

Rite Publishing Presents

# 101 Aquatic Spells



By David J. Paul





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# 101 Plains Spells

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**Dedication:** To Leslee Beldotti  
for her encouragement and dedication

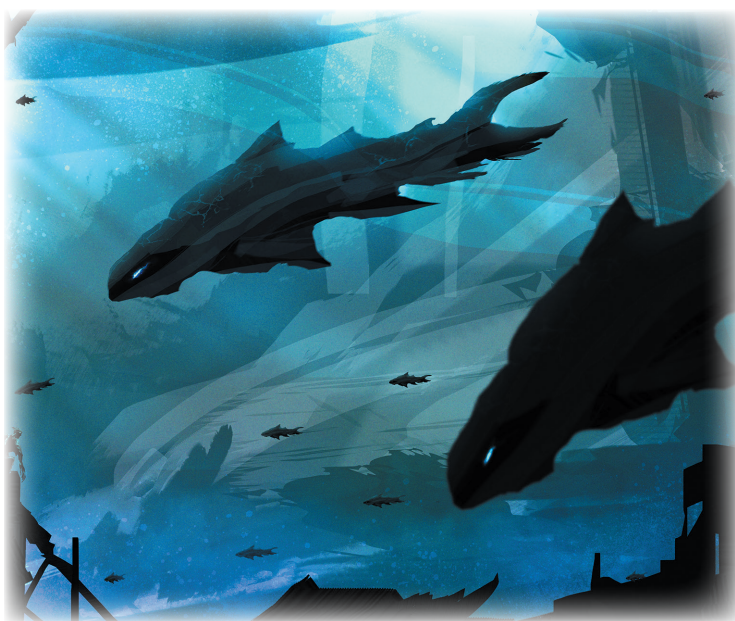
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## 101 Aquatic Spells

In the Pathfinder game the word “aquatic” most likely will refer to a creature subtype or a terrain. Throughout this document, “aquatic” will usually have one of those meanings, but it might also just mean something like “having to do with water.” In that sense, there are quite a few spells, effects and monsters in the game that have some features that have to do with water, and in so doing happen to have the cold descriptor. Sometimes that occurs in this product, though not always. In a few cases, a caster might have need for pure or purified water. If a spell calls for pure or purified water, such water can be provided as a result of a spell such as *purify food and drink* or any spell, ability or magic item that specifies that it creates pure water or purifies water. In addition, many natural sources of water are pure (per GM adjudication) and these might include very deep wells, particularly clean rivers or lakes, or even some captured rain water.

The aquatic terrain is particularly difficult for both GMs and players. There is no aim in this product to try to simplify any of that through spells. Rather, in acknowledgement of that challenge, most of the spells here are useful in a variety of circumstances, environments and terrains, and are occasionally more useful in a watery environment. In addition, many of the spells here tap into the lore or mystery of aquatic beings—their connection to the aquatic terrain or creature subtype may focus on the adventures required to obtain the unusual material components for the spells.





## Spell Lists

### Alchemist Formulae

#### 1st-Level Alchemist Formulae

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

**Redirect Poison:** If you are unaffected by an ingested poison, you may spit or bite with that poison.

#### 2nd-Level Alchemist Formulae

**Briny Claws:** You gain two claw attacks that can cause bleed damage.

**Fish Flight:** Gain a swim and fly speed when in or near water.

**Icecrawler:** You move across icy surfaces without penalty.

**Nycar's Elusive Moves:** +2 Dex and make Escape Artist checks as a swift action.

**Underwater Scent:** Grants scent special ability and is better underwater.

**Water Master's affinity:** Touched creatures gain fast healing 2 in watery environments and a water attack.

#### 3rd-Level Alchemist Formulae

**Aqueous Spell, Lesser:** Store up to a 3rd level, personal-use spell in a vial.

**Ingestion Protection:** Target briefly immune to ingested poisons and diseases.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Invigorating Cold:** Cold energy heals, other energy types cause more damage.

**Water Runner:** Move over water almost as well as though you were flying.

**Watersense:** Blindsense that only works in water.

#### 4th-Level Alchemist Formulae

**Arcane Anesthetic:** Curse prevents potions, oils and the like from affecting the target.

**Cone of Holy Water:** 30 ft. cone of holy water damages undead and evil outsiders.

**Merrow Form I:** You become a freshwater merrow.

**Nycar's Elusive Moves, Mass:** As *nycar's elusive moves*, affects 1 subject/level.

**Stone to Water:** Convert a volume of stone to water.

**Waterproof Fire:** Fire in the area cannot be extinguished by water.

#### 5th-Level Alchemist Formulae

**Aqueous Spell:** Store up to a 5th level, personal-use spell in a vial.

**Hydrodaemon's Resilience:** Gain many immunities and resistances but also an urge to drown opponents.

**Merrow Form II:** You become a saltwater merrow.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

#### 6th-Level Alchemist Formulae

**Hydromantic Insight:** Gain a +4 insight bonus to attacks, checks, AC and saves against specific foes.

### Antipaladin Spells

#### 1st-Level Antipaladin Spells

**Redirect Poison:** If you are unaffected by an ingested poison, you may spit or bite with that poison.

#### 2nd-Level Antipaladin Spells

**Hold Your Breath:** You cause someone to become afraid to breathe.

#### 3rd-Level Antipaladin Spells

**Marid's Curse:** -4 penalty to attack and damage rolls when not in water.

#### 4th-Level Antipaladin Spells

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

### Bard Spells

#### 1st-Level Bard Spells

**Slippery Shoes:** Target is treated as standing on an ice sheet for 1 round/level.

#### 2nd-Level Bard Spells

**Encantado's Grace:** Add Cha modifier to saves and AC.

**Squid's Quick Exit:** Ink cloud provides you with safe movement.



## 101 AQUATIC SPELLS

### 3rd-Level Bard Spells

**Encumbered:** Targets and their gear are heavier and may be immobilized.

**Hydrophilia:** Target is cursed to spend time in water.

**Mask Aquatic Tremors:** Vibrations through liquid matter, and the ability of tremorsense to detect them, are negated.

**Ten Foot Step:** You move 10 feet when you take a 5-foot step.

**Voice Mimicry:** You mimic another's voice.

### 4th-Level Bard Spells

**Cone of Holy Water:** 30 ft. cone of holy water damages undead and evil outsiders.

### 5th-Level Bard Spells

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

### 6th-Level Bard Spells

**Hydromantic Insight:** Gain a +4 insight bonus to attacks, checks, AC and saves against specific foes.

## Bloodrager Spells

### 1st-Level Bloodrager Spells

**Burning Bite:** Gain a bite attack that can sicken targets.

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

**Fast Swimmer:** Increase swim speed by +20 ft.

**Water Glob:** Target is entangled in a globule of congealed water.

### 2nd-Level Bloodrager Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Briny Claws:** You gain two claw attacks that can cause bleed damage.

**Caustic Glob:** 5-ft.-radius burst causes 2d8 acid damage and entangles creatures.

**Fish Flight:** Gain a swim and fly speed when in or near water.

**Icecrawler:** You move across icy surfaces without penalty.

**Nycar's Elusive Moves:** +2 Dex and make Escape Artist checks as a swift action.

**Scragskin:** Gain fast healing but also vulnerability to acid and fire.

**Undersea Frenzy:** +2 Str and Con, -2 AC for 1 minute.

### 3rd-Level Bloodrager Spells

**Burn Away Malady:** 3d6 acid and 3d6 fire damage, but target also has disease or poison removed.

**Cuero's Agility:** Gain compression, and Combat Reflexes and a swim speed if cast in water.

**Encumbered:** Targets and their gear are heavier and may be immobilized.

**Faerie Cold:** Resist cold 5, damage is cold damage, cold spells are +1 CL.





**Grodair Blast:** Water blasts in a 10-ft.-radius dealing 1d6/level bludgeoning damage.

**Hold Your Breath:** You cause someone to become afraid to breathe.

**Mesopelagic Pressure:** Deal 1d4/level force damage to a single target and cause it to be exhausted for 1d4 rounds.

**Supercooled Water:** Ray causes 1d6 cold damage/level and may cause Dexterity damage.

**Ten Foot Step:** You move 10 feet when you take a 5-foot step.

**Water Runner:** Move over water almost as well as though you were flying.

**Watersense:** Blindsense that only works in water.

### 4th-Level Bloodrager Spells

**Arcane Anesthetic:** Curse prevents potions, oils and the like from affecting the target.

**Blood Snow:** Creatures' blood crystalizes sapping their Strength and Dexterity.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Marid's Curse:** -4 penalty to attack and damage rolls when not in water.

**Nycar's Elusive Moves, Mass:** As *nycar's elusive moves*, affects 1 subject/level.

**Piscodaemon's Claws:** Claws deal 2d6+Str plus 1d6 bleed damage.

**Power of the Electric Eel:** Discharge electrical energy with your attacks, stunning targets in aquatic terrain.

**Rage of the River:** Torrent of water causes 1d6/level bludgeoning damage and knocks creatures prone.

**Speed Swapper:** When you cause opponents to be slowed you gain benefits of *haste*.

**Tenacious Grappler:** Gain the grab special attack, even with one hand.

### Cleric/Oracle Spells

#### 0-Level Cleric/Oracle Spells

**Melt Ice:** Melt four 5-ft. squares per level of ice up to 1/8 inch thick per round.

**Puddle:** Creates a 3-ft.-diameter puddle of water, 3-in. deep.

#### 1st-Level Cleric/Oracle Spells

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

### 2nd-Level Cleric/Oracle Spells

**Buoyant Totem:** Create necklace that grants buoyancy.

**Defend the Moor:** Targets gain an insight bonus on attacks, AC, saves and checks.

**Hold Your Breath:** You cause someone to become afraid to breathe.

**Nauseating Mist:** Like *obscuring mist* but with a nauseating odor.

**Scragskin:** Gain fast healing but also vulnerability to acid and fire.

### 3rd-Level Cleric/Oracle Spells

**Aqueous Spell, Lesser:** Store up to a 3rd level, personal-use spell in a vial.

**Bronze Aura:** Aura causes electricity damage, grants you and LG creatures within 5 ft. immunity to electricity

**Encantado's Grace:** Add Cha modifier to saves and AC.

**Hydrophilia:** Target is cursed to spend time in water.

**Hydrophobia:** Target becomes afraid of being near water.

**Ink Cloud:** Cloud of ink provides concealment.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Invigorating Cold:** Cold energy heals, other energy types cause more damage.

**Marid's Curse:** -4 penalty to attack and damage rolls when not in water.

**Mask Aquatic Tremors:** Vibrations through liquid matter, and the ability of tremorsense to detect them, are negated.

**Rain:** Rain falls in a large area.

**Salubrious Water:** Gain DR 5/— and resist energy 5 for 2 hours/level while fasting.

**Slimeskin Curse:** Target suffers -4 Con and must keep its skin moist or suffer nonlethal damage.

**Snake Mind:** You communicate with snakes and resist mind-affecting effects.

**Storm Frenzy:** +1 morale bonus to melee attacks, -1 penalty to AC

**Unbreathable Water:** Water in the area cannot be breathed.



## 101 AQUATIC SPELLS

### 4th-Level Cleric/Oracle Spells

**Arcane Anesthetic:** Curse prevents potions, oils and the like from affecting the target.

**Call Waterspout:** You summon an air elemental over the sea.

**Death by Crabs:** Summon a crab swarm.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Summon Rock Crabs:** Summons several rock crabs to fight for you or carry you and your allies.

**Waterproof Fire:** Fire in the area cannot be extinguished by water.

### 5th-Level Cleric/Oracle Spells

**Activation Transference:** Ally gains your spell trigger activation ability.

**Aqueous Spell:** Store up to a 5th level, personal-use spell in a vial.

**Blinding Poison:** 15 ft. cone causes 1d2 Con damage/round for 6 rounds and blindness

**Death by Jellyfish:** Summons a jellyfish swarm.

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

**Gholdako's Darkness:** Gain darkvision, immunity to disease and paralysis, and a blinding cone breath weapon.

**Hydrodaemon's Resilience:** Gain many immunities and resistances but also an urge to drown opponents.

**Into the Sea, Mass:** As *into the sea* except it targets multiple creatures.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

**Scragskin, Mass:** As *scragskin* but for multiple creatures.

**Sweep Away:** Area of water becomes a rapids, sweeping everything in its path away.

**Water-Breather Curse:** Target can breathe water but can no longer breathe air.

### 6th-Level Cleric/Oracle Spells

**Cetaceal's Security:** Resist 10 cold, electricity and sonic, +4 saves against paralysis.

**Defend the Moor, Greater:** As *defend the moor* and targets gain 2 hero points.

**Waves of Holy Water:** Deal 1d8/level positive energy damage in 30 ft. cone.

### 7th-Level Cleric/Oracle Spells

**Aqueous Spell, Greater:** Store up to a 7th level, personal-use spell in a vial.

**Manifest Blizzard:** You create a raging blizzard with powerful winds, heavy snow, and damaging cold.

**Withering Waves:** 1d8 damage/2 levels, 1d4 Con damage, and fatigue in 60-ft. cone.

## Druid Spells

### 0-Level Druid Spells

**Melt Ice:** Melt four 5-ft. squares per level of ice up to 1/8 inch thick per round.

**Puddle:** Creates a 3-ft.-diameter puddle of water, 3-in. deep.

### 1st-Level Druid Spells

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

**Fast Swimmer:** Increase swim speed by +20 ft.

**Redirect Poison:** If you are unaffected by an ingested poison, you may spit or bite with that poison.

### 2nd-Level Druid Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Buoyant Totem:** Create necklace that grants buoyancy.

**Defend the Moor:** Targets gain an insight bonus on attacks, AC, saves and checks.

**Fish Flight:** Gain a swim and fly speed when in or near water.

**Icecrawler:** You move across icy surfaces without penalty.

**Nauseating Mist:** Like *obscuring mist* but with a nauseating odor.

**Pod of Dolphins:** You and several allies are transformed into dolphins.

**Water Master's affinity:** Touched creatures gain fast healing 2 in watery environments and a water attack.

**Watery Disguise:** Gain concealment when submerged.

### 3rd-Level Druid Spells

**Aspect of the Porpoise:** Gain +2 Con and Dex, and low-light vision and darkvision while underwater.





**Cast of Crabs:** You and up to 1 ally/level are transformed into giant crabs.

**Flooded:** You cause an area to flood.

**Hydrophilia:** Target is cursed to spend time in water.

**Ink Cloud:** Cloud of ink provides concealment.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Invigorating Cold:** Cold energy heals, other energy types cause more damage.

