon an undead creature to interrogate.

Veil of Streaking Meteors: Orbiting stones defend and can attack.

Whispers: Control thoughts of others.

6th-Jevel Druid Spells

Adamantine Bonds: Creates indestructible bonds that pin or entangle a target.

Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Be a Tree: Transforms target into a tree for all eternity. Blades of Jade: You conjure leafy plants and grasses with a razor-sharp edge.

Deadfall Trap: You summon a crushing stone trap.

Dire Plant Growth: Plants entangle and deal damage to foes.

Energetic Contingency: Absorbs energy and transforms it into any 1st-3rd-level spell effect. **Fangstorm:** Conjured fangs cause 1d6 slashing and piercing damage/level and inflict bleed condition. **Living Lightning:** Creates uncontrollable creature of lightning.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Maw of the Purple Worm: You can bite, grab, and swallow whole creatures like a purple worm.

Offering of the Rain: Rainstorm grants fast healing 1/4 caster level.

Pestilence: Infects all creatures in 30 feet with a disease immediately.

Sever from the Source: You prevent the target form casting any arcane magic or using any supernatural abilities.

Steal Breath: Steals a victim's air from its lungs leaving it unable to breathe or speak.

Veil of Streaking Meteors: Orbiting stones defend and can attack.

Vermin Growth: Double the size of one vermin/2 levels. **Wall of Wasps:** Wasps sting anyone who tries to pass.

6th-Jevel Sorcerer/Wizard Spells

Abjuration

Anathema: Divine spells suffer 50% chance of spell failure.

Energetic Contingency: Absorbs energy and transforms it into any 1st-3rd-level spell effect. **Revelation Field:** Suppresses illusions and shapeshifting.

Sigil of Force: Subject absorbs force damage, can walk through *wall of force* and create a ray of force. **Teleport Transfer:** Incoming or outgoing teleport has a new destination.

Warpwall: Dimensional barrier blocks line of effect, provides cover, transports creatures that touch it.

Conjuration

Bouncing Boom: Bouncing ball moves erratically and deals different energy damage each round. **Brief Reprieve:** Teleports target away to a random

destination for a short period of time. **Deadfall Trap:** You summon a crushing stone trap. **Fire Imps:** Swarm of Diminutive fire elementals attacks opponents.

Gate Home: Create a doorway linking your current location to a former location.

Hail of Arrows: Shower of magic arrows deals 1d6/level piercing damage.

Molten Blast: Summons a blast of hot magma that inflicts 1d6 points of damage/caster level and encases foes in rocky shell entangling and anchoring them. Sadistic Summons: Summons fiendish dire weasel on a creature, automatically inflicting damage. Solid Darkness: You create a spread of darkness that conceals and impedes the movement of those inside, inflicting 1 point of negative energy to any creature inside each round.

Soul Current: Connect the souls of targets through the fluctuations of chaos, so spells affect random targets. **Soul Vulture:** Summons an ethereal vulture that eats the victim's essence and delivers it to the caster. **Sun Motes:** Searing cloud blinds creatures and deals 4d6 fire damage plus 1d6 fi re damage/round. **True Necromancy:** You summon an undead creature to interrogate.

Veil of Streaking Meteors: Orbiting stones defend and can attack.

Web Wall: Creates a structure of strong webs that you and your allies can move freely through.

Divination

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Broadside Spy: You can view what's happening around a piece of paper that you've enchanted.
Jugs Have Ears: You can hear what's happening around a vessel that you've enchanted.
Mind Probe: Creature telepathically answers one question a round.
Paper Dart: Reveals information about nearby creatures.
Scryjack: Take control of another's scrying spell. (Immediate)
Teleport Tracer: Destination of teleport is discovered.

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Enchantment

Bind Group: Creatures are unable to leave site. **Buried Suggestion:** As *suggestion*, but delayed at least three days.

Call of the Bloodstone: Force one creature you name to attack the nearest creature.

Call of the Emerald: Forces a creature to steal an object.

Call of the Sapphire: Forces a creature to go home. **Symbol of Confusion:** Triggered rune confuses nearby creatures.

Evocation

Consuming Line of Acid: Acid deals 1d6 points of damage per level and damages equipment. Flying Flaming Corpse: Subject creature bursts into flame as it is hurled at another target. Lightning Pyre: Creates a burning electrical field that allows the caster to tap into it for a variety of effects. Living Lightning: Creates uncontrollable creature of lightning.

Ray of Blinding Light: Light deals 1d6 points of damage per level, and target is dazzled.

Ray of the Darkheart: Darkness causes 1d6 points of damage per level, and target is shaken.

Shard Rain: Rain of razor-sharp adamantine, cold iron, or silver deals 1d6 damage/level in area. **Smart Blob:** Deals 4d6 points of damage of random energy each round. Blob will change energy type if damage is ineffective.

Stormtoss: Unattended objects are hurled at a target dealing bludgeoning damage.

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Horrific Aspect: Illusion cowers, panics, frightens, or shakes viewers.

Illusory Illusion: Make a real item appear to be illusionary.

Moonshadows: Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.

Pattern of Fainting: Produced pattern causes creatures to fall unconscious.

Pattern of Paralysis: Produced pattern causes creatures to become paralyzed.

Phantasmal Turncoats: Subjects' friends appear as foes and vice versa.

Skittering Shadow: Shadows and darkness crawls like a wave striking victims and gnawing at their flesh.

Necromancy

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Bestow Major Curse: Causes a greatly debilitating condition to affect the subject. Coma: Render one living creature permanently unconscious. Death Gaze: Your gaze deals damage or kills its target. Draining Ray: Drain 1d6 points of Strength, Dexterity, and Constitution from enemy; you gain these points.

Kinslaver: Target is compelled to kill nearest relative. Knotting the Cord: A summoned rope slowly strangles the target.

Lich Tendrils: you send for a line of negative energy that acts as a lich's touch.

Sever from the Source: You prevent the target form casting any arcane magic or using any supernatural abilities. Steal Breath: Steals a victim's air from its lungs leaving it unable to breathe or speak. Tear the Open Wound: This curse does not allow an injured creature to be healed.

Transmutation

Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action. Change Command: You usurp control over a construct or undead creature.

Divide and Conquer: You become a swarm of Tiny duplicates.

Fearsome Familiar: Your familiar grows strong and powerful.

Golem Pilot: You put a creature inside a golem so it can control it and be protected.

Ice Body: You turn into living ice.

Limbless: One category of target's limbs vanishes. Maw of the Purple Worm: You can bite, grab, and swallow whole creatures like a purple worm.

Mobile Pit Trap: As pit trap, plus you can move it. Mortal Cloak, Forced: One person takes on likeness of unwilling target.

Strands of the Roper: You extend strands that sap a creature's strength like a roper.

Swallow Spell: Allows caster to eat scrolls and then cast the ingested spells.

Transmute Elf to Orc: Target elf becomes an evil orc. Vermin Growth: Double the size of one vermin/2 levels.



Tear the Open Wound

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Adamantine Bonds

School: Conjuration (Creation) [Earth]; Level: Drd 6 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) Target: Any creature Duration: 1 day/level or until discharged Saving Throw: Reflex partial; Spell Resistance: Yes This spell causes a cord made of magically hardened adamantine to come into being and wrap around the target creature, immobilizing it, causing the creature to suffer the Pinned condition. Creatures that make their saving throw gain the Entangled condition instead. A pinned creature can always attempt to free itself, usually through a combat maneuver check or Escape Artist check (DC equal to 10 plus your caster level plus your relevant caster ability modifier). Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. Once a creature breaks free, the spell is discharged. The bonds cannot be damaged, broken, ruined, or even disintegrated; they are considered an attended object and will even teleport with the victim. Another creature can aid another in breaking the bonds.

Aid Item

School: Transmutation; Level: Brd 6, Drd 6, Clr 6, Sor/Wiz 6 Casting Time: 1 action Components: V, S Range: Touch Target: One magically enchanted item Duration: One hour

Saving Throw: None; **Spell Resistance:** No This spell temporarily adds 3 special charges to a magic item. If 3 charges are used then one ability of the item is activated as an immediate action (if you don't know the item's abilities then one ability is activated at random), if 2 charges are used then one ability of the item is activated as a move action, if 1 charge is used then one ability of the item is activate as a standard action. These charges may be tapped into without drawing upon the item's normal reservoir of charges or uses per day. This buffer (and any unused charges) vanishes when the spell expires. It the item cannot be activated by at least a standard action this spell has no effect on that item.

Anathema

School: Abjuration; Level: Sor/Wiz 6
Casting Time: 1 round;
Components: V, S, M (broken holy symbol worth 100 gp)
Range: 10 ft.
Area: 10-ft./level radius emanation from caster
Duration: 10 min./level
Saving Throw: None; Spell Resistance: Yes
The spell charges the area around you with arcane energy of a sort that the gods themselves find most unpleasant. This form of energy also interferes with

the prayers of the faithful, making it more difficult for

divine words of power to be invoked. Divine spellcasters within the area suffer a spell failure chance of 50% for any divine spells they cast while in this area. The spell has no further effect on divine spells that are successfully cast within the area, or on divine spells that were already cast before the caster entered the *anathema* area of effect.

Arcane Prohibition

School: Abjuration; Level: Clr 6 Casting Time: 1 round Components: V, S, M, DF (broken arcane symbol worth 100 gp)

Range: 10 ft.

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Area: 10-ft./level radius emanation from caster **Duration:** 10 min./level

Saving Throw: None; **Spell Resistance:** Yes You imbue the surrounding area with such a strong divine presence that arcane magics have difficulty functioning properly. The air seems to crackle slightly, the way it does just before a major storm, and everything within the barrier appears to glitter as if coated with gold dust. Spellcasters within the area suffer a spell failure chance of 50% for any arcane spells they cast while in this area. The spell has no further effect on arcane spells that are successfully cast within the area, or on arcane spells that were already cast before the caster entered the *arcane prohibition* area of effect. それ ドラ ノ とん と ど かん

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Battlelink

School: Divination; Level: Clr 6 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) Targets: You plus one willing creature per 3 levels Duration: 1 min./level

Saving Throw: None; Spell Resistance: Yes (harmless)

You create a mental link between yourself and several allies (all of which must have Intelligence scores of 3 or higher), allowing the whole group to form a kind of mass mind that allows them to coordinate actions in combat. Once the *battlelink* is established, no creature in the linked grouped can be flanked or surprised unless all creatures are flanked or surprised. Whenever two or more creatures in the group threaten the same foe, all receive a +2 circumstance bonus on melee attack rolls against that foe and a + 2circumstance bonus to Armor Class against that foe's melee attacks. Likewise, whenever two or more creatures in the link are within 5 feet of each other, they receive a +2 circumstance bonus to AC against ranged attacks and a +2 circumstance bonus on Reflex saves.

Be a Tree

School: Transmutation (Polymorph); Level: Drd 6 Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels)

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Target: One living creature **Duration:** Permanent Saving Throw: Fortitude negates: Spell Resistance: Yes The target of this spell suddenly stiffens. His skin turns to bark, his toes dig into the ground as roots, and his fingers become branches and twigs. In a moment, he is polymorphed into a tree for all eternity. The victim's face is turned into a wooden mask on the trunk of the tree. He can still speak, and may even cast spells that have only verbal components, but otherwise he is transformed into a rather ordinary

Bestow Major Curse

focus is broken or ruined.

School: Necromancy; Level: Brd 6, Clr 6, Sor/Wiz 6 As the original spell (see Pathfinder® Roleplaying Game Core Rulebook[™]) except that the following major curses are also available.

tree. The spell only ends if it is dispelled or the divine

- *Becoming An Ass:* The accursed acquires the ears and tail of a donkey, buck teeth, large snorting nostrils, and a propensity to snort. A remove *curse* spell only grants a second saving throw, if this second save is failed, additional remove curse spells have no effect.
- Drought: If the accursed tries to raise crops, they shrivel and die.
- False Justice: The accursed is repeatedly accused of crimes he didn't commit. Furthermore, he is utterly unconvincing when defending himself against these charges, suffering a -4 penalty to all Charisma and Charisma-based skill checks when attempting to talk his way out of trouble.
- Flame Prone: Any time there's fire within 30 ft. of the accursed, he must make a Reflex save (same DC as this spell), or a spark flies into his lap and sets him on fire, doing 1d4 damage that round and igniting his clothing unless he makes a second Reflex save.
- Homeless: Neither spell nor effort of foot nor force of will suffices to allow the accursed to return to his home. Any attempt to teleport there fails; any journey is misled so the accursed stays away.
- House of Fire: Every time the accursed sleeps under the roof of a friend or relative or of a home of his own, he must make a Will save (same DC as this spell) or the dwelling is consumed by fire.
- Into an Enemy's Hands: That thing which is most precious to the accursed (a spouse, a jewel, a weapon, an honor, a title) falls into the hands of a hated enemy.
- Loss of Limb: One of the accursed's limbs withers and becomes useless.
- Nameless: No one remembers the accursed's name, except to curse it or associate it with evil deeds. No good deed committed by the accursed is remembered.
- Plague Carrier: Anyone who spends more than one hour a day in the company of the accursed



Bestow Major Curse (Flame Prone)

must make a Fortitude save (same DC as this spell) or contract a random disease (see contagion spell); this check must be made daily. The accursed himself doesn't contract any disease as a result of this curse.

- Stench of the Dead: The accursed smells like a festering corpse. His Charisma suffers an effective -5 penalty.
- Tongue of the Liar: The accursed is unable to tell the truth, even to save his life. His lies are almost always interpreted in ways that get him in trouble
- The Water Shall Devour Him: Every time the accursed passes near a body of water or boards a ship, something happens to throw him into the water.

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Unexpected Enemy: A previously unknown family member of the accursed (typically a son or a half-brother) wants him dead.

Bind Group

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, F (tiny anchor) Range: Medium (100 ft. + 10 ft./level) Target: One creature/level, no two of which can be more than 30 ft. apart and one geographic location, building or conveyance. **Duration:** Permanent (D) Saving Throw: Will negates; Spell Resistance: Yes

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You bind a group of people to a specific place. Those bound are unable to leave the chosen site (a ship, a building, a dungeon complex, etc.). They may act normally, but cannot move beyond the place's confines. They can climb to the top of the building, descend into the bowels of a cellar, or shoot arrows from the porch or whatever they choose, as long as they do not leave the site. If they are forcibly removed from the site they make every effort to return to the site as soon as possible, by the fastest means possible. The spell will even hold a group to the location if the place is ruined, sinks, or has been disintegrated. The spell only ends if the spell focus is broken, ruined, dispelled or the focus is taken beyond the range of the spell. Often the focus is hidden by the caster some 100 ft. or so outside the site.

Blades of Jade

School: Conjuration (Creation); Level: Drd 6 Casting Time: 1 standard action Components: S, M Range: Medium (100 ft. + 10ft./level) Area: 30 ft. radius Duration: 10 min./level Saving Throw: Reflex special; see text; Spell Resistance: No

You conjure green leaves, petals and blades of grass with the sturdiness of steel and a razor-sharp edge. Plants in the area also take on this form; they are unharmed and return to normal after the spell ends. Inspection is unlikely to reveal the altered nature of the plants (Perception DC 15 + your caster level + your relevant caster ability modifier), though success reveals a tiny metallic jingling of the clashing leaves or blades of grass. The area is considered difficult terrain and creatures passing through the area must make a successful Reflex save or suffer 3d6 points of slashing and piercing damage for every 5 ft. traversed in addition to injury to the feet and legs (Staggered for 24 hours, a successful Heal check [DC equal to spell's DC] negates this condition). A victim in the area of effect at the time of casting suffers 6d6 points of damage in addition to the potential penalties of moving through the area.

Plants affected or created by *blades of jade* are immune to other spells altering plant growth, movement, or maturity such as, *entangle* or *plant growth*, and any plants already under the effects of such spells can't be affected by *blades of jade*.

Bouncing Boom

School: Conjuration (Creation) [See Text]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M Range: Close (25 ft. + 5 ft./2 levels) Effect: One bouncing ball that moves each round, exploding in a 20-foot radius burst Duration: 5 rounds Saving Throw: Reflex half; Spell Resistance: Yes You create a coruscating ball of swirling multicolored energy that drops from above and lands where directed, only to bounce back into the air. Each round, *bouncing boom* drops to the surface, then bounces up again. When it lands each round, it deals 5d6 damage of a different energy type to all creatures in a 20-footradius burst. You can select any one of the standard five energy types but you must select a different energy type each round, and you cannot repeat an energy type for the duration of the spell. After the first round (where you determine the point where the ball drops), determine the ball's bouncing direction; you can have it land anywhere along that straight path up to 30 feet before it detonates again (it must move a minimum of 5 feet). If the ball hits an obstruction, such as a wall, tree, or person, it detonates there and then moves along a 5-foot path, though after detonating there it can bounce and clear a 10-foot tall obstruction before moving along that 5-foot path. Repeat this process each round for a total of 5 rounds. Bouncing boom is considered to have the energy descriptor appropriate to the type of damage it is currently dealing. It has no descriptor the instant it is being cast.

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Brief Reprieve

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School: Conjuration (Teleportation) [Chaos]; Level: Sor/Wiz 6 Casting Time: 1 standard action **Components:** V, S Range: Short (25 ft. + 5 ft./2 levels) Target: One creature or object of up to 50 lb./level and 3 cu. ft./level Duration: 1 round/level Saving Throw: Will negates; Spell Resistance: Yes The target is temporarily teleported away in a random direction to a random distance (roll 1d8 north, north east, east, etc.) and a random distance (d100 x caster level feet). The teleported creature or object appears in as safe an area as possible, so it is simply inconvenienced, not endangered (assuming the world has places that could qualify; if cast in the Plane of

Fire, for example, anywhere would be dangerous). At the end of the spell's duration, the targeted creature is returned to the exact spot from which it was dispatched. If the spot it was in is occupied, the target appears in the nearest open space.

Broadside Spy

School: Divination (Scrying); Level: Brd 6, Sor/Wiz 6 Casting Time: 1 minute Components: V, S Range: Touch; see text Target: One piece of paper Duration: One day/level (D); see text Saving Throw: Will negates (object); Spell Resistance: Yes (object) This spell turns a single piece of paper (or similar material) you touch into a magical sensor. Suitable targets include wanted posters, notices, or letters.

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As long as the target is within medium range (100 ft. + 10 ft./level) of you, you can concentrate to activate the sensor. When you do so, you can see through the While the

sensor as if looking through a window. The sensor within the paper can be noticed as usual (observant creatures might notice a subtle pattern of eyes appearing in the written material). The spell ends immediately if the paper is damaged. This spell can be made permanent with a *permanency* spell (min. CL 14th, 15,000 gp).

Buried Suggestion

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Long (400 ft. + 40 ft./level) Target: One creature Duration: Permanent until discharged (D) Saving Throw: Special (Will negates); Spell Resistance: Yes As suggestion, except the target need not understand the caster. The caster telepathically implants the suggestion into the subject. The suggestion planted must not take place immediately. When it occurs it must be based on an

immediately. When it occurs it must be based on an event or an amount of time going by. At least three days must pass before the *suggestion* compels the subject. During the period while the *suggestion* is buried, neither divination spells nor Sense Motive will reveal that the subject is under the effect of an enchantment. Attempts to remove the *suggestion* during this period, such as with *dispel magic* or *break enchantment*, add a +10 bonus to the DC. The subject does not attempt his saving throw until the triggering event occurs.

Call of the Bloodstone

School: Enchantment (Compulsion); Level: Brd 6, Sor/Wiz 6 Casting Time: 1 full-round action Components: V, S, M (a bloodstone worth 500 gp) Range: Unlimited Target: One creature Duration: See text

Saving Throw: None; **Spell Resistance:** Yes A specific creature you name (a creature without a name is immune) must immediately attack the nearest creature it is aware of. After the subject attacks once, the spell ends (regardless of success). The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at the creature, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the subject physically cannot reach the creature—including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach its target is unaffected by the spell.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the bloodstone*, nor dispel it.

Call of the Emerald

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School: Enchantment (Compulsion); **Level:** Sor/Wiz 6

Casting Time: 1 full-round action **Components:** V, S, M (an emerald worth 1,000 gp) **Range:** Unlimited

Target: One creature of no more than 1 HD/level **Duration:** See text

Saving Throw: None; Spell Resistance: Yes A specific creature you name (a creature without a name is immune) must immediately steal the nearest object it is aware of-something that's worth at least 500 gp and does not belong to it. Once the subject takes the object, the spell ends. The creature may have to go through threatened or dangerous areas (passing by guards or moving through an area protected by a glyph of warding) to get at the object, or it may even have to break through a barrier or pick a lock. A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach the object-including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 30 hp that must swim through acid to reach the object is unaffected by the spell. While under the effects of protection from *evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing call of the emerald, nor dispel it.

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Call of the Sapphire

School: Enchantment (Compulsion); Level: Sor/Wiz 6 Casting Time: 1 full-round action Components: V, S, M (sapphire 1000 gp) Range: Unlimited Target: One creature of no more than 1 HD/level Duration: See text

Saving Throw: None; **Spell Resistance:** Yes A specific creature you name (a creature without a name is immune) must immediately go to its home. Once the subject arrives home, the spell ends. Creatures with no home or lair cannot be affected by this spell, although even a regular place to sleep could be considered a "home."

The creature may have to traverse threatened or dangerous areas (passing by hostile beasts or moving through a *cloudkill*) to get home, or it may even have to break through a barrier (like a *wall of ice*). A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach its home—including a

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situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of acid to get home is unaffected by the spell, as is a creature with no planar travel ability whose home is on another plane.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the sapphire*, nor dispel it.

Change Command

School: Transmutation; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S

Range: Close (25 ft. + 5 ft./2 levels) **Target:** one spell or effect controlling a construct or undead creature

Duration: 1/min. per level (D)

Saving Throw: None; Spell Resistance: No You steal control of a construct or undead creature under the control of another creature. If this control is based on a spell or spell-like ability, you control that spell as if you had cast the spell. If the existing controller is within line of site of the undead or construct creature at this time, you make opposed Charisma checks with the winner gaining ultimate control over the creature. A standard action is required to give mental or verbal orders to a commanded creature. You cannot command a creature or a total number of creatures whose total Hit Dice exceeds twice your caster level. Any creature that has been subjected to a change command spell cannot be affected by any other change command spells for 24 hours. This spell does not affect the mind of the target creature nor the caster, for it targets the spell or effect that is in control.

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School: Necromancy; Level: Clr 6, Sor/Wiz 6 Casting Time: Standard action Components: S, M Range: Touch Target: One living creature touched Duration: Instantaneous/Permanent (D) Saving Throw: Fortitude partial; Spell Resistance: Yes

When you cast this spell, your hand seethes with eerie sickly green fire. You must succeed on a melee touch attack to touch the target. The target takes 2d6 points of damage per caster level (to a maximum of 40d6). If the target's Fortitude saving throw succeeds, it instead takes 5d6 points of nonlethal damage . Any creature rendered unconscious by this damage remains unconscious until the spell is dismissed, dispelled or a special condition is met (as per *contingency*).

Consuming Tine of Acid

School: Evocation [Acid]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (a flask of acid worth 10gp)



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Range: Medium (100 ft. + 10 ft./ level) Area: Line 5 ft. wide Duration: Instantaneous Saving Throw: Reflex half; see text; Spell Resistance: Yes Vou spray forth a line of acid that corrode

You spray forth a line of acid that corrodes everything in its path and deals 1d6 points of damage per caster level (maximum 20d6). FATTLALE FATTLALE FATTLE FATTL

Unlike normal magic spells, this spell damages attended objects within its area. For each creature caught within the blast, 1d4 of its items are affected by the spell. For each creature within the line, first determine the top four items the creature has likely to have affected (from table below) then roll randomly among those four to see which is affected. Remove that item from the list, add the next most likely item, and repeat the process until all affected items have been determined.

Order*	Item
1st	Shield
2nd	Armor
3rd	Magic helmet
4th	Item in hand (including weapon, wand,
	etc.)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

*In order of most likely to be affected.

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Each affected item makes its own saving throw. (If both the creature targeted and the object make their saving throws, damage to the object is negated. If either the creature or item made its saving throw, damage to the object is halved, but if both saves fail, the object takes full damage.) If the object's possessor has the benefit of either evasion or improved evasion, the object gains those benefits as well. If the possessor has acid resistance or immunity, the objects the creature carries also gain the benefit of that ability.

Dance of Nakedness

School: Abjuration; Level: Brd 6 Casting Time: 1 move action **Components:** V, S Range: 5 ft. Target: One creature within 5 ft. **Duration:** See text Saving Throw: Will negates; Spell Resistance: No

When the bard dances around her target, the subject loses all equipment-based bonuses and protections (armor, shield, magic rings, magic cloaks, etc.), except for those acquired from artifacts or divine relics. The subject is, for all intents and purposes, naked. The effects of the dance last as long as the bard spends a move action maintaining the dance and manages to come within 5 ft. of the target at some point in each round. Once she stops the dance, the spell's effects last for only one more round. Targets are not entitled to additional saving throws on subsequent rounds.

Deadfall Trap

School: Conjuration (Summoning) [Earth]; Level: Drd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (gemstone 1,000 gp) Target: See text Duration: 10 min/level or until discharged Saving Throw: None; Spell Resistance: None You summon a camouflaged rock that takes on the colors of its surroundings and will magically float in the air no more than 50 ft. above a selected 10-foot

square area creating a magical Crushing Stone Trap.

- Type magical; Perception DC 10 + your caster level + your Wisdom modifier; **Disable Device** DC 10 + your caster level + your Wisdom modifier.
- Trigger location (10' square below it); Reset none (discharges spell)
- Effect Atk (bonus equal to caster level plus Wis modifier) melee (1d6/2 levels, maximum 10d6); multiple targets (all targets in a 10-ft. square)

Once the rock has dealt its damage, the spell is discharged (the rock disappears). Casting another deadfall trap within a 50 ft. radius of another active deadfall trap discharges the spell; any weight placed atop a deadfall trap also discharges the spell.



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Dance of Nakedness

Death Gaze

School: Necromancy [Death]; Level: Clr 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 round/level (D) This spell changes the whites of your eyes to black and reshapes your pupils into small white skulls. Each

round this spell is in effect, you are granted a gaze attack. Death Gaze (Su): 12d6 + caster level (3d6 +caster level on a save) to any living creature, 30 ft., Fortitude (DC of spell). You cannot affect more than one living creature per round with this effect.