**Marsh Explorer:** Gain multiple energy resistances when using woodland stride or trackless step.

**Mask Aquatic Tremors:** Vibrations through liquid matter, and the ability of tremorsense to detect them, are negated.

**Rain:** Rain falls in a large area.

**Salubrious Water:** Gain DR 5/— and resist energy 5 for 2 hours/level while fasting.

**Snake Mind:** You communicate with snakes and resist mind-affecting effects.

**Unbreathable Water:** Water in the area cannot be breathed.

**Watersense:** Blindsense that only works in water.

#### 4th-Level Druid Spells

**Aspect of the Shark:** Gain +4 Str, +2 Con, +2 Dex, a bite attack, and *water breathing*.

**Body of Water:** You are invisible while underwater.

**Call Waterspout:** You summon an air elemental over the sea.

**Death by Crabs:** Summon a crab swarm.

**Iceberg:** You create a small iceberg.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Rage of the River:** Torrent of water causes 1d6/level bludgeoning damage and knocks creatures prone.

**Waterproof Fire:** Fire in the area cannot be extinguished by water.

#### 5th-Level Druid Spells

**Death by Jellyfish:** Summons a jellyfish swarm.

**Into the Sea, Mass:** As *into the sea* except it targets multiple creatures.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

**Squall of Ice and Snow:** You become a swarm-like swirling tempest of blinding ice and snow causing piercing and cold damage when you move through others' spaces.

**Summon Rock Crabs:** Summons several rock crabs to fight for you or carry you and your allies.

**Sweep Away:** Area of water becomes a rapids, sweeping everything in its path away.

#### 6th-Level Druid Spells

**Defend the Moor, Greater:** As *defend the moor* and targets gain 2 hero points.

#### 7th-Level Druid Spells

**Manifest Blizzard:** You create a raging blizzard with powerful winds, heavy snow, and damaging cold.



## 101 AQUATIC SPELLS

### 9th-Level Druid Spells

**Ice Age:** Creates 1 sq. mile/level of ice, 1 ft./level thick that persists potentially indefinitely.

### Inquisitor Spells

#### 1st-Level Inquisitor Spells

**Slippery Shoes:** Target is treated as standing on an ice sheet for 1 round/level.

**Underwater Scent:** Grants scent special ability and is better underwater.

#### 2nd-Level Inquisitor Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Buoyant Totem:** Create necklace that grants buoyancy.

**Squid's Quick Exit:** Ink cloud provides you with safe movement.

#### 3rd-Level Inquisitor Spells

**Encumbered:** Targets and their gear are heavier and may be immobilized.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Mask Aquatic Tremors:** Vibrations through liquid matter, and the ability of tremorsense to detect them, are negated.

**Voice Mimicry:** You mimic another's voice.

**Watersense:** Blindsense that only works in water.

#### 4th-Level Inquisitor Spells

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Speed Swapper:** When you cause opponents to be slowed you gain benefits of *haste*.

#### 5th-Level Inquisitor Spells

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

**Hydrodaemon's Resilience:** Gain many immunities and resistances but also an urge to drown opponents.

**Into the Sea, Mass:** As *into the sea* except it targets multiple creatures.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

### 6th-Level Inquisitor Spells

**Cetaceal's Security:** Resist 10 cold, electricity and sonic, +4 saves against paralysis.

**Waves of Holy Water:** Deal 1d8/level positive energy damage in 30 ft. cone.

### Magus Spells

#### 1st-Level Magus Spells

**Burning Bite:** Gain a bite attack that can sicken targets.

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

**Slippery Shoes:** Target is treated as standing on an ice sheet for 1 round/level.

**Water Glob:** Target is entangled in a globule of congealed water.

#### 2nd-Level Magus Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Briny Claws:** You gain two claw attacks that can cause bleed damage.

**Caustic Glob:** 5-ft.-radius burst causes 2d8 acid damage and entangles creatures.

**Icecrawler:** You move across icy surfaces without penalty.

**Nauseating Mist:** Like *obscuring mist* but with a nauseating odor.

**Nycar's Elusive Moves:** +2 Dex and make Escape Artist checks as a swift action.

**Scragskin:** Gain fast healing but also vulnerability to acid and fire.

**Squid's Quick Exit:** Ink cloud provides you with safe movement.

#### 3rd-Level Magus Spells

**Burn Away Malady:** 3d6 acid and 3d6 fire damage, but target also has disease or poison removed.

**Cuero's Agility:** Gain compression, and Combat Reflexes and a swim speed if cast in water.

**Encumbered:** Targets and their gear are heavier and may be immobilized.



**Floating Cylinder:** Creates 3-ft.-diameter cylinder that is 3 ft. high that can withstand a force of 100 lbs./level.

**Grodair Blast:** Water blasts in a 10-ft.-radius dealing 1d6/level bludgeoning damage.

**Ink Cloud:** Cloud of ink provides concealment.

**Mesopelagic Pressure:** Deal 1d4/level force damage to a single target and cause it to be exhausted for 1d4 rounds.

**Supercooled Water:** Ray causes 1d6 cold damage/level and may cause Dexterity damage.

**Ten Foot Step:** You move 10 feet when you take a 5-foot step.

**Water Runner:** Move over water almost as well as though you were flying.

**Watersense:** Blindsense that only works in water.

### 4th-Level Magus Spells

**Blood Snow:** Creatures' blood crystalizes sapping their Strength and Dexterity.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Nycar's Elusive Moves, Mass:** As *nycar's elusive moves*, affects 1 subject/level.

**Power of the Electric Eel:** Discharge electrical energy with your attacks, stunning targets in aquatic terrain.

**Rage of the River:** Torrent of water causes 1d6/level bludgeoning damage and knocks creatures prone.

**Speed Swapper:** When you cause opponents to be slowed you gain benefits of *haste*.

**Tenacious Grappler:** Gain the grab special attack, even with one hand.

**Wave to Wave:** As *dimension door* except only across aquatic terrain.

### 5th-Level Magus Spells

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

**Scragskin, Mass:** As *scragskin* but for multiple creatures.

**Squall of Ice and Snow:** You become a swarm-like swirling tempest of blinding ice and snow causing piercing and cold damage when you move through others' spaces.

### 6th-Level Magus Spells

**Hydromantic Insight:** Gain a +4 insight bonus to attacks, checks, AC and saves against specific foes.

**Ketesthius Trap:** Teleport a creature or object into a ketesthius's stomach.

### Paladin Spells

#### 2nd-Level Paladin Spells

**Bronze Aura:** Aura causes electricity damage, grants you and LG creatures within 5 ft. resistance to electricity

#### 4th-Level Paladin Spells

**Cetaceal's Security:** Resist 10 cold, electricity and sonic, +4 saves against paralysis.

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

### Ranger Spells

#### 1st-Level Ranger Spells

**Fish Flight:** Gain a swim and fly speed when in or near water.

**Squid's Quick Exit:** Ink cloud provides you with safe movement.

**Underwater Scent:** Grants scent special ability and is better underwater.

#### 2nd-Level Ranger Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Aspect of the Porpoise:** Gain +2 Con and Dex, and low-light vision and darkvision while underwater.

**Buoyant Totem:** Create necklace that grants buoyancy.

**Icecrawler:** You move across icy surfaces without penalty.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Marsh Explorer:** Gain multiple energy resistances when using woodland stride or trackless step.

**Salubrious Water:** Gain DR 5/— and resist energy 5 for 2 hours/level while fasting.

**Watersense:** Blindsense that only works in water.



## 101 AQUATIC SPELLS

### 3rd-Level Ranger Spells

**Aspect of the Shark:** Gain +4 Str, +2 Con, +2 Dex, a bite attack, and *water breathing*.

**Body of Water:** You are invisible while underwater.

**Mask Aquatic Tremors:** Vibrations through liquid matter, and the ability of tremorsense to detect them, are negated.

**Speed Swapper:** When you cause opponents to be slowed you gain benefits of *haste*.

### 4th-Level Ranger Spells

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Into the Sea, Mass:** As *into the sea* except it targets multiple creatures.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

## Shaman Spells

### 0-Level Shaman Spells

**Puddle:** Creates a 3-ft.-diameter puddle of water, 3-in. deep.

### 1st-Level Shaman Spells

**Burning Bite:** Gain a bite attack that can sicken targets.

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

**Fast Swimmer:** Increase swim speed by +20 ft.

**Redirect Poison:** If you are unaffected by an ingested poison, you may spit or bite with that poison.

### 2nd-Level Shaman Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Buoyant Totem:** Create necklace that grants buoyancy.

**Hold Your Breath:** You cause someone to become afraid to breathe.

**Nauseating Mist:** Like *obscuring mist* but with a nauseating odor.

**Pod of Dolphins:** You and several allies are transformed into dolphins.

**Scragskin:** Gain fast healing but also vulnerability to acid and fire.

**Water Master's affinity:** Touched creatures gain fast healing 2 in watery environments and a water attack.

### 3rd-Level Shaman Spells

**Cast of Crabs:** You and up to 1 ally/level are transformed into giant crabs.

**Faerie Cold:** Resist cold 5, damage is cold damage, cold spells are +1 CL.

**Flooded:** You cause an area to flood.

**Hydrophilia:** Target is cursed to spend time in water.

**Ink Cloud:** Cloud of ink provides concealment.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Invigorating Cold:** Cold energy heals, other energy types cause more damage.

**Marid's Curse:** -4 penalty to attack and damage rolls when not in water.





**Marsh Explorer:** Gain multiple energy resistances when using woodland stride or trackless step.

**Mask Aquatic Tremors:** Vibrations through liquid matter, and the ability of tremorsense to detect them, are negated.

**Rain:** Rain falls in a large area.

**Salubrious Water:** Gain DR 5/— and resist energy 5 for 2 hours/level while fasting.

**Slimeskin Curse:** Target suffers -4 Con and must keep its skin moist or suffer nonlethal damage.

**Snake Mind:** You communicate with snakes and resist mind-affecting effects.

**Storm Frenzy:** +1 morale bonus to melee attacks, -1 penalty to AC

**Unbreathable Water:** Water in the area cannot be breathed.

**Watersense:** Blindsense that only works in water.

## 4th-Level Shaman Spells

**Arcane Anesthetic:** Curse prevents potions, oils and the like from affecting the target.

**Body of Water:** You are invisible while underwater.

**Call Waterspout:** You summon an air elemental over the sea.

**Death by Crabs:** Summon a crab swarm.

**Iceberg:** You create a small iceberg.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Rage of the River:** Torrent of water causes 1d6/level bludgeoning damage and knocks creatures prone.

**Waterproof Fire:** Fire in the area cannot be extinguished by water.

## 5th-Level Shaman Spells

**Blinding Poison:** 15 ft. cone causes 1d2 Con damage/round for 6 rounds and blindness

**Death by Jellyfish:** Summons a jellyfish swarm.

**Hydrodaemon's Resilience:** Gain many immunities and resistances but also an urge to drown opponents.

**Into the Sea, Mass:** As *into the sea* except it targets multiple creatures.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

**Scragskin, Mass:** As *scragskin* but for multiple creatures.

**Sweep Away:** Area of water becomes a rapids, sweeping everything in its path away.

**Water-Breather Curse:** Target can breathe water but can no longer breathe air.

## 7th-Level Shaman Spells

**Manifest Blizzard:** You create a raging blizzard with powerful winds, heavy snow, and damaging cold.

**Watery Exit:** Pool of water transports creatures to the Plane of Water.

**Withering Waves:** 1d8 damage/2 levels, 1d4 Con damage, and fatigue in 60-ft. cone.

## Sorcerer/Wizard Spells

### 0-Level Sorcerer/Wizard Spells

#### Conjuration

**Puddle:** Creates a 3-ft.-diameter puddle of water, 3-in. deep.

#### Evocation

**Melt Ice:** Melt four 5-ft. squares per level of ice up to 1/8 inch thick per round.

### 1st-Level Sorcerer/Wizard Spells

#### Conjuration

**Water Glob:** Target is entangled in a globule of congealed water.

#### Transmutation

**Burning Bite:** Gain a bite attack that can sicken targets.

**Dolphin's Lungs:** Hold breath for many rounds before risking drowning.

**Fast Swimmer:** Increase swim speed by +20 ft.

**Slippery Shoes:** Target is treated as standing on an ice sheet for 1 round/level.

### 2nd-Level Sorcerer/Wizard Spells

#### Conjuration

**Nauseating Mist:** Like *obscuring mist* but with a nauseating odor.

**Squid's Quick Exit:** Ink cloud provides you with safe movement.



## 101 AQUATIC SPELLS

### Divination

**Defend the Moor:** Targets gain an insight bonus on attacks, AC, saves and checks.

### Evocation

**Caustic Glob:** 5-ft.-radius burst causes 2d8 acid damage and entangles creatures.

### Transmutation

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Briny Claws:** You gain two claw attacks that can cause bleed damage.

**Fish Flight:** Gain a swim and fly speed when in or near water.

**Icecrawler:** You move across icy surfaces without penalty.

**Nycar's Elusive Moves:** +2 Dex and make Escape Artist checks as a swift action.

**Scragskin:** Gain fast healing but also vulnerability to acid and fire.

**Undersea Frenzy:** +2 Str and Con, -2 AC for 1 minute.

**Water Master's affinity:** Touched creatures gain fast healing 2 in watery environments and a water attack.

### 3rd-Level Sorcerer/Wizard Spells

#### Abjuration

**Ingestion Protection:** Target briefly immune to ingested poisons and diseases.

#### Conjuration

**Burn Away Malady:** 3d6 acid and 3d6 fire damage, but target also has disease or poison removed.

**Ink Cloud:** Cloud of ink provides concealment.

**Rain:** Rain falls in a large area.

**Ten Foot Step:** You move 10 feet when you take a 5-foot step.

#### Enchantment

**Hold Your Breath:** You cause someone to become afraid to breathe.

**Hydrophilia:** Target is cursed to spend time in water.

**Hydrophobia:** Target becomes afraid of being near water.

### Evocation

**Floating Cylinder:** Creates 3-ft.-diameter cylinder that is 3 ft. high that can withstand a force of 100 lbs./level.

**Grodair Blast:** Water blasts in a 10-ft.-radius dealing 1d6/level bludgeoning damage.

**Mesopelagic Pressure:** Deal 1d4/level force damage to a single target and cause it to be exhausted for 1d4 rounds.

**Supercooled Water:** Ray causes 1d6 cold damage/level and may cause Dexterity damage.

### Transmutation

**Aqueous Spell, Lesser:** Store up to a 3rd level, personal-use spell in a vial.

**Cuero's Agility:** Gain compression, and Combat Reflexes and a swim speed if cast in water.

**Encantado's Grace:** Add Cha modifier to saves and AC.

**Encumbered:** Targets and their gear are heavier and may be immobilized.

**Faerie Cold:** Resist cold 5, damage is cold damage, cold spells are +1 CL.

**Flooded:** You cause an area to flood.

**Pod of Dolphins:** You and several allies are transformed into dolphins.

**Unbreathable Water:** Water in the area cannot be breathed.

**Voice Mimicry:** You mimic another's voice.

**Water Runner:** Move over water almost as well as though you were flying.

**Watersense:** Blindsense that only works in water.

### 4th-Level Sorcerer/Wizard Spells

#### Conjuration

**Call Waterspout:** You summon an air elemental over the sea.

**Rage of the River:** Torrent of water causes 1d6/level bludgeoning damage and knocks creatures prone.

**Summon Rock Crabs:** Summons several rock crabs to fight for you or carry you and your allies.

**Wave to Wave:** As *dimension door* except only across aquatic terrain.

#### Necromancy

**Blood Snow:** Creatures' blood crystalizes sapping their Strength and Dexterity.



**Marid's Curse:** -4 penalty to attack and damage rolls when not in water.

**Slimeskin Curse:** Target suffers -4 Con and must keep its skin moist or suffer nonlethal damage.

**Water Naga Soul:** Gain several powers of a water naga including many of its spells.

## Transmutation

**Cast of Crabs:** You and up to 1 ally/level are transformed into giant crabs.

**Cone of Holy Water:** 30 ft. cone of holy water damages undead and evil outsiders.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Nycar's Elusive Moves, Mass:** As *nycar's elusive moves*, affects 1 subject/level.