Destroy Utterly with Sound

School: Evocation [Sonic]; Level: Brd 6 Casting Time: 1 move action Components: V Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray **Duration:** Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes The focused song you create is so shrill and powerful

that you virtually disintegrate a creature or object. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage

per caster level (to a maximum of 40d6). Any creature reduced to o or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to o or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Dire Plant Growth

School: Transmutation: Level: Drd 6 Casting Time: 1 standard action Components: V, S, M (small vine) Range: Medium (100 ft. + 10 ft./level) Area: Plants in a 40 ft./level-radius spread Duration: 1 round/level Saving Throw: Reflex; see text; Spell Resistance: No

Vegetation in the affected area warps, twists, and entangles foes in the manner of an entangle spell, but with much more deadly consequences. At the beginning of your turn, each entangled creature must make an opposed grapple check against the entwining plants. Treat the plants as having a Combat Maneuver bonus equal to your caster level + your Wisdom modifier. If the plants succeed on the grapple check, they deal 1d6+7 points of bludgeoning damage to the entangled and grappled creature. The plants continue to grapple entangled creatures each round until the spell ends or all entangled opponents die or escape.

A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement. Creatures in the area can also escape by dealing damage to the plants. Treat each plant entangling a creature as a wooden object with a hardness of 5 and hit points equal to 5 times your caster level. A creature that moves adjacent to an entangled creature and deals damage equal to the plants' hit points frees the entangled creature for 1 round but does not end the spell effect. If an area effect (such as a fireball spell) deals damage equal to the plants' hit points, any trapped creatures within the area are freed for 1 round. On the following round, the plants once again attempt to entangle freed creatures.

Entangled creatures can attempt to break free as a move action, by making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

Discorporate

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School: Transmutation; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 feet + 10 feet/level) Effect: A ray **Duration:** 1 round/level

Saving Throw: Fortitude negates (see text); Spell Resistance: Yes

A thin, red ray springs from your pointing finger, causing the creature or object it strikes to glow and slowly disassemble. Discorporating inflicts 10 points of damage per round as particles that comprise the target fall away. You must make a successful ranged touch attack to hit. Any creature reduced to 0 or fewer hit points by this spell is entirely discorporated, leaving nothing behind. not even dust. A discorporated creature's equipment is unaffected. The ray leaves a 5-foot hole in force effects such as a wall of force and deals damage to spells such as forceful hand. Damage inflicted upon an object ignores hardness. A creature or object that makes a successful Fortitude save takes no damage, but a new save is required each round.

The spell can affect only the first creature or object struck (that is, the ray affects only one target per casting) and continues to affect the creature until the spell ends or is dispelled.

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Divide and Conquer

School: Transmutation; Level: Sor/Wiz 6 Casting Time: 1 standard action **Components:** V, S, M (a puzzle piece) Range: Personal Target: You

Duration: 1 round/level (D)

This spell causes you to divide into 300 tiny duplicates of yourself. Each duplicate resembles you exactly, and has tiny duplicates of all your equipment. Your single mind acts as a hive mind for all the tiny bodies, and causes them to act more or less in tandem. Taken collectively, this form made from hundreds of tiny versions of you retains most of your basic statistics, including hit points, abilities, and armor class. In this form you gain the traits of a swarm possessing a hive mind (see Pathfinder Bestiary). The damage from your swarm attack equals the damage you would deal with a single successful hit of the weapon you currently wield, and you distract creatures in your area as normal.

Instead of using your swarm attack, you may take nearly any other action you would be able to (except a standard attack), including casting a spell, or activating a magical device. In these cases your tiny duplicates all cast the same spell or activate the same magic item, but the effect is the same as though you were not affected by divide and conquer. In these cases you do not deal damage with your swarm attack or distract creatures occupying your squares.

Draining Ray

School: Necromancy; Level: Sor/Wiz 6 Casting Time: 1 standard action **Components:** V, S Range: Close (25 ft. +5 ft./2 levels) Effect: Ray **Duration:** Instantaneous (see text) Saving Throw: Fortitude partial;

Spell Resistance: Yes

You shoot forth a black and purple ray that strikes with an appalling and shadowy chill. With a successful ranged touch attack, you drain 1d6 points of Strength, Dexterity, and Constitution from your target; these ability score points are then added to your own totals as an enhancement bonus for 1 round per caster level you possess. If the victim makes a Fortitude save, you drain just 2 points of Constitution.

Energetic Contingency

School: Abjuration; Level: Clr 6, Drd, Sor/Wiz 6 Casting Time: 1 standard action **Components:** V, S Range: Personal Target: You Duration: 10 minutes/level or until discharged This spell combines protection from elements with an unusual effect: whenever the caster is struck by a spell

or supernatural ability that deals the selected energy damage, the spell triggers a 1st- to 3rd-level spell whose target and area of effect is up to the caster. Up to three spells, one 1st, one 2nd, and one 3rd, may be triggered; the spells and the order in which they're triggered is set at the time of the casting of *energetic* contingency. The triggered spell must be one that's been prepared by the caster, but triggering it does not expend the spell slot.

Excommunicate

School: Necromancy; Level: Clr 6 Casting Time: 1 minute **Components:** V, S Range: Special (10 miles/level + 10 miles/caster level) Target: One living creature **Duration:** Permanent (see text) Saving Throw: None (see text); Spell Resistance: Yes

Excommunicate allows a cleric to cast a member of her faith out of her church and the sight of her god. You can only cast this spell if you are an official representative of the church and you cannot use it on a person who holds a higher rank within the church than you do. When you cast a ban, you must state the crime that your target has committed against your church; this message is limited to 100 words and will be relayed to the target by a *whispering wind* along with the name of caster. Under normal circumstances no saving throw is allowed. However, if the target is a member of your church and is innocent of the crime that you've accused her of, she may negate the spell with a successful Will save.

Excommunicate prevents a target from casting atonement and excommunicate. However, when you cast it on a member of your faith the effects are far more severe. If the victim is a divine spellcaster, she loses the ability to receive spells or channel energy. A paladin also loses all her mercy abilities, but keeps her other class abilities. Regardless of her class, the victim cannot benefit from divine spells of her (former) faith although she can still suffer the effects of hostile magic. If a cleric of her faith attempts to cast a beneficial spell on her, he will sense her status; the spell is lost, but the cleric knows why it failed. There are no visible signs of excommunication. Under normal circumstances, it can only be discovered by trying to cast a beneficial spell on the target. If the victim is revealed as an excommunicate, the attitudes of any NPCs who share the faith will be reduced by at least one category. In some religions the faithful are not allowed to interact with those who have been excommunicated; if this is the case, the victim will probably be exiled as part of her sentence. Any higher-ranking priest from your church can remove your ban, if she herself is not under the effects of a curse such as excommunicate; she simply makes a formal statement absolving your victim of her crime. Alternately, a lower-level priest of your religion may help your victim by casting atonement on her behalf although if the victim did commit the crime of which you accused her, she must honestly repent her actions. Otherwise, the only way to remove the ban is through a miracle or wish. Note that "higher-ranking" does not necessarily mean "of higher level."

Excoriating Accusation

School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]; Level: Brd 6 Casting Time: 1 move action Components: V, **Range:** close (25 ft. + 5 ft./2 levels)Target: one creature/level, no two of which can be more than 30 ft. apart **Duration:** Permanent Saving Throw: Will negates (see text); Spell Resistance: Yes You speak out against an individual or a particular group of creatures within range and turn everyone against them by drawing upon the power of your voice and conviction. All creatures who encounter these creatures must make a Will saving throw or have their attitude toward the subjects worsened by two levels (see the Pathfinder® Roleplaying Game Core

Rulebook[™]). For example, creatures previously indifferent to the subject turn unfriendly. Diplomacy checks made to reverse the effects of excoriating accusation are made at a -10 penalty.

Exile

School: Abjuration; Level: Clr 6 Casting Time: 1 round Components: V, S, DF Range: Touch

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Target: Creature touched **Duration:** Permanent Saving Throw: Will negates; Spell Resistance: Yes

This spell allows the cleric to cast someone off his home soil. If the target fails his save, he is marked as an exile within the boundaries of the caster's tribe or kingdom and may not be given shelter or assistance by anyone in that tribe or kingdom. Any community member who makes a Perception check (DC 15) recognizes his exile status. Anyone who provides aid to exiles with that tribe or kingdom suffer a *bestow*

An exile has two days to begin to leave the tribal land or kingdom; thereafter, he takes 1d8 damage at dawn on any day he isn't closer to the border of the designated land than the morning before. He cannot heal naturally or gain the benefits of a conjuration (healing) spell within the designated land. The level of the caster determines the area from which he is alienated. An 11th-level cleric can *exile* a person from a 50 square mile area, and that area doubles every level after that: 100 square miles at 12th level, 200 at 13th, 400 at 14th, 800 at 15th, and so on. An 11th-level cleric could exile someone from the area of a small town and its surrounding farmland. A 13th-level cleric could exile someone from a city-state and its surrounding farmland. A 15th-level cleric could exile someone from a whole province. A 19th-level cleric could exile someone from an entire nation. A 20thlevel cleric could exile someone from a continent. The spell can only be countered by a break enchantment, *limited wish, miracle* or *wish* spell cast by a member of the same religion as the priest who exiled him.

Fangstorm

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School: Conjuration (Creation); Level: Drd 6 Casting Time: 1 standard action Components: V, S, M (a carnivore's fang) **Range:** Close (25 ft. + 5 ft./2 levels) Area: Cylinder (20-ft.-radius, 40 ft. high) **Duration:** Instantaneous/5 rounds Saving Throw: Reflex partial; Spell Resistance: Yes

Animal fangs rip through the area, dealing 1d6 points of slashing and piercing damage per two caster levels (maximum 10d6) to every creature within the area; in addition the creature suffers 1d6 bleed damage for 5 rounds. Creatures with damage reduction 5 or greater that is not overcome by piercing and/or slashing damage are immune to this effect. A successful Reflex save reduces the damage by half and negates the bleed damage.

Fearsome Familiar

School: Transmutation; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (your familiar's favorite food) Range: Touch Target: Your familiar Duration: 1 round/level (D)

With this spell you cause your familiar to transform into a powerful fighting machine.

Your familiar increases three size categories. It gains a +12 size bonus to Strength, but suffers a -4 penalty to Dexterity. It loses whatever size bonus it had to attack and AC and gains the modifier of its new size (+0 if now Medium or -1 if now Large). The familiar's natural weapons increase in damage as appropriate to its size change. If it had no natural weapons, it gains a single natural attack (bite if it has a mouth, otherwise slam), which deals damage equal to an appropriatelysized club (1d6 if now Medium, 1d8 if Large). Your familiar also gains a +4 enhancement bonus to natural armor and 4 temporary hit points per caster level (maximum 80).

While under the effect of this spell your familiar cannot be reduced to below o hit points. If an attack would reduce it to below o hit points, its hit point total goes to 0 and the spell immediately ends.

Fire Imps

School: Conjuration (Creation) [Fire]; Level: Sor/Wiz6 Casting Time: 1 round Components: V, S, M Range: Close (25 ft. + 5 ft./2 levels) Effect: Swarm of 300 Diminutive fire elementals **Duration:** 1 round/level (D) Saving Throw: None; Spell Resistance: No You create a swarm of Diminutive fire elementals that act immediately on your turn, attacking your opponents to the best of its ability. The swarm has a 10-foot space but can occupy any four contiguous squares. Initially, it must appear on a surface and in a space that can hold it, and at least one of the squares the swarm occupies must contain or touch a fire source at least as large as a standard torch. If you can communicate with the swarm (the fire imps speak Ignan), you can direct it not to attack, to attack particular enemies, or to perform other actions. The swarm of fiery imps sets alight any flammable material it touches, and can set creatures alight. The fire imps from this spell always function as a group, and any fire imp separated from the swarm ceases to exist. In all other aspects it acts as a wasp swarm (See the Pathfinder Bestiary).

The spell ends if the swarm is reduced to 0 hit points, is rendered unconscious, or is dispersed by any means.

Flying Flaming Corpse

School: Evocation [Fire]: Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (puppet strings) **Range:** Long (400 ft. + 40 ft./level) Target: One corporeal creature **Duration:** Instantaneous Saving Throw: Reflex partial; Spell Resistance: Yes You set a creature on fire and fling it with telekinesis, potentially hitting nearby opponents or objects. The target takes 8d6 points of fire damage and is set on

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fire (1d6 additional each round) A creature can extinguish the target as a full-round action. You also hurl the target at any creature or object within range of the spell. You must make an attack roll whenever you use the target as a weapon. The attack bonus for this attack is equal to your caster level plus either your Intelligence or Charisma modifier (whichever is higher). If you successfully hit the new target with the creature, both it and the creature take damage based on the creature's size plus 2d6 fire.

Creature Size	Damage Dealt
Fine	1d4
Diminutive	1d6
Tiny	1d8
Small	1d10
Medium	2d6
Large	2d8
Huge	2d10
Gargantuan	3d6
Colossal	3d8

The target struck by the subject of this spell must make a Reflex saving throw or also be set on fire. If the subject would be killed or destroyed by the damage this spell inflicts, it remains intact until after is has been hurled. A successful saving throw halves the initial damage (4d6), the subject is not set on fire and is not hurled at another target.