**Piscodaemon's Claws:** Claws deal 2d6+Str plus 1d6 bleed damage.

**Power of the Electric Eel:** Discharge electrical energy with your attacks, stunning targets in aquatic terrain.

**Speed Swapper:** When you cause opponents to be slowed you gain benefits of *haste*.

**Stone to Water:** Convert a volume of stone to water.

**Tenacious Grappler:** Gain the grab special attack, even with one hand.

## Universal

**Minor Wish:** Supernatural effect as powerful as a 3rd level spell.

## 5th-Level Sorcerer/Wizard Spells

### Abjuration

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.





## 101 AQUATIC SPELLS

### Conjuration

**Rampage of River Drakes:** Summon 3 to 5 river drakes.

### Necromancy

**Arcane Anesthetic:** Curse prevents potions, oils and the like from affecting the target.

**Gholdako's Darkness:** Gain darkvision, immunity to disease and paralysis, and a blinding cone breath weapon.

**The Bends:** Targets treated as though affected by rapid underwater pressure changes.

### Transmutation

**Activation Transference:** Ally gains your spell trigger activation ability.

**Aqueous Spell:** Store up to a 5th level, personal-use spell in a vial.

**Merrow Form I:** You become a freshwater merrow.

**Paralytic Plating:** +6 natural armor bonus and a paralytic defense.

**Scragskin, Mass:** As *scragskin* but for multiple creatures.

**Squall of Ice and Snow:** You become a swarm-like swirling tempest of blinding ice and snow causing piercing and cold damage when you move through others' spaces.

**Sweep Away:** Area of water becomes a rapids, sweeping everything in its path away.

### 6th-Level Sorcerer/Wizard Spells

#### Conjuration

**Ketesthius Trap:** Teleport a creature or object into a ketesthius's stomach.

**Lightning on the Sea:** Cloud of saltwater crackles with electricity damaging all within.

**Rampage of Mist Drakes:** Summon 3 to 5 mist drakes.

**Rusting Rain:** Metal-dissolving rain falls in a cylinder.

#### Divination

**Defend the Moor, Greater:** As *defend the moor* and targets gain 2 hero points.

**Hydromantic Insight:** Gain a +4 insight bonus to attacks, checks, AC and saves against specific foes.

### Necromancy

**Water-Breather Curse:** Target can breathe water but can no longer breathe air.

**Waves of Doom:** Several targets may become paralyzed with fear and may gain negative levels.

### Transmutation

**Merrow Form II:** You become a saltwater merrow.

### 7th-Level Sorcerer/Wizard Spells

#### Conjuration

**Manifest Blizzard:** You create a raging blizzard with powerful winds, heavy snow, and damaging cold.

**Rampage of Sea Drakes:** Summon 3 to 5 sea drakes.

**Watery Exit:** Pool of water transports creatures to the Plane of Water.

### Necromancy

**Withering Waves:** 1d8 damage/2 levels, 1d4 Con damage, and fatigue in 60-ft. cone.

### Transmutation

**Aqueous Spell, Greater:** Store up to a 7th level, personal-use spell in a vial.

### Summoner Spells

#### 2nd-Level Summoner Spells

**Defend the Moor:** Targets gain an insight bonus on attacks, AC, saves and checks.

**Ink Cloud:** Cloud of ink provides concealment.

#### 3rd-Level Summoner Spells

**Call Waterspout:** You summon an air elemental over the sea.

**Death by Crabs:** Summon a crab swarm.

**Summon Rock Crabs:** Summons several rock crabs to fight for you or carry you and your allies.

**Wave to Wave:** As *dimension door* except only across aquatic terrain.

#### 4th-Level Summoner Spells

**Death by Jellyfish:** Summons a jellyfish swarm.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.



**Rampage of River Drakes:** Summon 3 to 5 river drakes.

## 5th-Level Summoner Spells

**Defend the Moor, Greater:** As *defend the moor* and targets gain 2 hero points.

**Rampage of Mist Drakes:** Summon 3 to 5 mist drakes.

## 6th-Level Summoner Spells

**Rampage of Sea Drakes:** Summon 3 to 5 sea drakes.

**Watery Exit:** Pool of water transports creatures to the Plane of Water.

## Witch Spells

### 0-Level Witch Spells

**Puddle:** Creates a 3-ft.-diameter puddle of water, 3-in. deep.

### 1st-Level Witch Spells

**Burning Bite:** Gain a bite attack that can sicken targets.

**Water Glob:** Target is entangled in a globule of congealed water.

### 2nd-Level Witch Spells

**Aquatic Alacrity:** Move very fast while in aquatic terrain.

**Buoyant Totem:** Create necklace that grants buoyancy.

**Defend the Moor:** Targets gain an insight bonus on attacks, AC, saves and checks.

**Fish Flight:** Gain a swim and fly speed when in or near water.

**Hold Your Breath:** You cause someone to become afraid to breathe.

**Nauseating Mist:** Like *obscuring mist* but with a nauseating odor.

**Scragskin:** Gain fast healing but also vulnerability to acid and fire.

**Water Master's affinity:** Touched creatures gain fast healing 2 in watery environments and a water attack.

### 3rd-Level Witch Spells

**Aqueous Spell, Lesser:** Store up to a 3rd level, personal-use spell in a vial.

**Encumbered:** Targets and their gear are heavier and may be immobilized.

**Faerie Cold:** Resist cold 5, damage is cold damage, cold spells are +1 CL.

**Flooded:** You cause an area to flood.

**Hydrophilia:** Target is cursed to spend time in water.

**Hydrophobia:** Target becomes afraid of being near water.

**Ingestion Protection:** Target briefly immune to ingested poisons and diseases.

**Ink Cloud:** Cloud of ink provides concealment.

**Into the Sea:** Gain resist energy (cold) and +4 on Constitution, Strength and Swim checks and Fortitude saves.

**Invigorating Cold:** Cold energy heals, other energy types cause more damage.

**Marid's Curse:** -4 penalty to attack and damage rolls when not in water.

**Rain:** Rain falls in a large area.

**Slimeskin Curse:** Target suffers -4 Con and must keep its skin moist or suffer nonlethal damage.

**Snake Mind:** You communicate with snakes and resist mind-affecting effects.

**Storm Frenzy:** +1 morale bonus to melee attacks, -1 penalty to AC

**Unbreathable Water:** Water in the area cannot be breathed.

**Voice Mimicry:** You mimic another's voice.

**Watersense:** Blindsense that only works in water.

### 4th-Level Witch Spells

**Arcane Anesthetic:** Curse prevents potions, oils and the like from affecting the target.

**Blood Snow:** Creatures' blood crystalizes sapping their Strength and Dexterity.

**Body of Water:** You are invisible while underwater.

**Call Waterspout:** You summon an air elemental over the sea.

**Death by Crabs:** Summon a crab swarm.

**Immobilize Elemental:** You cause an elemental creature's speed to be 0.

**Speed Swapper:** When you cause opponents to be slowed you gain benefits of *haste*.

**Summon Rock Crabs:** Summons several rock crabs to fight for you or carry you and your allies.



## 101 AQUATIC SPELLS

**Water Naga Soul:** Gain several powers of a water naga including many of its spells.

**Wave to Wave:** As *dimension door* except only across aquatic terrain.

### 5th-Level Witch Spells

**Activation Transference:** Ally gains your spell trigger activation ability.

**Aqueous Spell:** Store up to a 5th level, personal-use spell in a vial.

**Blinding Poison:** 15 ft. cone causes 1d2 Con damage/round for 6 rounds and blindness

**Death by Jellyfish:** Summons a jellyfish swarm.

**Dispelling Grasp:** Your grasp can dispel or permanently render nonmagical a magic item.

**Hydrodaemon's Resilience:** Gain many immunities and resistances but also an urge to drown opponents.

**Into the Sea, Mass:** As *into the sea* except it targets multiple creatures.

**Oozy Immunity:** Immunity to paralysis, poison, polymorph, sleep and stun.

**Scragskin, Mass:** As *scragskin* but for multiple creatures.

**Sweep Away:** Area of water becomes a rapids, sweeping everything in its path away.

**Water-Breather Curse:** Target can breathe water but can no longer breathe air.

### 6th-Level Witch Spells

**Defend the Moor, Greater:** As *defend the moor* and targets gain 2 hero points.

**Ketesthius Trap:** Teleport a creature or object into a ketesthius's stomach.

**Waves of Doom:** Several targets may become paralyzed with fear and may gain negative levels.

### 7th-Level Witch Spells

**Aqueous Spell, Greater:** Store up to a 7th level, personal-use spell in a vial.

**Watery Exit:** Pool of water transports creatures to the Plane of Water.

**Withering Waves:** 1d8 damage/2 levels, 1d4 Con damage, and fatigue in 60-ft. cone.





## Spell Descriptions

### Activation Transference

**School:** Transmutation; **Level:** Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (vial of fluid from an abai'a's gizzard)

**Range:** Touch

**Target:** Touched ally

**Duration:** 1 round/level

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

**Resistance:** Yes (harmless)

You transfer your ability to activate spell trigger activation items to an ally. For the duration, your ally can activate spell trigger items as if that individual were you and you lose the ability to do so.

### Aquatic Alacrity

**School:** Transmutation; **Level:** Bloodrager 2, Druid 2, Inquisitor 2, Magus 2, Ranger 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (vial of water swum through by a water orm)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

When moving through water, you can run, whether or not you have a swim speed (see the *Pathfinder Roleplaying Game Core Rulebook*). When you do run while in water, you move as though you had the Run feat. If you have a swim speed, then when you run, you move at 6 times your speed.

While you are in aquatic terrain, you can, as a full-round action that does not provoke an attack of opportunity, seem to disappear into the water. Doing so grants you a +20 bonus on your Stealth check. When you use this feature of the spell, the spell ends after you take your next move action.

### Aqueous Spell, Lesser

**School:** Transmutation; **Level:** Alchemist 3, Cleric/Oracle 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 minute

**Components:** V, S, M (1 gallon of pure water and a small vial)

**Range:** Touch

**Target:** Vial touched

**Duration:** 1 hour/level

**Saving Throw:** None; **Spell Resistance:** No

You convert a spell with a range of Personal or Touch into something akin to a potion. While you cast *lesser aqueous spell* you expend the spell energy of another of your 3rd level or lower spells and it mixes with the water you've provided. The two convert into a small amount of concentrated liquid contained in the vial you've provided. At any time thereafter, you may consume the liquid in the vial as if it were a potion and gain the benefits of the spell contained in it. If anyone else consumes the liquid in the vial or when the duration expires, the magic of that spell dissipates and is lost.

### Aqueous Spell

**School:** Transmutation; **Level:** Alchemist 5, Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 minute

**Components:** V, S, M (1 gallon of pure water and a small vial)

**Range:** Touch

**Target:** Vial touched

**Duration:** 1 hour/level

**Saving Throw:** None; **Spell Resistance:** No

This spell works like *lesser aqueous spell* except that you may store a spell of up to 5th level in the vial.

### Aqueous Spell, Greater

**School:** Transmutation; **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 minute

**Components:** V, S, M (1 gallon of pure water and a small vial)

**Range:** Touch

**Target:** Vial touched

**Duration:** 1 hour/level

**Saving Throw:** None; **Spell Resistance:** No

This spell works like *lesser aqueous spell* except that you may store a spell of up to 7th level in the vial.

### Arcane Anesthetic

**School:** Necromancy [curse]; **Level:** Alchemist 4, Bloodrager 4, Cleric/Oracle 4, Shaman 4, Sorcerer/Wizard 5, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of dried alpluachra's slime)

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

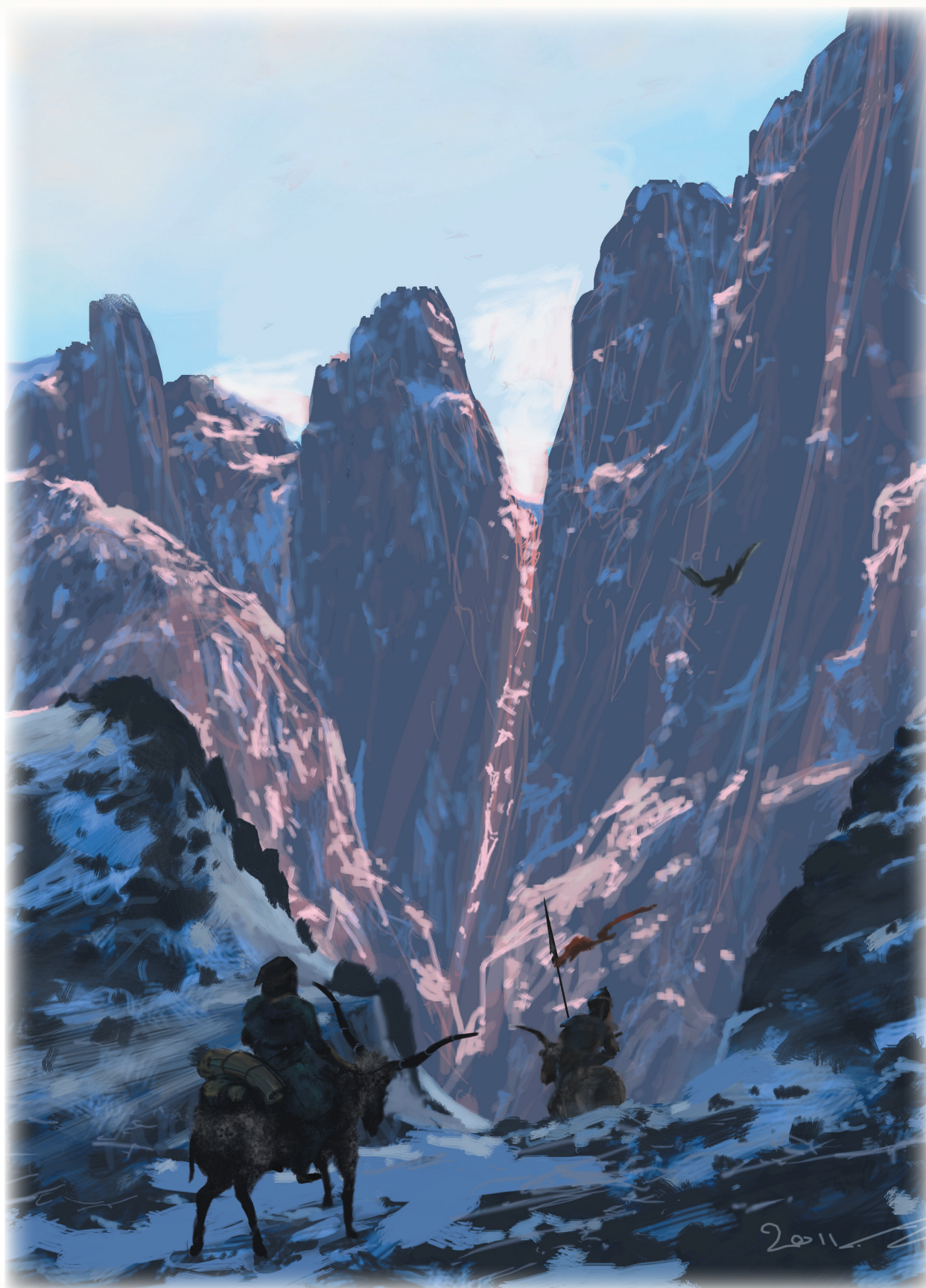
**Saving Throw:** Will negates; **Spell Resistance:** Yes

You touch a creature who experiences a mild sting where you make contact. It immediately





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is allowed a Will save and if it is successful, the spell simply fails. If the save fails, the creature suffers a -4 penalty on all Perception checks that rely upon the senses of smell, taste or touch as its body takes on a very mild tingling that interferes with these senses. Worse, and the target will not realize this at first, it loses the ability to benefit from magic items that must be consumed (such as potions, elixirs or edibles) or applied to the skin (such as ointments). Non-magical items that confer a benefit after being consumed or applied to the skin have the duration of their effectiveness reduced by half. If the cursed creature drinks a potion or has a magical ointment rubbed on its skin, the magic simply has no effect. (This spell does not affect such consumable magic if that magic comes from an artifact.)

Despite its name, *arcane anesthetic* affects magical consumables regardless of the kind of magic used to make them.

*Arcane anesthetic* cannot be dispelled, but it can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. In addition, if the target eats a half pound of salt or drinks a gallon of salt water, it is allowed a Fortitude save (same DC as this spell); if the Fortitude save is successful, the curse is lifted, but if the save fails, the target is nauseated for 1 minute after which it is sickened for 1d6 hours. If either salt cure is attempted and fails, then another attempt at the salt cure will not succeed at lifting the curse until at least 24 hours have passed.

### Aspect of the Porpoise

**School:** Transmutation (polymorph); **Level:** Druid 3, Ranger 2

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You take on an aspect of a porpoise and your body becomes sleek and muscular; you gain a +2 enhancement bonus to Constitution and Dexterity. Your eyes change slightly, becoming larger and moving farther to the sides; this does not limit your vision as the magic of the spell corrects for the change. However, unless you are in water, your ability to see color is muted somewhat (all colors appear less saturated than normal) causing you to suffer a -2 penalty on Perception checks related to sight. However, when you are in water, you gain both low-light vision and darkvision 60 ft., and you do not suffer the penalty on Perception checks. You gain a swim speed equal to your land



speed (including the +8 bonus to Swim checks granted to all creatures with a swim speed). You can choose to take 10 on a Swim check even if you are endangered or distracted.

If you are in aquatic terrain, you can hold your breath for a number of minutes equal to 6 times your Constitution score before you risk drowning.

### Aspect of the Shark

**School:** Transmutation (polymorph); **Level:** Druid 4, Ranger 3

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You take on an aspect of a blue shark. You gain a +4 enhancement bonus to Strength, and a +2 enhancement bonus to both Constitution and Dexterity. Your teeth become dangerously sharp and your jaws strengthen considerably. You gain a bite attack as a secondary attack (the attack is made using your base attack bonus minus 5, and you add one-half your Strength modifier to damage). You gain a swim speed equal to your land speed (including the +8 bonus to Swim checks granted to all creatures with a swim speed). You can choose to take 10 on a Swim check even if you are endangered or distracted.

Whenever you are in aquatic terrain you can breathe water as if you were affected by *water breathing*. In addition, you gain the scent ability to a range of 180-feet while you are underwater.

### Blinding Poison

**School:** Necromancy [poison]; **Level:** Cleric/Oracle 5, Shaman 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, DF; see text

**Range:** 15 ft.



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**Area:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates; see text; **Spell**

**Resistance:** Yes

A spray of poisonous droplets fans away from you onto creatures in the area. Those who fail a Fortitude save suffer 1d2 points of Constitution damage each round for 6 rounds and are blinded. Poisoned creatures may attempt a new Fortitude save each round at the start of their turns. If they fail, they continue taking 1d2 Constitution damage and remain blinded. If they succeed, they stop taking damage and their sight is restored. If a creature fails all six consecutive saves, the blindness is permanent until that creature's sight is magically restored.

If you cast *blinding poison* in an area where there is substantial spray as from crashing waves or a waterfall, any creatures in the area of the spell that are also in the area of this spray have their save DCs increased by +2.

If you have even a few drops from a nereid's poisonous spray to use as a material component for the spell, then the range is 30 ft. and the poison deals 1d3 Constitution damage each round.

### Blood Snow

**School:** Necromancy; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of the caster's blood)

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 round/2 levels

**Saving Throw:** Fortitude partial; see text; **Spell Resistance:** Yes

Snow falls in the area, but the snow is not crystallized water, it is crystallized blood. Any living creature whose body has circulating blood in the area of effect feels its own blood crystallizing as well; the creature's veins and arteries swell as the blood expands. The creature's body takes on a severe purplish hue and the creature's face grimaces in agony.

For each round a creature begins its turn in the area, it must attempt a Fortitude save. If it succeeds on the save, it suffers 1 point of damage each to its Strength and Dexterity scores and gains the sickened condition but can otherwise complete its actions that round. If it fails the save it is paralyzed and nauseated until the start of its next turn.

If the area into which the spell is cast is too warm for snow to fall, the spell's duration is shortened by 1 round and each creature in the area gains a +2 on its saves. If snow is already falling when the spell

is cast, then the radius of the spell's area is doubled (i.e. 40-ft. radius cylinder, 40 ft. high), the spell's duration is increased by 2 rounds, and the save DC of the spell is increased by +2.

A cleric with the blood subdomain may take *blood snow* as a replacement 4th level spell.

### Body of Water

**School:** Transmutation; **Level:** Druid 4, Ranger 3, Shaman 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

Whenever your body is completely submerged in water, your skin takes on the color of the water you're in, rendering you invisible as per *greater invisibility*. You can be detected by any ability that can overcome *invisibility*. At the end of each of your turns, if you are not in a body of water or in aquatic terrain, the spell's duration is decreased by 5 rounds.

### Briny Claws

**School:** Transmutation (polymorph); **Level:** Alchemist 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (pinch of salt)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

Your nails grow into strong, dragon-like claws that exude a magical, briny liquid. These are natural weapons and you gain two claw attacks (1d6 + Str damage each). These claws are treated as magical weapons with an enhancement bonus equal to one-third your level (maximum +3). Once per round, if you deal damage to a target with a claw, the target of that damage must succeed on a Fortitude save (DC 10 + 1/2 your level + your Constitution modifier) or suffer 1 point of bleed damage beginning at the start of its next turn. You may cause a single target to suffer more bleed damage by successfully attacking it multiple times over multiple rounds, but on any single round, regardless of the number of times you successfully attack with your claws against a single target, it only must attempt a single save (and can only suffer 1 additional bleed damage if it fails).

You may cast spells while you have these claws, but if a spell has a somatic or material component or a focus, the use of your hands compromises your spellcasting somewhat and you must succeed on a concentration check (DC 10 + spell level) or lose the spell.



If the salt you use for the material component of the spell came from a brine dragon's lair, then the enhancement bonus is increased by +1 (maximum +4), the Fortitude save DC to prevent bleed damage is increased by +2 and the duration of the spell is doubled. If a target fails its Fortitude save with a roll of a natural 1 when you're using this more powerful material component, then the target is also stunned for 1 round.

### Bronze Aura

**School:** Conjuration (creation) [electricity, good, lawful]; **Level:** Cleric/Oracle 3, Paladin 2

**Casting Time:** 1 standard action

**Components:** V, S, F/DF (an old or older bronze dragon's scale)

**Range:** Personal

**Area:** 5-ft.-radius emanation centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** Yes

You are enveloped by a thin cloud of fast-moving motes that crackle with electrical energy; it gives off faint light in the spectrum of colors associated with bronze dragons (the light's brightness is equivalent to a candle). This cloud consists of two overlapping auras. The first aura grants you and all lawful good creatures adjacent to you (including any sharing your space) resistance to electricity 10 (as *resist energy*). The second aura causes 1d6 electricity damage (no save) to all creatures in your space or adjacent to you at the start of your turn and at the start of the turn of any lawful good creature adjacent to you. You can suppress the auras at will, but doing so suppresses both auras.

If the scale used as the focus of the spell is from an ancient or older dragon, then the damage is 2d6 and the damage aura extends to creatures within 10 feet of you; neither the amount of resistance nor the radius of the resistance aura changes.

If you are in terrain that varies regularly between both land and water elements, such as a coastline or an intertidal region, the damage caused by your aura (regardless of its radius) is doubled. (This stacks with using a more powerful scale, so the damage caused by this spell could be 4d6 electricity damage.)

### Burn Away Malady

**School:** Conjuration (healing) [acid, fire]; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 round

**Components:** V, S, M (several droplets of a bagiennik's nasal spray)

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text; **Spell**

**Resistance:** Yes

You apply the droplets to the creature you touch and it suffers 3d6 acid damage and 3d6 fire damage; a successful Fortitude save halves each of the damages. In addition, if the creature succeeds on its saving throw, the creature is also treated as if it had benefitted from either *remove disease* or *neutralize poison* (touched creature's choice). If your caster level is 10th or higher, then if the target succeeds on its saving throw, it can choose *remove blindness/deafness* as well.

If the touched creature takes no damage from the spell, its curative effects fail.

If you cast *burn away malady* while you and the touched creature are standing in a cold river, then if the touched creature succeeds on its saving throw, it also heals 1 point of ability damage to an ability score of its choice.

If you cast this as an offensive spell, you must succeed on a touch attack to deliver the spell; if you cast this spell and the target is aware of its potential healing effects, the target may volunteer to be touched (without at the same time voluntarily failing the saving throw).

Even though this spell causes damage, it doesn't cause much damage especially considering that the spell will likely be cast out of combat. This spell therefore breaks an important divide between arcane and divine magic and so care must be taken in allowing it. The material component is an important way to keep a check on abuse of this spell.

### Burning Bite

**School:** Transmutation; **Level:** Bloodrager 1, Magus 1, Shaman 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a kawa akago tooth)

**Range:** Personal

**Target:** You

**Duration:** 3 rounds + 1 round/level

Your teeth sharpen and you gain a bite attack which deals piercing damage appropriate for your size (1d6 if you are Medium-sized); this is a primary attack if you are unarmed, otherwise it is a secondary attack. If your bite attack causes damage, then the target must succeed on a Fortitude save (DC 10 + 1/2 your level + your Con modifier) or become sickened for 1 minute. If you succeed at causing bite damage to a creature more than once



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and it fails more than 1 save, each time it fails a save, the duration resets to 1 minute. A target suffering the sickened condition as a result of your bite can remove that condition by complete immersion in water (or similar liquid) for 2 full rounds.

If you are in a temperate marsh or river, treat your base attack bonus as your caster level if your caster level is higher than your usual BAB, and increase the Fortitude save DC of the sickening effect of your bite by +2.

### Buoyant Totem

**School:** Conjuration (creation); **Level:** Cleric/Oracle 2, Druid 2, Inquisitor 2, Ranger 2, Shaman 2, Witch 2  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (see text)  
**Range:** Personal  
**Effect:** A single necklace totem (see text)  
**Duration:** 10 minutes/level  
**Saving Throw:** None; **Spell Resistance:** No



You create a small necklace that appears and fits easily around your own neck. The necklace includes a small wooden carving of an animal that has some natural means of buoyancy (such as would be found by studying a polar bear or tortoise, for instance). The particular animal on your necklace is the same type as the animal from which the material component (which is consumed by the casting of the spell) was derived. That component can be any natural body part of the animal (tooth, nail, shell, fur, etc.). The necklace is not a magic item, *per se* and so does not take up a slot; however, it must be worn to be effective (you may wrap it around an arm or leg; despite being a necklace, it doesn't have to be worn on your neck, but it appears there when you cast the spell). While wearing the necklace, you have a magical buoyancy that allows you to stay afloat in water that is at least a foot deep. If you wish to swim underwater while wearing the necklace, you must succeed on a DC 20 Swim check each round. When the spell ends, the necklace disappears.

Removing or putting on the necklace requires a standard action that provokes attacks of opportunity. You may give the necklace to someone else, but each time the necklace is removed, 5 minutes of remaining duration is lost.

If you create the necklace while you are in a body of water, the initial duration is doubled, but the time lost for removing the necklace is also doubled to 10 minutes.

Bloodragers with the greenrager archetype adds *buoyant totem* to their list of 2nd level bloodrager spells.

### Call Waterspout

**School:** Conjuration (summoning) [air]; **Level:** Cleric/Oracle 4, Druid 4, Shaman 4, Sorcerer/Wizard 4, Summoner 3, Witch 4  
**Casting Time:** 1 round  
**Components:** V, S, M (a vial of seawater captured as spray)  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** One summoned air elemental  
**Duration:** 1 round/2 levels (D)  
**Saving Throw:** None; **Spell Resistance:** No

One medium air elemental appears as far away from you as possible within range. It acts immediately on your turn and moves toward you at its maximum speed while maintaining its whirlwind. At the end of the turn on which you summoned it, it may choose to stop using its whirlwind special attack and behave as would any other summoned air elemental. It will not voluntarily use its whirlwind attack in a space where it would harm you or your allies.