Forbidden Conversion

School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]; Level: Clr 6 Casting Time: 1 hour Components: V, S, M, DF, XP (5,000 gp; 3,000 XP) Range: Touch Target: One creature **Duration:** Instantaneous Saving Throw: Will negates; Spell Resistance: Yes

Over the course of the one-hour casting time, the subject is indoctrinated in the beliefs of your deity and/or ethos. Forbidden conversion can achieve two different objectives, or both of them. When both are attempted, the subject makes two saving throws, one for each effect. This spell does not force the subject to listen. The caster must arrange that with a successful Bluff, Diplomacy or Intimidate check against the subject's Sense Motive check or he may employ force by incapacitating the subject in some manner that leaves the subject conscious: tying him up, paralyzing him, etc. The two different objectives of forbidden conversion are explained below.

Alignment Shift: Cast in this way, on a failed saving throw, the subject's alignment shifts one degree toward that of your deity's alignment. The subject's alignment will shift the farthest alignment component first. A cleric of a chaotic neutral deity casting this spell on a lawful good subject would cause his alignment to shift to neutral good. When both alignment axes are



Forbidden Conversion

equally different, the cleric can choose which axis to affect. A cleric of a chaotic evil deity casting this spell on a neutral subject chooses whether the subject becomes neutral evil or chaotic neutral if the subject fails the saving throw.

Conversion: Cast in this way, the subject is forcibly converted to the worship of the caster's deity. Devout followers of another deity (clerics, paladins, etc.) get a +4 bonus to their saving throw against this version of the spell. If the subject's alignment is not compatible with the beliefs of the deity, this conversion will eventually fade over time.

Nothing short of a limited wish, miracle, wish or another casting of *forbidden conversion* can reverse the effects of this spell.

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Note: Many deities will refuse to grant their clerics access to this spell or to one of the versions of the spell.

The use of *limited wish*, *miracle*, *wish* or this spell to reverse a prior casting of this spell may not require the XP cost if the deity granting the spell would normally not allow that form of this spell to be cast.

Gate Home

School: Conjuration (Creation or Calling); Level: Sor/Wiz 6 Casting Time: 1 standard action **Components:** V, M (blue-white diamond 5,000 gp) Range: Personal Duration: Concentration up to 1 round/level Saving Throw: None; Spell Resistance: No

With this spell, you create an interdimensional doorway linking your current location to a location on the plane you designate during casting (where you must previously have been, while holding or carrying the material component of this spell). The gate is ten feet tall and five feet wide. Any number of beings can move through it in either direction, as long as they can physically fit through. This passage is not entirely secure; there is a one-in-six chance that a creature from another plane is attracted to the gate and comes through it (as per *summon monster VII*). Such a creature is not under your control.

Golem Pilot

School: Transmutation (Polymorph; see text); Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (small piece of armor) Range: Touch Target: One willing creature and one construct Duration: 10 min./level Saving Throw: Will negates; Spell Resistance: See Text If you know the name of the spell, subschool or descriptor that bypasses the golem's magic immunity that you touch, this spell takes on that spell's name, subschool, or descriptor and uses that opening to transform the body of a golem so that another creature touched can merge and gain control of the

golem. For example, if cast on a stone golem it would be considered a *stone to flesh* spell for purposes of bypassing its magic immunity. If you don't know what bypasses the creature's magic immunity, the spell fails as if it failed to overcome the creature's spell resistance. The controlling creature loses all special abilities and benefits of magic items but can share all of its feats and skills with the construct. The controller is immune to all attack forms except for mindaffecting, negative energy, and death effects, although the subject gains the benefits of the magic immunity the golem possesses.

All other attack forms affect the golem first, and any effect left over after the golem is destroyed is then applied to the controller with all appropriate saves and resistances applied.

The controller must be one size category smaller than the golem in order to be affected by this spell. If a golem has the swallow whole ability then the ability loses available space equal to the size category of the controller; creatures swallowed cannot attack the merged creature. A golem always resists this spell, and when the spell ends, the creature merged with the golem is expelled.

Hail of Arrows

School: Conjuration (Creation) [See text]; Level: Clr 6, Drd 6 Casting Time: 1 standard action Components: V, S, M (an arrowhead) Range: Close (25 ft. + 5 ft./2 levels) Area: Cylinder (20-ft.-radius, 40 ft. high)

Duration: Instantaneous

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Saving Throw: Reflex half; **Spell Resistance:** No A shower of magic-aligned arrows rains down on the area, dealing 1d6 points of magical, aligned, piercing damage per two caster levels (maximum 10d6) to every creature within the area. Spellcasters may modify the alignment of *hail of arrows* to bypass certain kinds of damage reduction. Creatures with damage reduction 5 or greater that is not overcome by magic, piercing, and/or the chosen alignment type (chaotic, evil, good, or law) damage are immune to this effect. Aligning the damage requires the spellcaster to have that alignment component and makes the spell carry that descriptor, respectively.

Horrific Aspect

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: 30 ft. Area: 30-ft. radius sphere centered on the caster **Duration:** 1 round/level Saving Throw: Will negates; Spell Resistance: Yes By means of this spell, the caster changes his appearance to that or a horrifying humanoid monster, complete with skeletal head, burning eyes, and wicked claws and fangs. So unnerving and convincing is the illusion, which includes visual, audible, tactile, and thermal components, that it has the following effects on creatures within 30 feet who see the caster. Based on the result of the saving throw, effects occur in descending order and do not stack.

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Result of Save	Effect on Creature
Failure by 10 or more	Cowering
Failure by 5 or more	Panicked
Failure	Frightened
Successful	Shaken for 1 round

Those entering the area during the spell's duration must make a save, but creatures that make their save and later reenter the spell's area do not have to make a new save.

Ice Body

School: Transmutation [Cold]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M Range: Personal Target: You Duration: 1 minute/level

This spell transforms your body into living ice which grants you several powerful abilities and resistances. You gain damage reduction 5/bludgeoning and a +4 natural armor bonus. You are immune to blindness, ability score damage, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.

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You gain the cold subtype, and thus are immune to cold, but vulnerable to fire (+50% damage from fire). You gain a +4 enhancement bonus to Strength, but suffer a -4 penalty to Dexterity (minimum 1), and your speed is reduced by half. Your unarmed attacks deal damage equal to a club sized for you (1d4 for a Small character, 1d6 for a Medium character), and you are considered armed when making unarmed attacks. In addition, you deal an additional 1d6 points of cold damage with natural and melee weapons.

Illusory Illusion

School: Illusion (Figment); Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M

Range: Close (25 ft. + 5 ft./2 levels) **Target:** See text

Duration: Permanent until triggered, then 1 round/level **Saving Throw:** Will disbelief (if interacted with); see text; **Spell Resistance:** No

This devious and complicated spell is intended to make real objects appear to be illusions. Anyone interacting with the affected object should make a Will save, as per the standard rules for disbelieving illusions. A successful Will save indicates that the PC senses the subtle magic of illusion covering the object, at which point he is likely to assume that the object is actually a spell such as *programmed image*. He pays the price for this assumption if the object is a creature intent on attacking him! In other words, the PC does indeed detect a real illusion, but this illusion is merely a "layer" upon a very real object. *Illusory illusion* tricks the character into assuming a certain object is an illusion.

Conversely, a failed Will save means that the PC wasn't intuitive enough to detect the faint presence of the illusion magic, so he behaves as if the object were real—which it truly is.

The target of the spell is actually those seeing the figment. While the *illusory illusion* is cast around an object or creature, that object or creature is not truly the recipient of the spell.

Jugs Have Ears

School: Divination (Scrying); Level: Brd 6, Sor/Wiz 6 Casting Time: 1 minute **Components:** V, S Range: Touch Target: One object touched Duration: One day/level (D); see text Saving Throw: Will negates (object); Spell Resistance: Yes This spell affects an object with a circular openingsuch as a chamber pot, jug, mug, trophy, or urnturning it into a magical sensor. As long the target is within medium range (100 ft. + 10 ft./level) of you, you can concentrate to activate the sensor. When you do so, you can hear through the sensor as if you were just inside the object. The sensor within the jug can be noticed as usual (observant creatures might notice a

ghostly ear floating in the jug). The spell ends immediately if the target is damaged. This spell can be made permanent with a *permanency* spell (min. CL 14th, 15,000 gp).

Kinslayer

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School: Necromancy; Level: Clr 6, Sor/Wiz 6 Casting Time: 1 Standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates; **Spell Resistance:** Yes The target is constantly compelled to immediately travel to the location of its nearest blood relative and kill it. Once the target "chooses" a relative, the target continues to track and attack that relative until successful, then the target moves on the next nearest blood relative, until no more known blood relatives remain alive, or until someone removes the curse. If a blood relative is known but its location is not, the target is compelled to constantly investigate its location. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse*, or *wish* spell. **シルアフルエエムルムドレム**

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Kiss of Death

School: Necromancy [Death]; Level: Clr 6 Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature kissed Duration: Instantaneous Saving Throw: Fortitude partial; Spell Resistance: Yes

When the caster kisses her target as part of this spell, the subject must make a Fortitude save. If his Fortitude save is successful, he sustains 3d6 hit points of damage +1 point/caster level. If the subject fails the saving throw, he is destined to die, immediately, at the moment of the caster's death, or at any point within the next 12 hours when the caster makes a special gesture (at the time of casting she must choose which condition will apply). If the caster chooses to trigger the spell with a gesture and refuses or fails to make that gesture within the 12 hours, the spell is negated. Range does not affect the caster's gesture.

Knotting the Cord

School: Necromancy [Death, Evil]; Level: Clr 6, Sor/Wiz 6 Casting Time: 10 minutes Components: V, S, F (rope made from a dead woman's hair) Range: 1 mile/level Target: One living creature Duration: See text Saving Throw: Fortitude negates (see text); Spell Resistance: Yes This is a death spell that slowly strangles the target.

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The target must be within range when the spell is cast, but the distance between the target and the spellcaster does not matter after the spell has been cast. The caster ties several tight knots on a rope in hatred, and then hides the knotted rope, typically by burying it in the earth. The knotted rope may not be moved after it has been hidden; doing so breaks the spell. The target suffers 1 unhealable point of permanent Constitution drain per day until he is dead. The target gets a new saving throw each day. With a successful Fortitude saving throw, no drain is suffered that day, but the spell can only be broken and the Constitution drain healed by finding the rope and untying the knots. Once per day, the target can attempt a Sense Motive check (DC equal to the spell's DC). With a successful check, the target senses the direction in which the knotted rope is hidden.

Tich Tendrils

School: Necromancy [Evil]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: 120 ft. Area: 120-ft. line **Duration:** Instantaneous Saving Throw: Fort partial (see text); Spell Resistance: Yes You send forth whip-like tendrils of negative energy. The tendrils strike everything in their path, dealing 1d8 points of damage to living creatures, + 1 point of damage per 2 caster levels. Any living creature must succeed on a Fortitude save or be permanently paralyzed; regardless of whether the save succeeds, the subjects still take full damage from the attack. *Remove paralysis* or any spell that can remove a curse can free the victim (see the bestow curse spell description, with a DC equal to the spell's DC). The effect cannot be dispelled. Anyone paralyzed by this spell seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. As negative energy, this damage can be used to heal

Tightning Pyre

undead creatures.

School: Evocation; Level: Sor/Wiz 6 Casting Time: 1 round Components: V, S, M (ball of wool) Range: Touch Area: 10-ft. radius sphere Duration: 1 round/level

Saving Throw: See text; Spell Resistance: See text A bolt of lightning shoots out from overhead, creating a burning pyre, half lightning and half fire, that causes 1d6/level (maximum 15d6) electrical and fire damage to anyone caught in it (Reflex save halves). As half the damage is fire-based and the other half electrical, defenses such as fire shield (chill) or endure elements (electricity) are only effective against half the damage done. The pyre continues to burn for the duration of the spell, and so long as the pyre burns, and the spellcaster stands within 30 ft. of it, he can perform the following acts, as a

move action one per round: cast a shocking grasp or burning hands spell (either on himself or through a familiar), cast a lightning bolt or fireball, or surround one weapon in lightning as per the shock weapon special ability or fire as per the flaming ability (these effects last for as long as the pyre).

Limbless

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School: Transmutation Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, M Range: Medium (100 ft. + 10 ft./level) Target: One creature **Duration:** Permanent Saving Throw: Fortitude negates: Spell Resistance: Yes

This spell causes the target creature to lose one category of appendages, such as arms, legs, wings, tentacles, or tails. The target loses all its appendages of the chosen type, regardless of how many it originally had.

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The target loses any natural attacks provided by the missing limbs. A creature that loses its arms cannot use manufactured weapons or shields, and for the most part cannot hold items (it might be able to hold small items in its mouth). An arcane spellcaster who loses his arms cannot cast spells with somatic components. A creature that loses its arms suffers a -20 penalty to the following skills: Acrobatics, Climb, Craft, Disable Device, Escape Artist, Heal, Perform (any instruments), Sleight of Hand, and Swim (unless the creature has a swim speed).

If the missing appendages provide a form of movement, the creature loses that movement type. If it has no other form of movement, the creature may squirm or drag itself five feet as a full round action that provokes an attack of opportunity (this is not the same as a five-foot step). Creatures that lose their legs suffer a -20 penalty to the following skills: Acrobatics, Climb, Ride, Stealth, and Swim.

If the creature loses all of its limbs it is unable to perform or defend against combat maneuvers, otherwise it suffers a -5 penalty to CMB and CMD. Items held or worn by the formerly missing appendages remain and fall to the ground in the creature's space.

The GM may impose other penalties on creature with missing limbs as appropriate. For example, a manticore that loses its tail would probably also lose its spikes special attack.

Living Lighting

School: Evocation [Electricity]; Level: Drd 6, Sor/Wiz 6 Casting Time: 1 round Components: V, S, M (iron pellet) Range: Close (25 ft. + 5 ft./2 levels); see text Effect: One ball of living lightning Duration: 1 round/level Saving Throw: None: Spell Resistance: Yes; see text

The spell brings into existence a large orb of crackling electricity, which attacks nearby enemies beginning the round that it appears. The living lightning attacks indiscriminately and cannot be controlled by the caster but never attacks him or his allies. The orb attacks whatever enemy creature is closest to it at the time. If two or more enemy creatures are of equal distance away, the orb attacks the one with the greatest quantity of visible metal. The orb attacks by shooting small bolts of lightning at a single creature. In order to hit, it must make a ranged touch attack. The living lightning's attack bonus is equal to your caster level plus your primary casting ability modifier. If the target is wearing metal armor, is made of metal, or otherwise possessing large quantities of metal, the living lightning gains an additional +3 bonus to hit. The orb's attack has a range increment of 10 ft. and can fire up to five range increments. A successful hit by the orb deals 5d6 points of electricity damage (no save). Living *lightning* threatens a critical on a natural 20 and causes double damage on a successful critical hit. Creatures with spell resistance can resist the attacks of the living lightning, but this does not dispel the living *lighting* itself. *Living lightning* can move at a rate of 50 ft. and can fly with perfect maneuverability with a Fly skill bonus equal to its attack bonus. It will only move if there is no target in range and will then always move towards the closest enemy creature.

The orb has no hit points and is immune to all forms of damage, but can be dispelled as any normal spell, or by any effects that might repress electricity.

Jost Wanderer

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 6, Clr 6, Drd 6 Casting Time: 1 standard action Components: V, S, F (ivory counters) **Range:** Long (400 ft. + 40 ft./level) Target: One creature Duration: 10 min./level Saving Throw: Will negates; Spell Resistance: Yes

The recipient of this spell becomes completely lost and cannot find its way. Unless led (by another creature or a map, for example), the creature wanders aimlessly about seeking its destination (which it remembers; it just can't remember how to get there) for the duration of the spell. Any destination an affected creature seeks is lost to it for the duration, not just one it may have had in mind when this spell took effect. This spell is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians). Lost wanderer counters and dispels find the path. Likewise, find the path counters and dispels lost wanderer.

Maw of the Purple Worm

School: Transmutation (Polymorph); Level: Drd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (a piece of a purple worm) Range: Personal



Lost Wanderer

Target: You Duration: 1 min./level (D)

You gain a melee bite attack with a reach of 15 ft. that you can use once per round. Your attack roll is equal to your caster level plus your relevant caster ability modifier. You deal 4d8+ your relevant caster ability modifier and critical on a 19-20 plus you possess the grab special quality as if you were a gargantuan creature. Your CMB for the purposes of this spell is the same as your attack roll. If you successfully grab the opponent, you can swallow whole as the special quality $(4d8+1 \frac{1}{2})$ times your relevant caster ability modifier as bludgeoning damage, AC 21, 20 hp) as if you were a gargantuan creature. This is actually an extradimensional space and the damage dealt does not harm you; when the spell ends all swallowed creatures are dispelled.

Mind Probe

School: Divination; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 minute **Components:** V, S Range: Close (25 ft. +5 ft./2 levels) Target: One living creature **Duration:** Concentration Saving Throw: Will negates; Spell Resistance: Yes The caster may telepathically look into the target's memories and thoughts for answers. The answer to one question per round can be acquired from the

target's memories. The target is aware of the attempt and its nature.

If the target is sleeping, it is automatically awakened.

Mobile Pit Trap

School: Transmutation; Level: Drd 5, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: A 5 ft. by 5 ft. column of ground with a depth

of 10 ft./level, to a maximum depth of 150 ft.; see text **Duration:** 1 round/level **Saving Throw:** Reflex negates;

Spell Resistance: No

You open up an extra dimensional hole in the ground or floor. If opened directly below a creature, the creature falls through the hole, taking 1d6 points of damage for every 10 feet it falls (if it fails its Reflex save). Each round on your turn you may move the effect created by this spell up to 30 feet by concentrating on it. The pit must remain within the range of this spell. Only creatures directly above the final point of the pit (in any given round) risk falling. Creatures already at the bottom of the pit trap move along with it. Creatures that are unable to find their own way out are stuck at the bottom of the trap for the duration of the spell. Once the spell ends, the pit disappears and the creature is deposited harmlessly on the surface. At any point during the duration of the spell other targets may be forced into this pit by means such as a bull rush. Those creatures do not receive a saving throw. You may choose to expand the area of the effect, but for every five feet of width and length, the depth of the effect is halved.

Molten Blast

School: Conjuration (Creation) [Earth, Fire]; Level: Sor/Wiz 6 Casting Time: Standard action Components: V, S, M (a piece of lava rock) Range: 80 feet Area: 80-foot line Duration: Instantaneous (see text) Saving Throw: Reflex partial; Spell Resistance: Yes

Lava jets forth like a small volcano. Though the lava loses some of its fiery heat, it still inflicts 1d6 points of fire damage per caster level, to a maximum of 15d6. In addition, targets who fail their Reflex saves get covered in a thin layer of rocky, stiff residue as the lava cools, gaining the Entangled condition. If the targets are standing on a solid surface, the lava anchors them, reducing their speed to zero. These Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. A full round action can be spent chipping the rock away. Removing the rock requires a creature to drop its guard as it pulls the coating from the victim's body, thus provoking an attack of opportunity. A successful saving throw results in half damage and negates the Entangled condition.

Moonshadows

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School: Illusion (Shadow); Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (charcoal, pinhole parchment) Range: Medium (100 ft. + 10 ft./level) Target: One creature/2 levels, no two of which can be more than 30 ft. apart Duration: 1 round/level (D) Saving Throw: Will disbelief; Spell Resistance: No With this spell, you turn the target creatures' shadows into aversi real shadow monstors that hereas and attach

into quasi-real shadow monsters that harass and attack the target. A moonshadow created by this spell remains attached to the target creature just as a normal shadow does. The moonshadow takes up no space, remaining in the same space as the creature to which it is attached and moving when that creature does.

Every turn the spell lasts (starting the round you cast it), each moonshadow attacks the creature to which it is attached. If the creature is standing, the moonshadow attempts to trip it (CMB equal to the CMB of the victim). If the trip attempt succeeds, the target creature falls prone and is consider grappled by its attached moonshadow. If the trip attempt fails, the target creature remains standing but is entangled (DC equal to spell's DC). If the creature is prone, the moonshadow makes a Combat Maneuver check, dealing 1d4 points of Strength damage and 1d4 points of bludgeoning damage if it succeeds. A prone, grappled creature can break the moonshadow's hold by making a successful Combat Maneuver check or Escape Artist check opposed by the CMB of the spell, and if successful, can use a move action to stand (though the moonshadow remains attached and the creature remains entangled).

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A moonshadow fights exactly as the creature to which it is attached. It has 5 hit points per caster level (maximum 75), It is immune to nonlethal damage, and most magical effects that don't cause damage don't affect it (though it is subject to *dispel magic* and *disjunction*). A moonshadow never provokes an attack of opportunity, nor does it threaten an area.

If a target creature makes a successful Will save, it disbelieves the quasi-real moonshadows and has a 50% chance of not being entangled (check once when the successful save is made). All combat maneuver attempts a moonshadow makes against a disbeliever have a 50% chance of automatic failure, and deal only half damage.

This spell is not effective when the target creatures are casting no significant shadows, including in areas of darkness (magical or otherwise) or in an area subject to a *daylight* spell or the light of the midday sun. Once you successfully cast the spell, though, the moonshadows remain despite any changes in lighting.

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School: Transmutation (polymorph); Level: Clr 6, Sor/Wiz 6 Casting Time: 10 minutes Components: V, S, DF Range: Close (25 feet + 5 ft./2 levels) Targets: Two humanoid creatures Duration: 1 hour/level

Saving Throw: Will negates; Spell Resistance: Yes This spell requires two people, one designated as a provider and one as a recipient. The provider is used as a mask for the recipient, who is polymorphed into the provider's form as if by the *polymorph* spell. The recipient gains the provider's Strength, Dexterity, and Constitution scores, and all the provider's extraordinary special attacks. In addition, a portion of the provider's personality is imbued in the recipient. The recipient gains a +1 competence bonus to all skill checks for skills that the provider also has ranks in. The recipient also gains a +5 bonus to all Bluff checks and a +15 bonus to all Disguise checks made to convince others that he is in fact the provider. The provider suffers a -2 penalty to all attack rolls and skill checks.

Mountain Doice

School: Transmutation; Level: Brd 6 Casting Time: 1 move action **Components:** V Range: Self Area: 400 ft.+100 ft./level radius **Duration:** 1 round/level Your voice becomes loud enough to shake mountains. When you speak, your voice thunders over the area of effect. Normal conversation is impossible. All Perception checks add +10 to the DC, as your voice covers over anything less loud than a thunderclap. Magically silenced areas may resist this magic, but

have a chance (as if targeted with a greater dispelling)

Nymph's Form

of failing.

School: Transmutation (Polymorph); Level: Brd 6, Drd 6 Casting Time: 1 standard action Components: V, S Range: Personal Target: Self Duration: 1 min./level This spell transforms your appearance and grants many of the abilities of a nymph. Blinding Beauty (Su) This ability affects all humanoids within 30 feet. Those who look directly at you must succeed on a Fortitude save (DC 16 + your Charisma modifier) or be blinded permanently. You can suppress or resume this ability as a free action. Stunning Glance (Su) As a standard action, you can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save (DC 16+ your Charisma modifier) or be stunned for 2d4 rounds.

Unearthly Grace (Su) You add your Charisma modifier as a racial bonus on all your saving throws, and as a deflection bonus to your Armor Class.

Offering of the Rain

School: Conjuration (Healing); Level: Drd 6 Casting Time: 1 standard action **Components:** V, S Range: 0-ft. Area: 100-yard-radius sphere centered on the caster **Duration:** 1 round/level Saving Throw: Reflex negates (harmless); Spell **Resistance:** Yes (harmless) This spell causes a short rainstorm, even indoors. All

living beings who are touched by the falling rain in the area of effect gain fast healing 1 per four caster levels.

Paper Dart

School: Divination (Scrying); Level: Clr 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (piece of paper or parchment)

Range: Long (400 ft. + 40 ft./level) Effect: One paper dart

Duration: 10 minutes

Saving Throw: None; Spell Resistance: No Paper dart allows you to collect information about nearby creatures. The thrown dart spirals outwards from you, circling the area out to the maximum range, before returning to you at the end of the spell. When unfolded, the *dart* lists all creatures with Intelligence greater than 3 that it sensed along its way. The dart detects all creatures in the area during the spell's duration, even through buildings and the ground, though lead sheeting or magical protection blocks this detection. The information on the unfolded dart only lasts one hour, after which the dart crumbles away.

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Pattern of Fainting

School: Illusion (Pattern) [Mind-Affecting]; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (nightshade root) Range: Close (25 ft. + 5 ft./2 levels) Area: 120-ft. line Duration: 1 round/4 levels (see text)

Saving Throw: Will negates; Spell Resistance: Yes You weave a swirling pattern in the air before your victims; even if they cannot see it, they're overcome by its magic. This pattern causes the creatures caught in its area of effect to be subject to the unconscious condition for a number of rounds depending upon their HD.

Hit Dice	Duration
Up to 3	4d4 rounds.
4-6	2d4 rounds.
7-9	1d4 rounds.
10+	1 round.

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Pattern of Paralysis

School: Illusion (Pattern) [Mind-Affecting]; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (pine resin) Range: Close (25 ft. + 5 ft./2 levels) Area: 10 ft.-radius emanation **Duration:** 1 round/4 levels (see text) Saving Throw: Will negates; Spell Resistance: Yes This pattern causes the creatures caught in its area of effect to be subject to the paralyzed condition for a number of rounds depending upon their HD.

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Hit Dice	Duration
Up to 3	4d4 rounds.
4-6	2d4 rounds.
7-9	1d4 rounds.
10+	1 round.

Pestilence

School: Necromancy; Level: Clr 6, Drd 6, Sor/Wiz 7 Casting Time: 1 standard action Components: V, S Range: 30 feet

Target: All creatures in a 30 ft.-radius sphere around caster

Duration: Instantaneous Saving Throw: Fortitude negates; Spell Resistance: Yes

This spell causes a mass of infectious diseases to strike within its area. Everyone within the radius except for the spellcaster immediately contracts a disease, which strikes immediately (without an incubation period). The caster infects the subjects with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Phantasmal Turncoats

School: Illusion (Phantasm) [Mind-Affecting]; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: 1 round/level Saving Throw: Will disbelief; Spell Resistance: Yes

You distort your subject's spatial perceptions and cloak his allies and opponents in illusions so that when he makes an attack against what he perceives to be a foe he is actually attacking his friend. Only the spell's subject can see these illusions. You see only an ephemeral outline of what a creature appears like to the subject. The target gets a Will save to recognize the illusion as unreal.