This spell's duration is 1 round/level if it is cast so that the air elemental appears above open water. If you cast this spell while you are in aquatic terrain (which includes you being on a ship at sea), the elemental has the advanced creature template.

### Cast of Crabs

**School:** Transmutation (polymorph); **Level:** Druid 3, Shaman 3, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (bit of shell from 1 giant crab/target)

**Range:** 20 ft.

**Target:** You and up to 1 ally/level

**Duration:** 1 min./level (D)

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

You and up to 1 ally/level (maximum of 8 allies) are transformed into giant crabs. Your sizes are Medium and you all gain a +3 natural armor bonus. Everyone gains darkvision 60 ft. and a swim speed of 20 ft.

If *cast of crabs* is cast in aquatic, coastal or other appropriate terrain, you all also gain the constrict special attack, a +4 competence bonus to Swim checks, and the duration is 1 hour/level.

### Caustic Glob

**School:** Evocation [acid]; **Level:** Bloodrager 2, Magus 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of river drake mucus)

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

**Area:** 5-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text; **Spell Resistance:** Yes

You spit a ball of caustic, sticky material that rapidly increases in size as it accelerates from your space to the area you target. It explodes causing 2d8 acid damage to creatures and unattended objects and coats the area in a sticky mass that entangles creatures. A successful Reflex save halves the damage and negates the entangle effect. Creatures failing their Reflex save take an additional 1d4 acid damage at the start of their turn each round they remain in the area; at the end of their turn they may attempt another Reflex save to end the entangle condition (if they cannot escape it by some other means).

The sticky mass can be washed off a creature. Doing so requires the application of at least a gallon of water or similar liquid to the creature; this requires a full round action and provokes attacks of opportunity.

### Cetaceal's Security

**School:** Abjuration [good]; **Level:** Cleric/Oracle 6, Inquisitor 6, Paladin 4

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a strand of cetaceal hair)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

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

The touched subject gains resistance 10 to cold, electricity, and sonic, and a +4 sacred bonus on saves against paralysis. This spell fails if cast on an evil creature.

As a standard action that does not provoke opportunity attacks, the touched creature can generate a protective field in a 10-ft. radius that provides a +4 deflection bonus on AC and a +4 resistance bonus on saves against attacks or effects generated by evil creatures and targeting good creatures. For each round this field remains effective, the duration of *cetaceal's security* is reduced by 1 minute.

As a full-round action that does not provoke opportunity attacks, the touched creature can send a shockwave of energy outward in a 20-ft. radius. Evil creatures in this radius suffer 6d6 cold and 6d6 electricity damage. A successful Reflex save halves both the cold and electricity damage. The DC of this save is the 10 + the 1/2 touched creature's level + the touched creature's Charisma modifier. If the touched creature generates this shock wave, the spell ends.

If you target yourself with this spell, are good aligned, and cast the spell in aquatic terrain, then you also gain fast healing 5 and DR 5/evil.

### Cone of Holy Water

**School:** Transmutation [good, water]; **Level:** Alchemist 4, Bard 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (three vials of holy water)

**Range:** 30 ft.

**Effect:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

*Cone of holy water* modifies and converts the material components into a quick burst of holy water sprayed over a 30-ft. conical area. Targets not normally damaged by holy water are unaffected by the spell. Undead and evil outsiders in the area suffer 1d4 points of damage per caster level (maximum 10d4). Incorporeal undead and evil outsiders gain a +2 bonus on their Reflex saves. If you are evil-aligned, you cannot cast this spell.



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### Cuero's Agility

**School:** Transmutation; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of cuero hide)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

Your body transforms as your bones, muscles and skin change to become more flexible. Your outward appearance does not change but you gain the ability to fold yourself into smaller spaces and fit through openings much smaller than you normally could. You gain compression per the universal monster rules. You can move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing.

If you cast *cuero's agility* while you are in a temperate lake or river, you also gain a swim speed of 30 ft., and the Combat Reflexes feat whenever you are in aquatic terrain.

### Death by Crabs

**School:** Conjuraction (summoning); **Level:** Cleric/Oracle 4, Druid 4, Shaman 4, Summoner 3, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Effect:** One summoned crab swarm

**Duration:** Concentration + 2 rounds

**Saving Throw:** None; **Spell Resistance:** No

This spell summons a crab swarm which can be summoned into a space occupied by other creatures. If there are other creatures in the crab swarm's space at the end of its move (and it does not have to move), those creatures suffer damage from the swarm attack.

If you cast *death by crabs* in terrain other than aquatic terrain, all the swarm's melee damage is halved.

### Death by Jellyfish

**School:** Conjuraction (summoning); **Level:** Cleric/Oracle 5, Druid 5, Shaman 5, Summoner 4, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Effect:** One summoned jellyfish swarm

**Duration:** Concentration + 2 rounds

**Saving Throw:** None; **Spell Resistance:** No

This spell summons a jellyfish swarm which can be summoned into a space occupied by other creatures. If there are other creatures in the jellyfish swarm's space at the end of its move (and it does

not have to move), those creatures suffer damage from the swarm attack.

If you cast *death by jellyfish* in aquatic terrain, then you summon two such swarms which must appear adjacent to one another.

If you cast *death by jellyfish* in terrain that does not support jellyfish, then the spell's duration is 1 round.

### Defend the Moor

**School:** Divination [mind-affecting]; **Level:** Cleric/Oracle 2, Druid 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

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

**Targets:** One kin or ally/level, no two of which can be more than 30 ft. apart

**Duration:** 1 minute + 1 round/level

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

The targets of the spell gain insight into all kin and allies of kin within 30 ft. of themselves. If a target of *defend the moor* can perceive a kin or kin ally within 30 ft. of itself, it gains an insight bonus on attack rolls and AC. If a target is also within the moor identified by the casting of *kin on the moor*, it gains the insight bonus on checks and saves as well. The insight bonus is +1 if the caster's level is less than 5th; at caster level 5th it increases to +2 and it increases by another +1 for every 5 caster levels thereafter to a maximum of +5 at caster level 20th.

See *kin on the moor* in *101 Swamp Spells* by Rite Publishing for information about the target of the spell.

### Defend the Moor, Greater

**School:** Divination [mind-affecting]; **Level:** Cleric/Oracle 6, Druid 6, Sorcerer/Wizard 6, Summoner 5, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One kin or ally/level, no two of which can be more than 60 ft. apart

**Duration:** 1 minute/level

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

This spell functions as *defend the moor* except as noted above, and as noted below.

Each target of the spell gains 2 hero points which may be used in any of the ways provided in the *Pathfinder Roleplaying Game Advanced Player's Guide*. Those hero points can only be spent within the moor identified by the casting of *kin on the moor*. If a hero point is not used by the time the spell ends, it is wasted.





Hero points can dramatically alter the game; care must be taken in determining whether to allow this spell in the game.

### Dispelling Grasp

**School:** Abjuration; **Level:** Antipaladin 4, Bard 5, Cleric/Oracle 5, Inquisitor 5, Magus 5, Paladin 4, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M (three drops of lukwata stomach acid or one vial of lukwata saliva)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None or Fortitude negates; see text;

**Spell Resistance:** No

Each round after you cast this spell, on your turn, as a full-round action that may provoke an attack of opportunity, if you hold onto a magic item throughout your turn and intend to use the power of this spell, that item is treated as if affected by a targeted *greater dispel magic* spell. You may attempt to do this in combat, but you must grab the item (by making a successful sunder maneuver with your hand) and hold onto the item for the remainder of your turn (by sacrificing your move

action and any swift action you might have taken). In this case, if you have Improved Sunder, you do not provoke an opportunity attack for the sunder attempt but you may still provoke an opportunity attack by sacrificing your move action to hold onto the item (per GM adjudication).

If the duration of your spell is at least 1 minute, and you hold one item for an entire minute, then the item is rendered permanently nonmagical if it fails a Fortitude save (same DC as this spell). Artifacts are immune to this dispelling. At the end of this attempt, regardless of whether the item saves, the spell ends.

You may target your own items with *dispelling grasp* but are not assumed to be targeting them.

### Dolphin's Lungs

**School:** Transmutation; **Level:** Alchemist 1, Bloodrager 1, Cleric/Oracle 1, Druid 1, Magus 1, Shaman 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

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

**Resistance:** Yes (harmless)



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The touched creature is able to hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning. The rules for holding one's breath remain otherwise normal. If the spell ends while the touched creature is holding its breath, the touched creature must make a DC 10 Constitution check to continue holding its breath (and the DC increases by 1 each round, as normal).

If you and the creature touched are underwater and holding your breath when you cast the spell (in which case the verbal component does not require breathing), then the touched creature is able to hold its breath for a number of rounds equal to 8 times its Constitution score before it risks drowning.

### Encantado's Grace

**School:** Transmutation; **Level:** Bard 2, Cleric/Oracle 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, F (any gift from an encantado)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You briefly gain remarkable self-confidence. Add your Charisma modifier as a morale bonus to all your saving throws and add it as a deflection bonus to your AC.

If you are in or near a warm river, you also gain a +4 morale bonus to Bluff, Diplomacy and Performance checks.

### Encumbered

**School:** Transmutation; **Level:** Bard 3, Bloodrager 3, Inquisitor 3, Magus 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a lead pellet)

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

**Targets:** One creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The target creatures and their gear are magically heavier. Each creature failing its save is treated as though it were carrying a load one step higher or wearing armor one category heavier (whichever is worse), and its armor check penalty increases by 2. A creature already carrying a heavy load or wearing heavy armor that fails its save can't move until the spell ends. A creature that can't move can still sink or fall if it was swimming or flying, etc. A creature rendered unable to move by this spell is not paralyzed or held. It is immobilized due to the burden of weight. If it can get out of its armor or drop its gear, it will regain the ability to move.





While this spell works in any terrain, it is particularly deleterious for someone's movement to be hindered or prevented if that creature is under water.

### Faerie Cold

**School:** Transmutation [cold]; **Level:** Bloodrager 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of water from an aquatic fey's abode)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

Your body generates a nimbus of frost which gives you resist cold 5. In addition, all damage that you cause with natural or melee weapons deals cold damage instead of the damage type they normally cause. Any spells you cast with the cold descriptor become more powerful and are treated as if your caster level were 1 higher. If you are using a weapon with the *frost* or *icy burst* property, the damage die type is increased (from d6 to d8, and from d10 to d12).

If you have the fey bloodline then the spell's duration is doubled.

If the material component for the spell was obtained from a lair which was in cold or colder terrain, then the nimbus grants you resist cold 10 instead and the save DCs of any spells you cast that cause cold damage are increased by +2.

### Fast Swimmer

**School:** Transmutation; **Level:** Bloodrager 1, Druid 1, Shaman 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (see text)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

The target's swim speed increases by +20 ft. This increases to +30 ft. at caster level 6th, to +40 ft. at caster level 11th, and +50 ft. at caster level 16th. The spell does not grant the target a swim speed; though it does increase the swim speed of a creature that only has a temporary swim speed.

If cast as a divine spell, there is no material component. If cast as an arcane spell, the maximum speed the spell can grant is further limited by the material component of the spell. The component is a vial of water taken from a body of water through

which a creature with the intended (or higher) swim speed has swum. For this purpose, some casters summon fast-swimming creatures into pools or rivers. If the water in the vial was taken from a body of water and the fastest creature to have swum through that water had a swim speed of 30 ft., then the casting of the spell using that vial cannot increase a target's speed by more than +30 ft.

If you have the water domain or waves mystery, then this spell is added to your spell list as a 1st level divine spell.

### Fish Flight

**School:** Transmutation; **Level:** Alchemist 2, Bloodrager 2, Druid 2, Ranger 1, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a flying fish's wing)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You gain both a swim speed and a fly speed. Your swim speed is equal to your normal base movement rate, and your fly speed is 60 feet (or 40 feet if you wear medium or heavy armor, or if you are carrying a medium or heavy load). You gain these speeds whenever you are in or within 30 feet of aquatic terrain. If you are flying and move more than 30 feet away from aquatic terrain, you immediately begin to move downward as if you had been a target of *fly* and the duration ended; however, as soon as you once again are in or within 30 feet of aquatic terrain, you regain the ability to fly. While the spell is in effect, you gain a bonus on both Swim and Fly checks equal to 1/2 your caster level.

If you have the aquatic or elemental (water) bloodline, are an aquatic druid or have the water domain, if water is your favored terrain, if you are a water elemental wizard, or have a water patron, then the spell's duration is 10 minutes/level instead. This spell may normally be unavailable in world where there are not flying fish, but if the caster has the material component the spell will still work.

### Floating Cylinder

**School:** Evocation [force]; **Level:** Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (4 drops of mercury)

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

**Effect:** 3-ft.-diameter cylinder of force, 3 ft. high; see text

**Duration:** 1 hour/level

**Saving Throw:** None; **Spell Resistance:** No



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You create a cylinder of force that maintains its relative shape around you. The wall of the cylinder is 1-inch thick and is sturdy enough to remain unmoved against a force exerted against it equivalent to 100 lbs./level. The top of the disk is level and remains at a height relative to you that it would have if you were standing on a flat surface and the top of the disk were 3 ft. from the ground. The top of the cylinder remains level even if the surface on which you're standing is uneven. If you are walking over rocky or sloped terrain, for instance, the height of the various portions of the force cylinder change constantly so that the top remains a level ring even if the overall shape is no longer perfectly cylindrical. The bottom of the cylinder touches the ground as best as it is able, usually keeping out surrounding matter. If, for instance, you were to walk into a sloping pond, the water would part around you and not begin spilling into the space of the cylinder until you'd waded in far enough that the water poured over the top.

The cylinder moves with you, moving at your speed. If you leave the ground (such as by jumping, swimming, climbing, riding or flying) for more than the time it takes to simply hop in your own space, the cylinder winks out of existence. When the disk winks out of existence, anything it was keeping away from you will rush in normally (for instance, if you were using the cylinder to remain mostly dry while walking across a shallow river).

In combat, the disk grants you partial cover (or cover if you are Small or smaller), but a -2 penalty on Acrobatics checks (remaining aware of the disk and your need to remain on the ground compromises your ability to be dexterously skillful). Depending on your level, its strength might be great enough to prevent others from entering your space, performing a bull rush against you, etc., If a creature is strong enough to overcome this and pushes against the barrier, you are moved as well (as you remain in the center of the cylinder). Whether this causes you damage is determined by the GM.

### Flooded

**School:** Transmutation [water]; **Level:** Druid 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Volume of water up to 1 10-ft.-cube/2 levels

**Duration:** 1 minute/level

**Saving Throw:** None; **Spell Resistance:** No

The targeted volume becomes swollen with water and all aquatic terrain in the area is treated as flooded. The speed of moving water is increased by

50% (stagnant water is not caused to move) and the DCs of all Swim checks in areas of moving water are increased by +5. You may alter the volume you affect within any configuration of up to 1,000 cubic feet per 2 levels. For instance, if you are a 6th level caster, the volume of water you affect is up to 3,000 cubic feet, which could be a region of water that is 10 feet deep, 10 feet wide, and 30 feet long, or any other configuration within the 3,000 cubic foot limitation.