All the target's allies appear as enemies and vice versa; the effects are determined by the GM and are appropriate (i.e. an enemy ogre will not appear as an allied halfling unless all ones enemies are ogres and all ones allies are halflings, etc.). If circumstances force particularly unlikely results, a circumstance bonus to the target's Will save may be appropriate.



Pocket Paradise

Pocket Paradise

School: Conjuration (Creation); Level: Brd 6 Casting Time: 1 minute Components: V, S Range: 30 ft. Effect: Extradimensional paradise, up to 30 ft./level-

radius area Duration: 10 min/level (D)

Saving Throw: Will negates (harmless); Spell **Resistance:** Yes (harmless)

To cast this spell, you must render a performance in song, oration, or music that evokes the image of a lush paradise. As the casting continues, your description grows more vivid in the minds of the subjects, until after one minute all subjects find themselves physically transported to the location you've described. At first glance, the paradise may seem similar to that created by a *magnificent mansion* spell. However, the pocket paradise is much more opulent and pleasant. The exact design is left to the bard in question, but typical paradises resemble balmy tropical islands, silk-strewn seraglios, or crystal towers atop craggy mountains. Whatever the appearance, the actual total area of the paradise is a 30-ft.-radius per caster level region. Those within the paradise find themselves the subject of pampered treatment at the hands of a staff of illusory servitors; again, the exact design of these servitors is left to you. Although there is delicious food and sweet drink in plenty, all of this is illusion, and provides no sustenance. Further, time spent here cannot be used to apply to the eight hours of rest a spellcaster needs

to regain spells. However, the paradise has a soothing effect on the minds and bodies of those within it. Those who rest at least 10 minutes in the paradise find themselves cured of the following conditions: bleed, blinded, cowering, dazed, dazzled, deafened, fatigued, fascinated, frightened, nauseated, panicked, shaken, sickened, and stunned. In addition, exhausted characters become fatigued (the spell cannot alter this fatigue further); they are allowed to make a new save against any other mind-affecting effects they suffer from when they first enter the pocket paradise; each creature is subject to a remove curse spell upon entering and the creature recovers ability damage as if a successful heal check had been made for 24 hours of long term care.

A subject of the spell may opt to leave the paradise at any time before the spell's duration expires. Once someone has left, they cannot return. If you leave, the spell ends and everyone remaining inside is ejected as well.

Ray of Blinding Tight

School: Evocation [Fire, Light]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S **Range:** Long (400 ft. + 40 ft./level) Target: One creature Duration: Instantaneous; see text Saving Throw: Fortitude partial; Spell Resistance: Yes A white ray of light springs from your hand; you direct

it at your opponents by making a ranged touch attack. If you hit, it deals 1d6 points of fire damage per level (maximum 20d6), and permanently blinds the target. A successful Fortitude saving throw reduces the damage by half and reduces the blinding effect to the Dazzled condition for 24 hours. Undead and creatures vulnerable or sensitive to light take 1d8 points of damage per level (maximum 20d8). Constructs take only 1d4 points of damage per level (maximum 20d4). Creatures that are immune to blinding effects cannot be blinded or dazzled by this spell, but can still take damage. Creatures that are immune or resistant to fire effects cannot be damaged by this spell, but can still be blinded or dazzled.

Ray of the Darkheart

School: Evocation [Cold, Darkness, Fear; see text]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: Ray **Duration:** Instantaneous

Saving Throw: Will partial; Spell Resistance: Yes With this spell you fire a blast of pure, unadulterated darkness at a single target. You must make a ranged touch attack at the target creature; if you are successful, the darkness envelops the target and seeps into him through his pores, dealing 1d6 points of cold damage per level (maximum 20d6). Experiencing such concentrated darkness is traumatic to the target

and inflicts the Cowering condition for one round per caster level. A successful save results in half damage and reduces the Cowering condition to the Shaken condition (and the creature gains immunity to the fear effects of this spell for 24 hours). Creatures that rely on light for food, such as most surface plants, or creatures that are otherwise dependent on light, take 1d8 points of damage per caster level (maximum 20d8). Subterranean creatures, constructs, and undead take only 1d4 points of damage per level (maximum 20d4). Creatures that are immune to fear effects cannot be shaken by this spell, but can still take damage. Creatures that are immune or resistant to cold effects cannot be damaged by this spell, but can still be cowered or shaken.

Return to the Grave

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School: Necromancy; Level: Clr 6 Casting Time: 1 standard action **Components:** V, S, M/DF (vial of holy or unholy water) Range: Touch

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Target: One creature touched with an injury from a slashing or piercing weapon

Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes

You place a curse upon a creature that banishes and bars a returned spirit from beyond the grave. If the creature has been returned to life after death (raise dead, resurrection, true resurrection) or been transformed into an undead creature, that creature immediately starts traveling toward its sacred resting place (tomb, grave, pyre) at its best possible speed. If such a site does not exist, it returns to the location of its death. Once it arrives it dies or is transformed back into a dead creature. Anyone casting a spell that would communicate with the now dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level.

The curse bestowed by this spell cannot be dispelled, but it can be removed with break enchantment, limited wish, remove curse, wish, or miracle. Remove curse only grants the victim a second saving throw; if this second save is failed, the spell has no further effect.

Revelation Field

School: Abjuration; Level: Brd 6, Clr 6, Drd 7, Sor/Wiz 6 Casting Time: 1 round Components: V, S, DF Range: 0

Area: 40-ft.-radius emanation from caster Duration: 1 min./level (d)

Saving Throw: None; Spell Resistance: no You temporarily suppress illusions, invisibility spells (including improved invisibility), transmutation (polymorph) spells, wild shape and change shape abilities as if they were affected by an anti-magic field. The spells are still in effect, just magically

suppressed. A creature with *improved invisibility* appears within the spell, but disappears again if it moves out of the area.

Sadistic Summons

School: Conjuration (Summoning) [Evil]; Level: Sor/Wiz 6

Casting Time: Full round action **Components:** V, S, M (weasel's tooth) Range: Close (25 ft. + 5 ft./2 levels) Effect: One fiendish dire weasel Duration: 1 round/level (D) Saving Throw: None; Spell Resistance: No You summon a fiendish dire weasel as if using a summon monster spell. The difference is, the monster appears on top of a creature within range (caster's choice), with its teeth already sunk into the creature as if it had made a successful bite attack. The caster need only make a successful ranged touch attack against the creature; this special attack has a threat range of 17-20 (this thread range cannot be augmented or changed), if a critical hit is confirmed the weasel deals critical damage each round it is attached. The weasel then uses its attach and blood drain powers on that round and each subsequent round. This fiendish dire weasel also has maximum hit points and a +2 enhancement bonus to damage. If the fiendish dire weasel kills the target or becomes unattached, it attacks as it would under the effects of a normal summon monster spell. Unlike other summoned monsters, even if the caster speaks the creature's language, it cannot receive commands other than to attack.

Scryjack

School: Divination; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 immediate action Components: V Range: Personal Area: You Duration: 1 min./level

The only thing better than keeping your plans unobserved is presenting disinformation to prying eyes. If you are aware of being the subject of any scrying spell, you may take control of that spell and show its caster what you wish him to see. You must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast the scrying spell. If you succeed, the spellcaster is unaware that you have cast scryjack and are now in control of the scrying spell. While the scryjack is in effect, you may cast mindaffecting spells on the caster of the original scrying spell. If you do so, or if you show the spellcaster images that are obviously unreal, he becomes aware (if he was not already) that you have cast scryjack.

Sever from the Source

School: Necromancy; Level: Clr 6, Drd 6, Sor/Wiz 6 Casting Time: 1 minute Components: V, S, M (powdered gems worth 500 gp) Range: Touch Target: Creature touched Duration: Permanent (D) Saving Throw: Will negates (see text); Spell Resistance: Yes

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One of the greatest punishments that can be inflicted upon an arcane spellcaster or mystical creature is to strip her of her ability to perform magic. For a sorcerer, the loss of her natural powers can be a fate worse than death. As a result, this ritual is not undertaken lightly. It involves a lengthy incantation and the creation of a complex mystical seal around the victim, so she must be unconscious, restrained, or a willing participant in the ritual

The target loses the ability to cast any form of arcane magic (spell or spell-like) or use any supernatural ability for as long as the spell remains in effect. You have the power to restore her abilities at any time; otherwise, she can only regain her mystical abilities as a result of a *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Remove curse* only grants a second saving throw; if this second save is unsuccessful, the spell has no further effect.

Shard Rain

School: Evocation [Earth]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (shard of the chosen material) Range: Medium (100 ft. + 10 ft./level) Area: One 5-ft. square/2 levels Duration: Instantaneous Saving Throw: Reflex half; see text; Spell Resistance: Yes デベルショレッシンとレットアメアンシンスとん」 トレッシン

You cause razor-sharp shards of adamantine, cold iron, or silver to fall on an area, tearing through flesh and armor alike, dealing 1d6 points of piercing damage per caster level (maximum 20d6). Creatures with damage reduction 5 or greater that is not overcome by magic, piercing, and/or the chosen material type damage are immune to this effect. The fragments of the shards remain scattered over the area of the spell's effect, but disappear after 1 round.

Sigil of Force

School: Abjuration; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 10 minutes/level or until discharged

Saving Throw: None; **Spell Resistance:** Yes The energy of this spell creates a near transparent arcane sigil on the face, hand, or other prominent feature of the creature touched. Those bearing this sigil are protected from damage by force effects, such as *magic missile*, in a manner similar to *protection from energy*. When the spell absorbs 12 points per caster level of force damage, *sigil of force* ends. The spell also provides the creature touched with a special ability. The creature can move through a *wall of force* once, ignoring it as if it were not there. If the creature

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uses this ability, the spell ends immediately afterward. Sigil of force does not grant the creature the ability to make attacks through a wall of force, only to move through it. Recipients also possess the ability to cast a ray of force from the palm of the hand that inflicts the total damage the sigil has absorbed, if a ranged touch attack strikes the target within medium range (100 feet + 10 feet/level). Using this ray of force ability is a standard action that immediately dismisses the sigil of force.

Skittering Shadow

School: Illusion (Shadow) [Darkness]; Level: Brd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (obsidian box worth 600 gp) **Range:** Close (25 ft. + 5 ft./2 levels)Area: Spherical emanation from the caster to the range of the spell Duration: 1 round/level

Saving Throw: Will partial; Spell Resistance: Yes Upon casting this spell, the caster causes shadow and darkness to writhe and crawl, like a wave of spiders, striking at those who oppose him and gnawing at their flesh and sanity. Those who are within the initial area of effect must immediately attempt a Will save; if they fail, they are subject to attack from any shadow or area of darkness they enter, whether it be of natural or magical origin. At the beginning of each round they remain in darkness, shadows coalesce and attack, with a base attack bonus equal to your caster level. On a successful strike, the claws deal 1d6 + 1/2 your caster level in slashing damage. This effect follows each victim for the duration of the spell, so that even characters who flee the initial area of effect are subject to attack from creatures of shadow and night. In addition to suffering physical injury, victims of this spell are subject to terrifying psychological assault as well. The shadow shapes which appear to gnaw at their bodies are universally horrific in appearance, with lumpy, otherworldly bodies, spade-like claws and mouths full of jagged teeth. They resemble nothing so much as visions from a child's nightmares. For the duration of the spell effect, all those who were within the radius of effect of the spell when it was cast suffer from the Shaken condition.

Victims of this spell can avoid damage by ensuring that they remain entirely out of shadow. This can be difficult to do, as even the victim's own shadow will writhe forth to attack him. A character who is the focal point of a light spell, or other, similar enchantment will not himself cast a shadow, though the aura he radiates may well doom his less fortunate companions.

Smart Blob

School: Evocation [See text]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: Blob Duration: 1 round/level Saving Throw: None; Spell Resistance: Yes

You hurl a blob of undefined goo at the target. In order to properly hit, you must first succeed at a ranged touch attack. Once a target has been successfully struck, the blob erupts into one of the five energy types (acid, cold, electricity, fire, or sonic) at random and deals 4d6 points of damage of the determined energy type.

On the following round the energy blob continues to deal damage. The energy type dealt by the blob will remain the same unless the target is immune to that form energy, is resistant to that form of energy, or regenerates damage dealt by that form of energy. If the target is negating the effects in any of the above fashions, then the blob changes to a different form of energy chosen randomly from the remaining choices. If the creature is also immune to, resists, or regenerates the new energy form, it once again switches next round. The type of energy continues to change every round until it finds a form that the target is not immune to, resists, or regenerates. No from will be repeated until all have been tried.

If the blob shifts through every energy type and does not find any that meet the conditions, it switches to the most effective type of energy. Damage that is not regenerated is always considered more effective, even if it has a higher resistance. Lower resistances are more effective then higher ones. Immunities are completely ineffective, and if the target is immune to all forms of energy, the spell will terminate itself after trying all energy forms.

Smart blob is considered to have the energy descriptor appropriate to the type of damage it is currently dealing. So a smart blob currently dealing fire damage is considered to have the fire descriptor. but if it changes to dealing acid damage the next round, it no longer has the fire descriptor and instead has the acid descriptor. It has no descriptor the instant it is being cast.