If you have the water domain, are an aquatic druid, have a connection with a waves spirit or water patron, are a water elemental, or have the elemental (water) bloodline, you cast this spell as though you were two caster levels higher.

### Gholdako's Darkness

**School:** Necromancy; **Level:** Cleric/Oracle 5, Sorcerer/Wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of powdered gholdako skin flakes)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None and Fortitude negates; see text; **Spell Resistance:** No and Yes; see text

A blue-white smoky halo appears above and around your head. While it remains, you gain darkvision 60 ft., and are immune to disease and paralysis. On your turn, as a standard action that does not provoke attacks of opportunity, you may exhale a cone of gas that otherwise resembles the smoky halo in appearance. The cone is 20-feet long and all creatures caught in the cone are blinded permanently unless they succeed on a Fortitude save. When you produce the cone, the halo disappears and the spell ends.

If you have the darkness or death domain, have the undead bloodline or are a necromancer, you gain a second use of the cone; the halo remains and the spell does not automatically end after the first use of the cone.

### Grodair Blast

**School:** Evocation [water]; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a grodair tentacle; see text)

**Range:** Close (25 ft. + 5 ft./2 levels); see text

**Area:** 10-ft.-radius burst; see text

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

Highly pressurized water explodes outward from the center of the area causing 1d6 points



of bludgeoning damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. Creatures that fail their saves by 5 or more, or that fail on a natural 1, are knocked prone.

If you have a dead grodair's organ cluster available as a material component for the spell, or if you have a *decanter of endless water* to use as a focus, then the area is a 20-ft.-radius burst and the range is medium (100 ft. + 10 ft./level).

### Hold Your Breath

**School:** Enchantment (compulsion) [fear, language-dependent, mind-affecting]; **Level:** Antipaladin 2, Bloodrager 3, Cleric/Oracle 2, Shaman 2, Sorcerer/Wizard 3, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One living humanoid

**Duration:** 1 minute + 1 round/level (D)

**Saving Throw:** Will negates and see text; **Spell Resistance:** Yes

You speak the phrase "hold your breath" in a language the target understands and compel her to hold her breath until she passes out (this spell has no effect on creatures that do not need to breathe and only affects humanoids). If she succeeds on the initial saving throw, the spell ends with no effect. Otherwise, the target is beset with fear while she holds her breath, certain that some terrible fate will befall her if she breathes; she gains the shaken condition while holding her breath. While affected by the compulsion, she holds her breath as though she risked suffocation; she holds her breath for a number of rounds equal to twice her Constitution score (though each round that she takes a standard or full-round action, the remaining time she can safely hold her breath is reduced by 1 round), and thereafter must make a DC 10 Constitution check each round to continue holding her breath. Once she begins making Constitution checks, the DC increases by +1 each round until she finally fails. When the target fails her Constitution check, she does pass out, but she begins breathing normally. When she regains consciousness, the spell is no longer in effect.

While she is holding her breath, her fear of breathing is so terrifying that if she is forced to take a breath, she must immediately make a Will save or fall unconscious from the fear. Because she is holding her breath, the target may not do any of the things that normally require breathing (such as talking, singing, and, by virtue of this, casting spells

with a verbal component). If the duration expires and the target is still holding her breath, the fear lifts, she tentatively takes a breath, realizes she's safe, and the spell ends without further effect. If the target can be made to fall asleep while affected by *hold your breath* she begins breathing normally and the spell ends.

There are circumstances in which such a spell could actually save someone's life, and speculation abounds about whether this was why it was created in the first place.

### Hydrodaemon's Resilience

**School:** Conjuration (healing); **Level:** Alchemist 5, Cleric/Oracle 5, Inquisitor 5, Shaman 5, Witch 5

**Casting Time:** 1 minute

**Components:** V, S, M/DF (a drop of hydrodaemon blood or spit)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level; see text

**Saving Throw:** See text; **Spell Resistance:** Yes

The touched creature must attempt an initial Fortitude saving throw when the spell's casting time is completed. If the result of this attempt is a natural 1, the spell fails and the touched creature suffers 1 negative level. If the saving throw fails but is not a natural 1, then the duration of the spell is 1 round/level instead but otherwise functions normally.

The touched creature gains immunity to acid, death effects, disease and poison. In addition, the touched creature gains the benefits of *water breathing* and *resist energy* in the forms of resist cold 10, electricity 10 and fire 10. However, the touched creature becomes vulnerable to both cold iron and silver such that any attacks from items composed of those metals cause an additional 50% damage.

Whenever the touched creature is engaged in combat in aquatic terrain it becomes obsessed with the prospect of using water as a weapon. Whenever the touched creature could attempt to cause an opponent to be submerged, to drown an opponent, or otherwise engage in means of gaining an advantage by use of the water, it must do so (even if combat maneuvers such as bull rush, grapple or trip are normally relatively ineffective means of combat for the target). At the start of each of its turns, it is allowed a Will save to resist this obsession and act normally.

If you have the water domain, your spirit is the waves spirit, or you have a water patron, then if you target yourself with the spell you gain a +4 on your initial Fortitude save and a +2 on your Will saves to resist the obsession.



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### Hydromantic Insight

**School:** Divination; **Level:** Alchemist 6, Bard 6, Magus 6, Sorcerer/Wizard 6

**Casting Time:** 1 standard action

**Components:** V, S, F (a small crystal orb filled with pure water)

**Range:** Personal; see text

**Target:** You

**Duration:** 1 minute/level; see text

You gain a supernatural sense which operates through water to any living creature to which you have an uninterrupted path through water (this uninterrupted pathway can be nearly infinitesimally thin and can be quite circuitous). This pathway could manifest through you and another creature being in the same body of water, in the same bank of fog, standing in the same dew-drenched prairie, or the like. While this pathway remains, the water in your body imparts to you an awareness granting you a +4 insight bonus on all attacks and opposed checks you make against such a creature, and a +4 insight bonus on AC and saving throws against any attacks or effects produced by such a creature. There is no limit to the number of such creatures to which these bonuses apply (if you are fighting an army of sea creatures and each one has an uninterrupted path between you and it, you gain these bonuses in all cases).

As a standard action you may concentrate your awareness on a single creature to which you are so connected increasing all your bonuses with respect to that creature to +8 and decreasing all your bonuses to all other such creatures to +1. This change remains for as long as you maintain concentration. If you choose to stop concentrating, all your insight bonuses granted by *hydromantic insight* return to +4 at the start of your next turn. If your concentration is involuntarily broken, the spell ends.

You cannot cast this spell if you are not a living creature.

If you have the water domain, a water patron or waves spirit, you may add *hydromantic insight* to your 6th level spell list.

### Hydrophilia

**School:** Enchantment (compulsion) [curse, emotion, mind-affecting]; **Level:** Bard 3, Cleric/Oracle 3, Druid 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V

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

**Target:** One living creature with 7 HD or less

**Duration:** 1 day/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes

The target of *hydrophilia* becomes obsessed with spending time in water and is compelled to do so. If the target is not near a natural body of water, but can find other forms (a bath, a trough, etc.) those other forms will suffice. If the target goes more than 24 hours without spending at least 10 uninterrupted minutes in water, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject spends at least 10 uninterrupted minutes in water.

Unlike many compulsion spells, *hydrophilia* does not require any commands to work and so is not a language-dependent spell.

*Hydrophilia* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect *hydrophilia*.

### Hydrophobia

**School:** Enchantment (compulsion) [emotion, fear, mind-affecting]; **Level:** Cleric/Oracle 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a dosseus claw)

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

**Target:** One living creature

**Duration:** 1 hour/level

**Saving Throw:** Will partial; see text; **Spell**

**Resistance:** Yes

The target of *hydrophobia* becomes terrified of being near water if it fails its initial save. The target will not willingly, knowingly be within 30 feet of a body of water large enough for her to fall into. If the target is forced into such a situation, she must attempt another Will save or become frightened. If the target is submerged underwater, she must succeed at another Will save or be paralyzed from fear.

Creatures with the aquatic subtype, those able to breathe underwater, and those not needing to breathe are immune to this spell.

### Ice Age

**School:** Transmutation [cold, water]; **Level:** Druid 9

**Casting Time:** 30 days

**Components:** V, S, DF

**Range:** See text

**Area:** 1 square mile/level; see text

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No

You select a number of square mile contiguous regions (up to your caster level) of land; you must have at least visited some space within each of the square miles and you must be within any of



the regions when you cast this spell. This region becomes covered in ice to a depth of 1 foot/level which crushes anything beneath it and dominates the landscape. If the area selected is antithetical to ice (such as deep within a desert), the ice will persist until it melts, but it will succumb to natural forces; in such cases, effects on local weather and life could be considerable (to be determined by the GM). If you choose a region that is questionable (i.e. an area in a cool or temperate region, but during summer), GM adjudication will determine its ultimate fate, though the ice's depth will fade no faster than 1 foot per week without magical assistance unless there is considerable sunlight, wind, or flowing water to melt the ice.

If all the square miles you select are of the same terrain, and if the region is well-suited to maintain ice, the sheets of ice you create are particularly robust and over the course of the next year grow to cover more area, increasing in size by another 1 square mile/level. This repeats itself annually for a number of years equal to your caster level when you cast the spell. For each year that this area of ice grows, the depth of all the ice increases by another 1 foot.

### Iceberg

**School:** Conjunction (creation) [cold, water]; **Level:** Druid 4, Shaman 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One iceberg; see text

**Duration:** 1 day/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You create an iceberg. It is roughly cone-shaped with a radius and height equal to your level in feet. If you create the iceberg in aquatic terrain, most of the iceberg is submerged and about 10% of the volume is above water. Each cubic foot of ice weighs roughly 57 pounds, so an iceberg 8 feet high and with an 8-foot radius has a total weight of about 30,500 lbs.

You must create the iceberg on a surface or within water. (You cannot create the iceberg in space, hoping for it to fall on creatures.)

The iceberg melts at a rate of about 1 ft. radius and 1 ft. height per day. In conditions likely to rapidly melt ice, the rate should be increased appropriately (in extremely warm salt water, for instance, an 8-ft. high iceberg might melt in two days).

### Icecrawler

**School:** Transmutation; **Level:** Alchemist 2, Bloodrager 2, Druid 2, Magus 2, Ranger 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (an ice chip)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You gain the ability to move as effortlessly in conditions of snow and ice as you would under





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normal circumstances. You take no penalties for moving across icy surfaces and you do not need to make Acrobatics checks to run or charge on ice.

If you cast *icecrawler* in any cold terrain then the duration is 10 minutes/level instead and you can scale icy surfaces as though you were using *spider climb*.

### Immobilize Elemental

**School:** Transmutation; **Level:** Bloodrager 4, Cleric/Oracle 4, Druid 4, Inquisitor 4, Magus 4, Ranger 4, Shaman 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, F/DF (a miniature cage made of mithral; see text)

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One elemental creature; see text

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates; see text; **Spell**

**Resistance:** Yes

You cause an elemental creature to have its speed reduced to 0. When you cast the spell, and each round at the end of its turn, the creature may attempt a saving throw. Once a creature saves against this spell, the spell ends and the creature gains immunity to this spell (from any caster) for 24 hours. The focus component of the spell occupies a volume of about one cubic inch; a typical example costs about 300 gp given its delicate construction. To be effective, the focus must be crafted by an artisan and not created by magic. Creatures are unaffected by this spell unless they have at least one of these subtypes: aether, air, cold, earth, elemental, fire, or water.

If you have a special proficiency in an area that matches the target creature (for instance, you have the water domain, waves mystery, are a water elemental, etc., and the target is a water elemental or a marid) then the save DC is increased by +2. If you cast the spell while within terrain that matches the target's subtype (for instance, you are standing within a campfire and target a fire elemental or efreeti) then the save DC is increased by +2. These modifications to the save DC stack.

### Ingestion Protection

**School:** Abjuration; **Level:** Alchemist 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (an alpluarchra tail)

**Range:** Touch

**Targets:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

The target is briefly rendered immune to poisons and diseases that are ingested. *Ingestion protection* confers no resistances against poisons or diseases acquired through other means (contact, inhalation, etc.). Unlike *delay poison*, any poisons or disease-causing agents that are consumed while *ingestion protection* is in effect are rendered inert. When the spell ends, the target is hungry and thirsty, but is not otherwise negatively affected by this.

### Ink Cloud

**School:** Conjuration (creation); **Level:** Cleric/Oracle 3, Druid 3, Magus 3, Shaman 3, Sorcerer/Wizard 3, Summoner 2, Witch 3

**Casting Time:** 1 standard action (or 1 free action; see text)

**Components:** V, S, M (a drop of octopus ink)

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

**Effect:** 20-ft.-radius cloud of inky droplets, 20 ft. high

**Duration:** 1 minute + 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No

*Ink cloud* is similar to *obscuring mist* except that you may conjure the cloud at a distance, the color of the cloud is inky black, and the density of the mist is greater than that produced by *obscuring mist* and so it cannot be so easily dispersed. The cloud obscures all sight including darkvision, blocks line of sight, and provides total concealment. A strong wind (21+ mph) disperses the cloud in 4 rounds, a severe (31+ mph) wind disperses it in 2 rounds, and a windstorm (51+ mph) disperses it in 1 round. The inky cloud is burned away by a *fireball*, *flamestrike* or similar spell if the spell causes at least 20 points of fire damage, and a *wall of fire* burns away the cloud in the area into which it deals damage if it deals at least 10 points of fire damage.

If you cause the *ink cloud* to appear underwater, it takes the shape of a 20-ft.-radius sphere.

If you have the water domain, are an aquatic druid, have selected the waves spirit or waves mystery, have a water patron, have the water elemental bloodline, or are a water elemental, then you may cast *ink cloud* as a free action if you are underwater, but if you do then you must select your own space as the center of the cloud.

### Into the Sea

**School:** Abjuration; **Level:** Alchemist 3, Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 2, Shaman 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a pinch of dried pepper)

**Range:** Touch

**Targets:** Creature touched

**Duration:** 10 min./level; see text



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

*Into the sea* provides important protections and defenses. Whenever the recipient is in a body of water, it gains the benefits of *resist energy (cold)*, low-light vision, and gains a +4 competence bonus on all Constitution and Strength checks, Swim checks, and Fortitude saves related to swimming and surviving in the water. (See water dangers in the *Pathfinder Roleplaying Game Core Rulebook*.)