Solid Darkness

School: Conjuration (Creation); Level: Clr 6 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Effect: Darkness that spreads in a 30-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: None; Spell Resistance: No The magical darkness conjured by this spell is often used by evil clerics to heal undead minions. A cloud of inky darkness billows out from the point you designate. The darkness completely obscures all sight, including darkvision. A creature within the cloud is considered to have full concealment; attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target.

Solid darkness is so thick that any creature attempting to move through it progresses at one-tenth normal speed (minimum of 5 feet per round, though you cannot take a 5 foot step), and all melee attack and melee damage rolls suffer a -2 penalty. The darkness prevents effective ranged weapon attacks, except for

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magic rays and the like. A creature or object that falls into solid darkness is slowed, so that each 10 feet of darkness that the creature or object falls through reduces the damage of a fall by 1d6 points, with a minimum damage of o. For example, if a creature falls 30 feet, then passes through 20 feet of solid darkness before striking the ground, the total damage of the fall is 5d6 - 2d6 (total fall of 50 feet, with 20 feet of the fall being through solid darkness).

Solid darkness is charged with negative energy; any creature within it suffers 1 point of negative energy damage each round (no save). Undead or other negative-energy creatures within the darkness are instead healed 1 hit point per round.

Song of Shame

School: Transmutation; Level: Brd 6 Casting Time: 1 round **Components:** V Range: Long (400 ft. + 40 ft./level) Target: One creature **Duration:** Permanent

Saving Throw: Will half; Spell Resistance: Yes The song of shame turns the target into a laughing stock, the subject of ridicule and derision. The subject takes a penalty to Charisma equal to 1d8 + 1 per two caster levels (maximum 1d8 + 10). The subject's Charisma score cannot drop below 1, and having this character in a group drops NPC attitudes by two categories (see NPC Attitudes, in the Pathfinder® Roleplaying Game Core Rulebook[™]). A successful save reduces these penalties by half. The effects of a song of shame can be removed by a break enchantment, limited wish, miracle, or wish spell.

Soul Current

School: Necromancy [Chaos]; Level: Clr 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, F (two skulls) **Range:** Long (400 ft. + 40 ft./level) Target: One living creature/level, no two of whom can be more than 30 ft. apart at casting Duration: 1 hour/level

Saving Throw: Will negates; Spell Resistance: Yes You weave wild energies into the souls of the targeted creatures, connecting them through the common thread of chaos. The wild energy distorts each affected creature's life-force, making it waver and shift randomly with the other life forces. Any spell effect targeted at the mind or soul of one of the affected creatures instead affects a random target among those connected by the soul current. If any creature moves beyond the range of the spell, it is removed from the spell effect. If a given creature succeeds at its Will save, it does not become part of the current, but the spell still functions for those who either wish to be joined or who fail their save. For the duration of soul current, whenever a creature connected to the soul current is affected by a spell that requires a Will save, or that has the [death] or [mind-affecting] descriptors, determine randomly which creature is



Soul Current

affected. If a single spell affects several creatures, roll once for each creature that would have been affected. For example, a 17th level necromancer links himself and five of his henchmen with soul current; as long as they remain within 1080 feet of the necromancer, they remain connected. If a cleric cast destruction on the necromancer, one random person of the six in the soul current will be affected, as long as they are within 1080 feet of the necromancer, even if they are beyond the normal range of *destruction*. If later the necromancer and all his companions are targeted by a mass charm, you would roll six times to determine which were affected. It would be possible, though unlikely, for the same person to be affected six times, leaving the others unharmed.

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Soul Vulture

School: Conjuration (Summoning); Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: One summoned creature Duration: 1 day/level Saving Throw: None; Spell Resistance: No This evil spell summons a two-headed incorporeal vulture that the caster can send out to attack a target. On the physical plane, the vulture attacks with its two beak touch attacks. The attacks deal no damage, but drain 1d6 Wisdom on a hit. When the target is

brought down to o Wisdom, the victim falls into a

nightmare-filled sleep and the vulture has captured a

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portion of his essence. It then returns to its master and spits the essence out in the form of a worm. If the caster swallows the worm, the victim's lost Wisdom is instantly restored, however the caster then has established a sensory link and complete control over the individual, as if the victim were subject to a dominate monster spell (no save). Outside of a wish or a miracle spell, the only way to reverse the control established by the spell is to remove the worm from the belly of the caster (where it otherwise remains) to be fed to the essence's owner. The vulture pursues the target for the duration of the spell. The vulture's stats are as follows:

Soul Vulture CR 2

XP 600

CE Small outsider (archon, chaotic, evil, extraplanar, incorporeal)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +4

Defense

AC 17, touch 17, flat-footed 17 (+1 size, +6 deflect, 50% miss incorporeal) hp 13 (2d10+2) Fort +4, Ref +3, Will +0; +4 vs. poison DR 10/good; Immune electricity, petrification

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Speed fly 60 ft. (perfect) Melee 2 beaks +2 touch (1d6 wisdom drain)

Statistics

Str - Dex 11, Con 12, Int 6, Wis 11, Cha 22 Base Atk +2; CMB -4; CMD 6 Feats Improved Initiative Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5 Languages Celestial, Draconic, Infernal; truespeech

Ecology

Environment any **Organization** solitary Treasure none

Steal Breath

School: Necromancy [Air]; Level: Clr 6, Drd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, DF **Range:** Close (25 ft. + 5 ft./2 levels) Target: One living breathing creature Duration: 1 round/level Saving Throw: Fortitude negates; Spell Resistance: Yes You literally "take the subject's breath away" by stealing the air from its lungs. Each round the subject must make a Constitution check (DC 10, +1 per

previous check). If the subject fails a Constitution check, it falls unconscious (o hp). On the next round, the subject drops to -1 hit points and is dving. On the third round, the subject suffocates and dies. A creature that is unable to breathe is also unable to speak and cannot cast spells with a verbal component or communicate verbally with others.

Stormtoss

School: Evocation [Air, Force]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (stone on a string) **Range:** Close (25 ft. + 5 ft./2 levels)Target: See text **Duration:** instantaneous

Saving Throw: None; Spell Resistance: None You use air or magical force (caster's choice) to pick up multiple non-magical unattended objects within range and violently thrust them toward one target within range. The object or objects deal 5d6 + 1d6bludgeoning damage for every two levels you possess (max 15d6) to one target. If the target possesses damage reduction 5, hardness 5 or more than cannot be overcome by bludgeoning damage and the material type of the unattended objects, the target is immune to this spell. You can pick up objects equal to 25 pounds per caster level (maximum 500 pounds at 20th level). You must succeed on a ranged touch attack to hit the target. If there are no unattended objects in the spell's range, the spell fails. Casters often carry small bags of cold iron ingots, alchemic silver-treated bars, and sometimes even adamantine ingots; in a pinch even a bag of copper coins will do.

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Strands of the Roper

School: Transmutation (Polymorph); Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (a piece of a roper) Range: Personal Target: You Duration: 1 min./level (D)

You gain a strands ranged touch attack like that of a roper equal to 1 for every 4 caster levels you possess. You can extend up to six of the thin, sticky strands from your body at a time, launching them to a maximum range of 50 feet. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a Fortitude save (DC equal to 10 plus 1/2 your caster level plus your relevant caster ability modifier) or take 1d6 points of Strength damage.

Sun Motes

School: Conjuration [Fire]; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (pinch of ground sunstone) Range: Long (400 ft. + 40 ft./level) Area: 15-ft.-radius spread Duration: 1 round/level

Saving Throw: Reflex partial; Spell Resistance: No A cloud of searing hot particles deals 4d6 points of fire damage to everything in its area of effect, and blinds creatures for duration of the spell. A successful Reflex save negates the blindness but doesn't reduce the damage. The dust cannot be removed, and anything it coats takes an additional 1d6 points of fire damage each round the spell lasts. Undead, fungi, mold, oozes, and slimes take 4d8 points of damage initially and 1d8 points of damage each round. While the spell lasts, anything coated with the dust sheds light as a torch. In addition, creatures coated with the dust take a - 40penalty on Stealth checks, and invisible creatures or objects in the area are outlined and made visible for the duration of the spell. A magical darkness effect of 6th level or higher suppresses the light from this spell, but does not keep the dust from burning.

Swallow Spell

School: Transmutation; Level: Sor/Wiz 6 Casting Time: 1 minute Components: V, S, M Range: Personal Target: You Duration: Permanent until discharged The caster soaks a papyrus spell scroll in beer then consumes it. This allows him to commit the spells on the scroll to memory. One level of spells/caster level may be swallowed and safely memorized. No spell swallowed may exceed 5th level. Multiple castings of this spell will not allow the caster to exceed the one level of spells/caster level limit; e.g., casting swallow spell twice won't give a 10th-level caster the ability to swallow 20 levels worth of scrolls. If a spell memorized in this manner is expended, then a new casting of *swallow spell* would allow the caster to swallow a replacement scroll of the expended spell's level

Status, Superior

School: Divination; Level: Clr 6 Casting Time: 1 standard action Components: V, S, DF Range: Touch Targets: One creature touched per three levels **Duration:** 1 hour/level Saving Throw: Will negates (harmless); Spell **Resistance:** Yes (harmless) When you need to keep track of comrades who may get separated, superior status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded (as a standard action you can learn the percentage of wounds/hp total), any special condition, extraordinary, supernatural, spell or spellability affecting them. As a move action you can see and hear through the eyes and listen through the ears of a single creature affected by this superior status. Once the spell has been cast upon the subjects, the distances between them and the caster does not affect the spell as long as they are on the same plane of

existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

You can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any non-personal divination spell, and any spell that meets the following conditions:

Level: 0, 1st, 2nd or 3rd Range: Touch or Close Target: Creature touched or one creature Saving Throw: harmless

For example, if you become aware (through the superior status spell) that one of your linked companions is dying, you can cast *cure moderate* wounds to try to revive her.

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Symbol of Confusion

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School: Enchantment (Compulsion) [Mind-Affecting]; Level: Brd 6, Sor/Wiz 6 Saving Throw: Will negates This spell functions like symbol of death, except that all creatures within the radius of the symbol are confused instead. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. Unlike symbol of death, symbol of confusion has no hit point limit; once triggered, a symbol of confusion simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of confusion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of confusion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of confusion.

Tear the Open Wound

School: Necromancy; Level: Clr 6, Sor/Wiz 6 Casting Time: 1 standard action **Components:** S

Range: Close (25 ft. + 5 ft./2 levels) Target: One living creature with an injury from a slashing or piercing weapon **Duration:** Permanent

Saving Throw: Will negates; Spell Resistance: Yes This spell can only be cast upon a living creature that has sustained at least 1 point of damage from an edged or piercing weapon. With but a gesture, the caster places a potent curse upon the target. An individual affected by this spell is not affected by conjuration (healing), fast healing, natural healing, or regeneration.

The curse bestowed by this spell cannot be dispelled, but it can be removed with break enchantment, limited wish, remove curse, wish, or miracle. Remove curse only grants the victim a second saving throw; if this second save is failed, the spell has no further effect.

Jeleport Tracer

School: Divination; Level: Sor/Wiz 6 Casting Time: 1 standard action **Components:** S Range: Medium (100 ft. + 10 ft./level) **Effect:** One teleportation spell **Duration:** Instantaneous **Saving Throw:** None; **Spell Resistance:** No You immediately know the destination of the most recent spell with the teleportation subschool cast within the range. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport.

Jeleport Transfer

School: Abjuration; Level: Sor/Wiz 6 Casting Time: 30 minutes Components: V, S Range: Anywhere within the area to be warded Area: Up to 200 sq. ft./level (S) Duration: 2 hours/level

Saving Throw: None; Spell Resistance: Yes

If any conjuration (teleportation) supernatural, spell or spell-like ability is used within the area of this spell, or if the area of the spell is the target of a conjuration (teleportation) spell or effect, the destination of the teleport spell is redirected to a location you chose, within the warded area, when you cast *teleport transfer*. For example, a dragon could cast *teleportation transfer* in its lair, with a dungeon cell equipped with a crushing stone trap as a destination. Now, if anyone in the dragon's lair attempts to cast *teleport*, it ends up in the cell.

The whole area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific area, if successful, allows for normal teleportation to work in that area. A successful *mage's disjunction* destroys the entire *teleport transfer* effect.

Transmute Elf to Orc

School: Transmutation [Evil]; Level: Sor/Wiz 6 Casting Time: 1 standard action Component: V Range: Touch Target: One elf touched Duration: Permanent Saving Throw: Fortitude negates; Spell Resistance: Yes The target elf you touch undergoes a rapid change, transforming into an orc. The target's type changes to humanoid (orc), and it loses all elf traits (including lowlight vision, bonuses, proficiencies, and

immunities) but gains all of the orc character traits, and has its alignment changed to evil with no desire to change back into an elf.