### Into the Sea, Mass

**School:** Abjuration; **Level:** Cleric/Oracle 5, Druid 5, Inquisitor 5, Ranger 4, Shaman 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a pinch of dried pepper)

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

**Targets:** One creature/level, no two of which may be more than 30 ft. apart

**Duration:** 10 min./level; see text

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

This spell functions like *into the sea* except that it affects multiple creatures.

### Invigorating Cold

**School:** Transmutation [cold]; **Level:** Alchemist 3, Cleric/Oracle 3, Druid 3, Shaman 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (an ice chip of holy water)

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

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

The living creature you touch is transformed in two ways. First, the target becomes vulnerable to acid, electricity, and fire so that it takes 50% more damage from those sources. Second, the target no longer is damaged by cold and is instead healed by cold. Whenever an attack would cause cold damage to the touched creature, it heals that much instead. In this respect, against a cold-based attack that would normally permit a save, the touched creature may intentionally fail its save so as to maximize the amount of healing it receives.

If you and the target are in cold water when the spell is cast, then whenever the target heals as a result of being exposed to cold energy, it heals an additional point for every four points of cold energy damage it was exposed to (so an attack that would have caused 23 points of cold damage will heal 28 points instead of 23 points).

### Ketesthius Trap

**School:** Conjuration (teleportation); **Level:** Magus 6, Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of liquid from a ketesthius's stomach)

**Range:** 5 ft.

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Will negates; **Spell Resistance:** Yes

You splash the liquid from the material component onto a creature or object within 5 feet of you. If you succeed on a ranged touch attack then enough of the fluid hits the target to force it to attempt a Will save. If the creature saves, the spell ends and there is no effect. If the creature fails, it is teleported into the stomach of a ketesthius within 100 miles per caster level. If you are aware of such a ketesthius you may select it, otherwise the destination is chosen randomly. If there is no ketesthius within range of the teleportation effect, the spell fails. If you choose the ketesthius from which the liquid was obtained, you may select that ketesthius's stomach as the destination even if it is up to 200 miles per caster level away.

If you are at sea or at a coastline region, you gain a +4 circumstance bonus to your ranged touch attack and the target's Will save DC is increased by +2.

### Lightning on the Sea

**School:** Conjuration (creation) [electricity, water];

**Level:** Sorcerer/Wizard 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of seawater)

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cloud spreads in a 20-ft. radius, 20 ft. high

**Duration:** Concentration up to 1 round/level; see text (D)

**Saving Throw:** Fortitude half, see text; **Spell Resistance:** No

*Lightning on the sea* creates a misty cloud of saltwater with frequent and near-constant bursts of crackling electrical arcs throughout. The cloud is not hazy enough to obscure sight or provide concealment, though all Perception checks in the area suffer a -4 penalty and the spell does render everything in the cloud's space wet with saltwater and the spaces in that area are treated as very slippery (+4 to Acrobatics DCs to move through) while the cloud is present and for 1d4 minutes thereafter. When you first create the cloud, creatures in the cloud take 4d6 electricity damage and are soaked with saltwater. Any creature ending its turn



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in the cloud takes 4d6 electricity damage at the end of its turn. Any creature soaked with saltwater that is not within but adjacent to the cloud on the end of its turn takes 2d6 electricity damage at the end of its turn as arcs of electricity continue to jump out to the target. All targets subjected to electricity damage from the spell may attempt Fortitude saves to reduce the electricity damage by half.

On your turn, by concentrating, you may move the cloud as much as 30 feet in any direction,



though it remains within 20 ft. of the ground (or other surface over which it hovers). If you stop concentrating, the cloud remains stationary for the remaining duration and you can no longer regain control to move it (though you can dismiss it).

Whenever at least 25% of the cloud is over a body of saltwater, all the damage dice from the spell are increased to d8s and all the save DCs of the spell are increased by +2.

### Manifest Blizzard

**School:** Conjuration (creation) [air, cold, water];  
**Level:** Cleric/Oracle 7, Druid 7, Shaman 7, Sorcerer/Wizard 7

**Casting Time:** 1 hour; see text

**Components:** V, S, M (hibernal or prevernal)

**Range:** 2 miles

**Area:** 2-mile-radius circle, centered on you; see text

**Duration:** 4d12 hours

**Saving Throw:** None; see text; **Spell Resistance:** No

You alter the weather conditions in your general area such that, about midway through your casting of *manifest blizzard*, the wind picks up significantly, the sky clouds over completely and heavy snow begins to fall. By the time you are finished casting, the entire area of effect is subject to extreme winds, severe cold, and heavy snow. This produces the following effects for the duration:

- All visibilities are reduced by half; all Perception and Fly checks and all ranged attacks suffer a -4 penalty
- Unprotected flames are automatically extinguished; protected flames (such as those of lanterns) dance wildly and have a 50% chance per minute of being extinguished. Magical fires of longer than instantaneous duration have their damage and durations cut in half; instantaneous magical fire effects cause minimum damage. (If the caster level of the fire spell or effect is greater than your caster level, these reductions do not apply.)
- All terrain is difficult terrain; after one hour, all squares require four squares of movement to enter.
- Anyone caught in the blizzard without adequate protection (cold weather outfit or magic) must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).
- When the blizzard subsides, the area is left with several feet of snow (1d4 inches per caster



level); many local areas will have been subject to blowing and drifting such that there will be drifts up to one foot per caster level in height (maximum 15 feet, though the deepest drifts will be relatively rare).

In addition, while the blizzard is raging, you can cause regions within the blizzard to become particularly severe for 3d6 minutes. You may accomplish this one time per caster level throughout the duration of the blizzard. When you do so, you choose the center of the effect (yourself; a location in space somewhere within the spell's area; or an object or creature in the spell's area, though the effect cannot extend beyond the spell's effect). The area of this effect is a radius of 5 ft. per caster level from the chosen center; within this region, the following effects occur:

- All sight beyond 5 feet, including darkvision, is obscured. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).
- The winds are sufficiently strong that ranged attacks are impossible and even siege weapon attacks are made at a -4 penalty. All Fly checks are made at a -8 penalty.
- Unprotected flames are automatically extinguished; protected flames (such as those of lanterns) dance wildly and have a 75% chance per minute of being extinguished. Magical fires of longer than instantaneous duration are extinguished (unless the caster level of the fire spell or effect is greater than your caster level).
- All squares require four squares of movement to enter.
- Each round, anyone in the area suffers 2d6 cold damage (Fortitude save for half).

### Marid's Curse

**School:** Necromancy [curse]; **Level:** Antipaladin 3, Bloodrager 4, Cleric/Oracle 3, Shaman 3, Sorcerer/Wizard 4, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates; **Spell Resistance:** Yes

The cursed creature gains penalties and bonuses matching the marid's water mastery ability. If the cursed creature and its opponent are both touching water, the cursed creature gains a +1 bonus on attack and damage rolls. If either the

cursed creature or its opponent is touching the ground, the cursed creature suffers a -4 penalty on attack and damage rolls.

*Marid's curse* cannot be dispelled, but it can be removed by a successful casting of *breakenchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Any attempt to remove *marid's curse* that requires a die roll gains a +2 on the roll if the attempt is made while both the caster and the cursed creature are in water.

### Marsh Explorer

**School:** Abjuration; **Level:** Druid 3, Ranger 2, Shaman 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of flytrap leshy extract)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

While *marsh explorer* is in effect, whenever you use woodland stride, trackless step or are being affected by *pass without trace* you also gain resistance to electricity, fire and sonic damage (resist 5 each).

If you cast *marsh explorer* in wetlands or a marsh, then the spell's duration is 10 minutes/level, your electricity and sonic resistance improve to resist 10 each, and you gain resist 5 acid whenever you gain the other resistances.

If you have woodland stride or trackless step as a class feature or gain it through means like a bloodline power, then you may add *marsh explorer* to your spell list as a 3rd level spell.

### Mask Aquatic Tremors

**School:** Transmutation; **Level:** Bard 3, Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 3, Shaman 3

**Casting Time:** 1 round

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 minute/level (D)

**Saving Throw:** None; **Spell Resistance:** Yes

All vibrations that would otherwise pass through liquid matter in the area are magically stopped; the ability of creatures to move through such liquid remains unaffected. A creature able to swim through water may still do so despite the disconcerting lack of vibratory sensations made while swimming; much in the same way someone in an area affected by *silence* could go on singing despite the disconcerting lack of accompanying sound. Vibrations continue to travel normally through gases and solids. The ability to



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hear sound through liquids is completely hampered, as if *silence* had been cast in the area, though sounds continue to travel through solids and gases normally. Liquids in the area also absorb sounds that arrive at their edges via water or earth so that echoes in the water do not occur. A lumbering, Gargantuan beast stomping nearby will produce no ripples in a pond in the area (and fish swimming in the pond will not hear or feel it), though its bellows could still be heard by those outside the pond as could the vibrations caused by its weight thundering on the rock.

Furthermore, the ability to detect motion through tremors in liquids is completely negated in the area. An aquatic creature with tremorsense is as unable to detect vibrations through water in the area as a hearing creature is unable to detect speech in an area affected by *silence*. Aquatic creatures with tremorsense cannot detect motion through water.

For most purposes, *mask aquatic tremors* serves to thwart aquatic tremorsense in its area. Treat an aquatic creature with tremorsense as if it did not have that ability while within the area of *mask aquatic tremors* unless the creature's spell resistance prevents the effect of the spell.

### Melt Ice

**School:** Evocation; **Level:** Cleric 0, Druid 0, Sorcerer/Wizard 0

**Casting Time:** 1 standard action

**Components:** V, S, M (pinch of salt)

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

**Area:** Four 5-ft. squares/level; see text

**Duration:** 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

The *melt ice* spell allows you to melt up to 1/8 inch of ice on the surfaces of objects within four 5-ft. squares per level. All the squares in the area of effect must be adjacent to at least one other square. In each round, up to 1/8 inch of ice is melted so that, after 8 rounds, ice up to one-inch thick can be melted. If the ice in a region is less than 1/8 inch thick (as would be the case from, for example, an overnight freezing of wet brick or pebble roads), the area of effect is doubled. The ice melted by this spell is converted into cold, briny water that may (or may not) run off elsewhere.

*Melt ice* does not generate heat and does not cause damage. After the duration elapses, the surfaces





remain free of ice for at least 10 minutes per caster level when normal environmental effects (sunlight, temperature, wind, etc.) will prevail.

### Merrow Form I

**School:** Transmutation (polymorph); **Level:** Alchemist 4, Sorcerer/Wizard 5

**Casting Time:** 1 round

**Components:** V, S, M (a drop of freshwater merrow blood)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** See text; **Spell Resistance:** No

You assume the form of a freshwater merrow (a Large humanoid creature with both the aquatic and giant subtypes). You gain the following abilities: a +4 size bonus to Strength, a +2 size bonus to Constitution, a +2 natural armor bonus, and low-light vision. Your base speed becomes 40 feet (unless it was already higher) and you gain a swim speed of 40 feet. You gain the amphibious special quality, and because you gain the aquatic subtype, you can breathe both air and water. You treat Swim as a class skill and gain a +8 bonus to Swim checks. You gain a +4 circumstance bonus to Stealth checks when in aquatic terrain. You gain claw attacks which deal 1d6 damage, and which you may use as either your primary or secondary attacks. You gain the grab special attack with your claws.

You become a merrow and so you find yourself aroused by violence and obsessed with killing things weaker than yourself. You have a powerful urge to drag smaller, weaker beings into bodies of water to drown them. Failure to act on these urges, especially if the opportunity is at hand, may cause you to become confused. The first such time that the GM calls for such a save, you must attempt a Will save (same DC as this spell) or gain the confused condition. If you fail the save, you may attempt a new save at the end of each of your turns; once you succeed on a save, you are immune to the effect for the duration of the spell.

### Merrow Form II

**School:** Transmutation (polymorph); **Level:** Alchemist 5, Sorcerer/Wizard 6

**Casting Time:** 1 round

**Components:** V, S, M (a drop of saltwater merrow blood)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** See text; **Spell Resistance:** No

You assume the form of a saltwater merrow (a Huge humanoid creature with both the aquatic and giant subtypes). You gain the following abilities: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. Your base speed becomes 40 feet (unless it was already higher) and you gain a swim speed of 40 feet. You gain the amphibious special quality, and because you gain the aquatic subtype, you can breathe both air and water. You treat Swim as a class skill and gain a +8 bonus to Swim checks. You gain a +4 circumstance bonus to Stealth checks when in aquatic terrain. You gain claw attacks which deal 1d8 damage, and which you may use as either your primary or secondary attacks. You gain the grab special attack with your claws.

You become a merrow and so you find yourself aroused by violence and obsessed with killing things weaker than yourself. You have a powerful urge to drag smaller, weaker beings into bodies of water to drown them. Failure to act on these urges, especially if the opportunity is at hand, may cause you to become confused. The first such time that the GM calls for such a save, you must attempt a Will save (same DC as this spell) or gain the confused condition. If you fail the save, you may attempt a new save at the end of each of your turns; once you succeed on a save, you are immune to the effect for the duration of the spell.

### Mesopelagic Pressure

**School:** Evocation [force]; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of matter from a sunken ship)

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text; **Spell Resistance:** Yes

You cause the target to be subjected to the powerful pressures of the deep sea. From every side, the target is crushed inward by incredible force. This pressure deals 1d4 force damage per level (maximum 10d4). In addition, creatures that breathe have the air forced out of their lungs and even though the pressure is exerted only for an instant, the body's muscles are shocked by the injury leaving the creature exhausted for 1d4 rounds. On a successful saving throw, the force damage is halved and the creature is fatigued instead of exhausted for 1d4 rounds.



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Very large and very small living creatures are better able to resist this spell (scholars debate the reasons for this). Treat any living creature's size modifier as positive and add it to the creature's saving throw. (For example, both a Tiny and a Huge living creature would get a +2 on its save.) Incorporeal creatures, despite the damage being force damage, are immune to this spell. Creatures with the aquatic subtype that normally live in deep water are unaffected by the spell. All other aquatic creatures gain a +2 on their saves (this bonus stacks with the aforementioned size-based save bonus).

### Minor Wish

**School:** Universal; **Level:** Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a gem worth 500 gp; see text)

**Range:** See text

**Target, Effect, Area:** See text

**Duration:** See text

**Saving Throw:** None; see text; **Spell Resistance:** Yes

A *minor wish* lets you create nearly any type of effect. For example, a *minor wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 3rd level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 2nd level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 2nd level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 1st level or lower, even if it belongs to one of your opposition schools.
- Produce any other effect whose power level is in line with the above effects, such as a single creature gaining a +4 bonus on its next attack or taking a -3 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 4th-level spell. When a *minor wish* spell duplicates a spell with a material component that costs more than 250 gp, you must provide that component (in addition to the component for this spell).

Instead of a 500 gp gem, you may use 250 gp worth of treasure taken from a bog nixie's lair for the material component of this spell.