Treacherous Phantasm

School: Illusion (Mind-Affecting); Level: Brd 6, Sor/Wiz 8 Casting Time: 1 standard action Components: V, S Range: Long (400 ft. + 40 ft./level) Target: One creature Duration: See text Saving Throw: None; Spell Resistance: No

This insidious spell creates an illusory image chosen by the caster, usually the caster, someone close to the target, or someone whom the target trusts. This image is overlaid on his sense of reality and is accepted as real by all his senses (including touch); even magical effects such as *true seeing* fail to dismiss the image, though it will reveal it to be false. If the victim does not know the image to be false, statements or arguments by others that contradict the phantasm become altered or twisted to conform to the victim's perceptions. The illusory image does everything in its power to mislead the victim into eventually committing a tragic act (e.g., killing himself or a loved one, or committing an act of extreme heinousness that is against the subject creature's nature). The illusion ends when the tragic act has been committed, leaving the spell's target to deal with the consequences. The phantasm also records everything the subject experiences including the subject's very thoughts, while under the effect of this spell. If the caster dismisses the spell, all of that information is conveyed to the caster.

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The *treacherous phantasm* is a particularly subtle illusion, usually taking weeks or months to work its magic. A *dispel magic* has no effect, though a *break enchantment* may dispel the illusion.

True Jove

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School: Enchantment (Charm) [Mind-Affecting]; Level: Brd 6

Casting Time: 1 standard action Components: V, S, M (a diamond worth 600 gp) Range: Long (400 ft. + 40 ft./level) Target: Any two humanoid targets within range

Duration: Permanent **Saving Throw:** Will negates (see text);

Spell Resistance: Yes

This extremely powerful love charm causes two persons to become hopelessly obsessed with each other. Under the influence of true love, two humanoids of Medium size or smaller regard each other as perfectly romantically matched. This spell functions regardless of the gender or race of the humanoids involved. If either subject is threatened or attacked by the other when targeted by the spell, both targets make normal Will saves against the spell. If the targets are not in direct conflict, the saving throw's DC gains a +5 circumstance bonus. For this spell to function properly, both victims must fail their saving throws. If either victim succeeds in the saving throw, the spell has no effect.

Since both subjects are charmed, neither will do anything that would harm or take advantage of the other. If the subjects are separated from each other (unable to physically touch) for more than 24 hours while under the effect of the spell, their intense longing for each other causes both to suffer the Sickened condition.

This effect ends instantly when the two are united. If one of the victims dies, the other victim gains the

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Sickened condition, after seven days this becomes the Nauseated Condition, and after the 1 month the subject is nauseated and disabled. The only escape from this requires dispelling. However, due to the unusual nature of the spell, both victims must be in the presence of the spellcaster and in physical contact for the spell to be ended by magical means. If the victims are not in physical contact, the spell cannot be broken by any known mortal magic.

True Necromancy

School: Conjuration (Summoning) [Language-Dependent]; Level: Clr 6, Sor/Wiz 6 Casting Time: 10 minutes Components: V, S, M (corpse's item) Range: 10 ft. Target: One undead creature Duration: 1 min./level (D) Saving Throw: Will negates; see text; Spell Resistance: Yes You summon an undead creature to interrogate

You summon an undead creature to interrogate. Unlike speak with dead, you do not need to be in the vicinity of a corpse, but you must have an item which once belonged to the target. If the target has been subjected to true necromancy within the past week, the new spell fails. Unwilling creatures get a Will save to resist the summons. If the saving throw is failed, the target creature is summoned to the caster's presence and must answer one question per two caster levels. Also unlike speak with dead, replies can be long-winded and complex if the questions call for it, such as the teaching of a spell or the recounting of a long tale. As always, the GM has the final word regarding what is possible to achieve using this spell. Casting this spell is a dangerous undertaking. Each question asked after the first grants the target a new saving throw. A successful saving throw allows the target to break free of the spell, after which it can choose to either attack the caster or return from whence it came. If the caster or his allies attack the summoned creature, the spell is automatically broken and the target is free to act as described above. If the target is killed, it disappears but is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again. Even if the target's initial saving throw is successful, the target may choose to answer the summoning and attack the caster. For this reason, this spell is often cast in conjunction with an inwardly focused magic circle against evil spell. When the spell's duration expires, the target is returned to its original location.

Veil of Streaking Meteors

School: Conjuration (Summoning); Level: Clr 6, Drd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, F (meteoric ore worth 1,000 gp) Range: Personal Target: You Duration: 10 minutes/level

You summon four, tiny, rough stones plus one additional stone for every three caster levels. The conjured stones always float in the air within 3 feet of you. Upon casting, the stones take up a circling orbit 1d3 feet from your body. Each stone leaves behind a trail of glowing light, as if it were a miniature, streaking meteor. Each stone protects you against physical ranged and melee attacks by interposing itself between you and an attack. Each stone can take up to 8 points of damage for you before disintegrating. A 7th-level caster with six stones can take up to 48 points of damage before her shield erodes completely. This orrery of protection does not hinder touch attacks. This effect stacks with similar effects produced by other spells, including stoneskin. The stones offer their protection until expended, until the spell's duration expires, or unless each is grasped or netted to separate it from you. Each stone has an AC of 18. Once captured, a stone dissipates and may not be reactivated.

In addition, as a move action, you can direct one of your circling sentries to streak away from its protective circuit and attack a foe. You may direct only one such stone of your veil in this fashion each round.

A commanded stone can be directed to attack any one target within your line of sight as if you were making a ranged touch attack. If successful, it deals 3d6 points of fire damage, and 3d6 points of bludgeoning damage.

Vermin Growth

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School: Transmutation; Level: Drd 6, Sor/Wiz 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Targets: Un to one vermin (Garantuan or smaller

Targets: Up to one vermin (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates;

Spell Resistance: Yes

This spell functions as *animal growth*, but causes a number of vermin to grow to twice their normal size and eight times their normal weight.

Wall of Wasps

School: Conjuration (Summoning); Level: Drd 6 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: Wall of wasps, up to one 10-ft. cube/level (S) Duration: 10 min./level (D) Saving Throw: None; see text; Spell Resistance: No A wall of wasps spell creates a barrier of angry, stinging wasps dripping with nasty venom. Any creature forced into or attempting to move through a wall of wasps is immediately attacked by a swarm of wasps (see Pathfinder Bestiary)

Moving through the wall is a relatively easy task. However, there is a 50% chance that a wasp swarm will break free from the wall and continue to attack the

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creature. This effect does not disperse the wall as the mass of wasps spread out to refill the area of effect. Any creature within the area of the spell when it is cast is stung as if it had moved into the wall. The wall is automatically dispersed by hurricane force winds, ending the effect (see *Pathfinder* \mathbb{R} *Roleplaying Game Core Rulebook*TM).

Warpwall

School: Abjuration; Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (a loop of glass) Range: Medium (100 ft. + 10 ft./level) Effect: Vertical plane up to two 10-ft. squares per caster level, or a hemisphere with a radius of up to 5 ft./level; see text Duration: 1 round/level

Saving Throw: Will negates; see text; Spell Resistance: Yes; see text A warpwall is a transparent barrier that marks a temporary rift between dimensions, visible as a shimmer or distortion in the air (though it doesn't block vision). A warpwall blocks line of effect and any creature or object coming into contact with a warpwall (including ranged weapons and incorporeal creatures) must make a Will save or be instantly transported 1d6×5 feet back away from the warpwall, ending its movement and its turn. If the transportation effect would send a corporeal creature to a location already occupied by a solid body, the creature takes 1d6 points of damage and a new distance is rolled as above. If this, too, would place the creature inside a solid body, the creature takes another 1d6 points of damage and ends its turn in its original space.

Incorporeal creatures transported by a *warpwall* can wind up inside solid objects, but not inside other creatures. In the former case, the creature's turn ends and it can move normally through the object during its next turn. In the latter case, roll again as above. You can cast a *warpwall* in two different shapes, as noted below, but each shape must be continuous and cannot be placed so it passes through any object or barrier. You can place a *warpwall* so it passes through creatures, though with such creatures making immediate Will saves as though they touched the wall (you determine which side of the wall it teleports the creature away from).

- *Vertical Plane*: When you cast this version of the spell, you create a perfectly vertical curtain that covers an area of up to two 10-foot squares per caster level. Though the curtain must always be upright, you can shape it by bending it at right angles every 5 feet, but you must have line of effect to all portions of the curtain when you cast the spell. You can make the curtain twice as long (20 feet) by making it half as high (5 feet).
- *Hemisphere*: This version of the spell allows you to create a dome with a radius of up to 5 feet per caster level, centered on you.

Web Wall

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School: Conjuration (Creation); Level: Sor/Wiz 6 Casting Time: 1 standard action Components: V, S, M (spider's spinneret) Range: Medium (100 ft. + 10 ft./level) Effect: Two 5-ft. cubes of webbing/level; see text Duration: 10 minutes/level

Saving Throw: None or Reflex negates; see text; Spell Resistance: Yes

A solid mass of sticky webbing fills the air as you direct. This spell creates a solid mass of sticky web strands similar to those created by a *web* spell. It is typically employed to close passages, entrap foes, or bridge gaps. You can place the web wall cubes as you desire, but each cube must have at least one side in contact with the whole side of another cube, and at least one cube must have one whole side in contact with the ground or another very solid surface (a cavern ceiling or castle wall would suffice, but the wall of a grass hut or a pile of sand would not). Thus, a 10th-level caster could make a tower of webbing 100 feet tall and 5 feet on a side or a 20-foot-tall, 5-foot thick wall of webbing 25 feet long; alternatively, she could surround a Huge creature with eighteen 5-foot cubes.

Creatures caught within the area of the *web wall* cubes when the spell is cast are automatically entangled. Creatures that merely touch the *web wall* must succeed at a Reflex saving throw or become entangled.

Creatures that succeed at the Reflex saving throw are not entangled, but moving into or through the webs results in entanglement; entangled creatures can attempt to break free as a move action, by making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If you have at least 5-feet of web between you and an opponent, the webbing provides cover. If you have 20 feet of web between you, it provides total cover. Unlike a web spell, a web wall can't be so easily destroyed by fire. Each 5-foot cube can sustain up to 50 points of fire damage before being destroyed; all other forms of damage have no effect (although disintegrate affects the web wall normally). You and up to six allies designated at the time of casting can move through the web wall as though it weren't there; these creatures are never entangled. They can also climb through the web, along its side, or within it as though using spider climb.

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Whispers

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 6 Casting Time: 1 hour Components: V, S, M Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: See text Saving Throw: Will negates; Spell Resistance: Yes

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With this powerful spell the spellcaster can quietly and subtly control the thoughts of others. The caster must have a personal object or piece of the target (such as clothing, hair, fingernail clippings, etc.) with which to channel the spell. In addition, the caster must remain within the range for the duration of the casting. At the beginning of the enchantment, the caster names the target and from then on, uses the second person to refer to the target, as if talking directly to the target. The target begins to hear incessant, unintelligible whispering that wears down his defenses. Nothing stops the whispering, not even a *silence* spell, because the effect is in the target's mind. Mind blank stops the effects of the spell, but not the bother of the whispering. During the casting, the cleric must specify how the target will be affected: Emotions: There are five emotions that the spell can create: fear, anger, peace, hate and love.

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- Fear: The target feels an overriding sense of fear and dread. This fear cannot be defined and is not specific to any one thing; however, it wears away at the target, causing a -3 morale penalty to all skill checks based on Intelligence, Wisdom or Charisma.
- Anger: An intense sense of rage and anger invades the thoughts of the target. He is liable to lash out at friends and foes alike. Those things that are normally just slight irritants become enormous obstacles. This rage of emotion interferes with logical thought. NPCs who are angered have an unfriendly attitude. The best reaction such an NPC can have is indifferent. In addition, anger clouds judgment, imposing a -2 morale penalty to all skill checks based on Intelligence, Wisdom or Charisma.
- Peace: The target feels a sense of calm and peace. While in this state, he is unable to initiate aggressive action. The attitude of an affected NPC will begin with indifferent, and any character who behaves positively toward the NPC receives a +5 bonus to determine the new attitude. However, while under the influence of the spell, the target is reluctant to attack anyone, even if defending herself. The target suffers a -2 morale penalty to attack and damage rolls while thus affected.

Hate: The target is filled with antipathy toward the world in general and anyone who dares cross his path. This consuming hatred can cloud his decision making ability. His initial NPC attitude toward others begins as unfriendly, and all attempts to influence him suffer a -5 penalty for the duration of the spell. In addition, hatred interferes with logical decision making, imposing a -2morale penalty to all skill checks based on Intelligence, Wisdom or Charisma.

Love: Friendship and love dominate the mind of the target. While she will be more amenable and

friendly, the love of others can interfere with daily decision making. The initial NPC attitude toward others begins as friendly, and any character who behaves in a positive manner receives a +5 bonus to reaction rolls. Those she considers friends are to be guarded and protected. If any attack her friends, the target receives a +3 morale bonus to attack and damage rolls to defend them. However, if those the target considers friends attack her, she gets a -2 morale penalty to attack and damage rolls against her friends.

Emotions last as long as the caster can remain within earshot of the target and maintain her concentration. Once the casting ends, the spell effects remain for 1 round/level of spell caster.

Decisions: If the cleric chooses to affect the target's decisions, he can alter what the target has already been thinking, but cannot plant completely new ideas in the target's mind. For example, if a kindly lord was considering trade negotiations with a neighboring city, the caster could guide the lord to accept or reject the offer. However, the target cannot be forced into doing something completely against her morals. In the example above, the caster could not cause the kindly lord to abandon all negotiations and kill the ambassadors.

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Whispers (Peace)

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