### Nauseating Mist

**School:** Conjuration (creation) [poison]; **Level:** Cleric/Oracle 2, Druid 2, Magus 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 20 ft.

**Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates; see text; **Spell**

**Resistance:** No

*Nauseating mist* produces an effect like *obscuring mist* except that the mist smells terrible and creatures within the mist failing a Fortitude save are nauseated while within the mist and for 1d4+1 rounds after they are no longer in the mist. Any creature that makes its save but remains in the mist must attempt a new save each round on your turn. You (and your familiars or animal companions) are unaffected by the odor of the spell. Creatures immune to or unaffected by poison are unaffected by the nauseating feature of the spell.

### Nycar's Elusive Moves

**School:** Transmutation; **Level:** Alchemist 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of powdered nycar egg shell)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level (D)

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

**Resistance:** Yes

The body of the creature you touch changes almost imperceptibly other than that its arms and legs get noticeably thinner. The touched creature gains a +2 enhancement bonus to Dex and any Escape Artist check that would normally require a move, standard or full-round action it may instead make with a swift action.

If you cast *elusive moves* in cold aquatic terrain, the creature also gains a swim speed of 30 ft. If it already had a swim speed, its swim speed increases by +10 ft.

### Nycar's Elusive Moves, Mass

**School:** Transmutation; **Level:** Alchemist 4, Bloodrager 4, Magus 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a powdered nycar egg shell)

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



**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 minute/level (D)

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

*Mass nycar's elusive moves* works like *nycar's elusive moves* except that it affects multiple creatures.

### Oozy Immunity

**School:** Abjuration; **Level:** Alchemist 5, Cleric/Oracle 5, Druid 5, Inquisitor 5, Ranger 4, Shaman 5, Witch 5

**Casting Time:** 1 round; see text

**Components:** V, S, M/DF (a vial of crystal ooze toxin)

**Range:** Touch

**Target:** Living non-ooze creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial; see text; **Spell Resistance:** Yes

The touched creature becomes immune to poison, sleep effects, paralysis, polymorph and stunning.

You apply the crystal ooze toxin to the target of the spell. While casting the spell, the target attempts a Fortitude save. If it fails the save, it is temporarily paralyzed as its body acclimates to the magic; the paralysis ends at the start of your next turn. The target immediately gains the other immunities of the spell, but the immunity to paralysis does not begin until the paralysis caused by the spell ends. If the target succeeds on its saving throw, all the benefits begin immediately.

If you target yourself, you gain a +4 circumstance bonus on your save; if you roll a natural 1 on this save attempt, you fail to complete the spell (and so lose the spell), but are nevertheless paralyzed until the start of your next turn. If you have skill with applying poisons or are otherwise adept at handling dangerous toxins, add whatever bonus you're normally allowed to your saving throw if you're targeting yourself with the spell. If you are immune to poison, then you cannot fail the save if you cast the spell on yourself.

If you cast this spell in aquatic, subterranean terrain (where crystal oozes might be found), then the duration of the spell is doubled.

### Paralytic Plating

**School:** Transmutation; **Level:** Sorcerer/Wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of plating and tentacle from a chuul)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

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

The arms, legs (or relevantly similar features) and torso of the touched creature transforms so that its outer surface (usually the creature's skin) is covered in shield-like plates; the target's hands, feet and head remain unchanged. These plates are particularly sturdy and grant the touched creature a +6 natural armor bonus. Curiously, the plates do not inhibit movement; there's no Dexterity penalty or armor check penalty associated with them, and the plates do not encumber the target. In addition, the plates glisten with moisture which doesn't affect the target, but others who come in contact





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with the plates (including those who attack the target with melee or natural weapons) risk being paralyzed by the fluid. Anyone directly touching a plate must succeed on a Fortitude save (same DC as this spell) or be paralyzed for 1d4 rounds. Anyone attacking the target with melee or natural weapons is similarly at risk, but the attacker benefits from a +2 bonus to its save (+4 bonus if the melee weapon is a reach weapon).

The target of the spell can attempt to touch others with the plates to paralyze them. If the target succeeds in grappling a foe, that foe is treated as having directly touched the plates. If the target succeeds in a bull rush against the foe, that foe is treated as having hit the target with a melee weapon (and so gets a +2 on the save). If the target tries to touch someone else without grappling, it must succeed with the equivalent of an unarmed attack as it awkwardly tries to make contact with a foe presumably attempting to avoid the target. If that foe is successfully struck, then in addition to whatever damage the target causes the foe, that foe is treated as having attacked the target with a melee weapon (and so gets a +2 on the save).

While creatures attacking the target, being intentionally struck by the target, or coming in contact with the plates must attempt to save against the paralysis, only one saving throw per round (and not one saving throw per attack, and not one saving throw per turn) needs to be made.

If the target of this spell has the aberrant bloodline, the spell's duration is doubled and the save DC to avoid being paralyzed is increased by +2.

### Piscodaemon's Claws

**School:** Transmutation (polymorph); **Level:** Bloodrager 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a lobster or crab claw)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

Your arms and hands transform so that enormous pinching claws replace your arms from your elbows to your hands. You lose the ability to wield weapons and to cast spells with somatic components. In addition, skill checks that would normally require the use of hands are made with a -10 penalty (or may be determined to be impossible at the GM's discretion). The transformation grants you a +6 size bonus to your Strength.

You gain two claw attacks as your primary attacks; when you attack with these claws you use your caster level as your base attack bonus if your

caster level is higher. These claws each cause 2d6 damage plus your Strength modifier, and they cause 1d6 bleed damage. The claws have a threat range of 18-20 and deal x3 damage on a critical hit. In addition, you have the grab special attack with these claws and so gain an additional +4 on your combat maneuver checks to start and maintain a grapple with your claws.

Whenever you are in aquatic terrain, you gain a swim speed equal to your base speed and a +8 circumstance bonus on Swim checks.

If you have the aquatic bloodline or a bloodline associated with daemons, if you are a water elemental wizard, or if you have a piece of piscodaemon claw as a material component, the duration of the spell is doubled.

### Pod of Dolphins

**School:** Transmutation (polymorph); **Level:** Druid 2, Shaman 2, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a tooth from 1 dolphin/target)

**Range:** 20 ft.

**Target:** You and up to 1 ally/level

**Duration:** 1 minute/level (D)

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

You and up to 1 ally/level (maximum of 8 allies) are transformed into dolphins. Your sizes are Medium, you all gain a +2 size bonus to Dexterity and a +1 natural armor bonus. Everyone gains low-light vision.

If *pod of dolphins* is cast in aquatic terrain, you all also gain Run, a +2 competence bonus to Perception and Survival checks, a +4 to Swim checks, and the duration is 1 hour/level. Casting the spell in terrain that is not aquatic terrain is potentially quite dangerous.

### Power of the Electric Eel

**School:** Transmutation [electricity]; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a bit of muscle from an electric eel)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None and Fortitude negates or Reflex negates; see text; **Spell Resistance:** No and Yes; see text

While in any aquatic terrain you gain an uncanny sense of navigation thanks to



your body's sensitivity to electrical fields and currents. While in such watery spaces, you gain a +5 competence bonus on Knowledge (geography), Knowledge (nature), Perception and Survival checks made to help you navigate (you do not gain these bonuses for other purposes). You gain resistance 10 to electricity whenever you are in aquatic terrain (this increases to resistance 20 if you your caster level is 15th or higher).

Whenever you make a touch attack, attack with a natural weapon, or make a melee attack with a metal weapon that could conduct electricity, you can deliver an electrical shock with that attack. You may do this only once each round regardless of the number of attacks you have (you may use this on an attack that does not take place on your turn if you have the ability to do so, though the one-per-round limit still applies). If you hit, that attack causes an additional 1d6 electricity damage for each minute of duration you expend with your attack (maximum of 10d6 at once) and if you and the target are in aquatic terrain, the target must succeed at a Fortitude save or it is stunned for 1 round. If you miss with your attack, the electricity arcs toward your target and if the target fails a Reflex save, it suffers 1 point of electricity damage per die it would have suffered if you had hit. If you missed with your attack, the target cannot be stunned by that attack even if you and it are in aquatic terrain. You may not use this feature if less than 1 minute of duration remains.

For example, if you are 12th level and had cast this spell 3 rounds ago, you could choose to expend 5 rounds of the spell's duration (reducing the remaining duration from 11.7 minutes to 6.6 minutes when this round has ended) to attempt to cause your target an additional 5d6 electricity damage and expose it to a Fortitude save to avoid being stunned. It would also be possible for a caster of that level to cause somewhat less electricity damage, say 1d6 or 2d6, once a round for several rounds in a row, exposing it to the risk of being stunned each round.

### Puddle

**School:** Conjunction (creation) [water]; **Level:** Cleric/Oracle 0, Druid 0, Shaman 0, Sorcerer/Wizard 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S

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

**Effect:** 3-ft.-diameter puddle, 3 in. deep

**Duration:** 10 minutes/level

**Saving Throw:** None; **Spell Resistance:** No

You create a small puddle. An extradimensional space appears in the space you designate in a concave shape 3 inches deep in the center and tapering to be even with the surface at the circumference. The space is filled with water (typical of rainwater in the area if cast above ground, typical of subsurface water if cast below ground). The space into which you cast *puddle* must be relatively level and able to support water (for instance, you cannot cast this spell in midair, under a bonfire, or within a river of lava); in addition, the puddle cannot be created in a way that would have the puddle extending under a door, wall or other structure or object. If the environmental conditions would change the water within the duration (for example due to extreme temperature or wind), then the water is affected as if it were normal water though the concave space remains until the spell ends. The water is normal for all purposes (animals could quench their thirst drinking from the puddle, it could be used to provide moisture to the soil of plants, etc.) and if it is consumed by a living creature, that water does not disappear (from the roots of a plant, from the digestive system of an animal, etc.) when the spell ends. Otherwise, when the spell ends, all the remaining water and the extradimensional space simply disappear.

Creatures or objects moving when the puddle is created (or when it disappears) could have their movement affected by the puddle. Treat it as a normal puddle regarding the ability to perceive or navigate around it (the DCs should be low). However, creative use of the puddle (or multiple puddles) could create minor hazards.

### Rage of the River

**School:** Conjunction (creation) [water]; **Level:** Bloodrager 4, Druid 4, Magus 4, Shaman 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Close (25 ft. + 5 ft./2 levels); see text

**Effect:** Torrent of water; see text

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text; **Spell**

**Resistance:** No

You create a voluminous stream of very quickly moving water. The stream's width is 5 ft./4 levels and it extends to a length of 10 ft./level; the stream must begin within range but may extend beyond it. The force of the water causes 1d6/level bludgeoning damage (maximum 10d6) to all creatures anywhere within the stream and knocks the creatures prone. A successful Reflex save halves the damage and prevents the creature from falling prone.



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If a creature fails its save, it may remain standing based on its size and the result of its save. A Medium creature remains standing if it fails its save by 2 or less, a Large creature if it fails by 4 or less. Huge and larger creatures cannot be knocked prone by this spell.

Any portion of the length of the torrent of water that is adjacent to or above a body of water in motion (regardless of the direction of that motion) has its power increased by the power of that moving water. Creatures within 30 feet of the body of water that are also in the torrent have their save DCs increased by +2 and suffer an increased +1 point of damage per die of damage.

When the spell ends, the ground of the entire area is covered in water, though it isn't deep enough to hinder movement. The DCs of Acrobatics checks made in the area are increased by +2 for 1 minute. Non-magical fires and magical fires produced by spells or effects of lower level than *rage of the river* are extinguished by this spell.

### Rain

**School:** Conjunction (creation) [water]; **Level:** Cleric/Oracle 3, Druid 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a pinch of powdered silver)

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Up to 1 quarter mile/level radius cylinder

**Duration:** 1 minute/level

**Saving Throw:** None; **Spell Resistance:** No

You create rain in the spell's area if the temperature is above 50 degrees Fahrenheit, sleet or rain instead if the air temperature is between 50 degrees Fahrenheit and freezing, and sleet or snow if the air temperature is freezing or below.

The precipitation blocks all sight (including darkvision) beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance), while creatures farther away have total concealment (50% miss chance, and the attacker cannot use





sight to locate the target). In addition, each type of precipitation has an additional effect:

**Rain:** Small, unprotected mundane flames (such as candles, torches, and campfires of Tiny size) are extinguished by the driving rain. There is no effect on fire creatures or magical flames.

**Sleet:** Ground in the area becomes slick and icy, so creatures can move safely only at one-half speed. Creatures moving at full speed must make an Acrobatics check DC 10, with failure indicating that the creature cannot move on the ice, and failure by 5 points or more meaning that the creature falls prone.

**Snow:** Ground in the area becomes icy and snow accumulates. Creatures can move only at one-half speed, and no running or charging is possible. Even moving at one-half speed, a creature must make an Acrobatics check DC 10, with failure indicating that the creature cannot move and failure by 5 points or more meaning that the creature falls prone.

You may exercise some control over the rain if you choose (though doing so requires concentration). You may halve the amount of precipitation in the area which reduces the total concealment effect to merely concealment. If you are 10th level or higher, you may quarter the amount of precipitation in the area which eliminates the concealment effect entirely. The rain produced by this spell can be collected and used as clean water and is treated as clean water for purposes of nourishing plants.

Divine casters may double the duration of the spell if they wish.

### Rampage of Mist Drakes

**School:** Conjunction (summoning); **Level:** Sorcerer/Wizard 6, Summoner 5

**Casting Time:** 1 round

**Components:** V, S, F (a tiny bag and a small candle)

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Three or more summoned mist drakes (see text)

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You summon 3 to 5 mist drakes (roll 1d6, 1-2: 3 drakes, 3-4: 4 drakes, 5-6: 5 drakes). They appear where you designate and act immediately. In most other respects, this functions as *summon monster VI*. The mist drakes will work together so that they can benefit from multiple uses of their fogburst special ability. Unlike many other summoned creatures, the mist drakes have a tendency to avoid direct combat until they've secured the advantages that concealment in mist offers.

If the mist drakes are summoned into areas where there is naturally occurring mist, then they all have the advanced creature template.

### Rampage of River Drakes

**School:** Conjunction (summoning); **Level:** Sorcerer/Wizard 5, Summoner 4

**Casting Time:** 1 round

**Components:** V, S, F (a tiny bag and a small candle)

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

**Effect:** Three or more summoned river drakes (see text)

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You summon 3 to 5 river drakes (roll 1d6, 1-2: 3 drakes, 3-4: 4 drakes, 5-6: 5 drakes). They appear where you designate and act immediately. In most other respects, this functions as *summon monster V*. The river drakes will work together as they are creatures normally accustomed to hunting in groups. Each river drake summoned by this spell gains a +1 bonus on all its attacks per other summoned river drake within 60 ft. of itself.

If the river drakes are summoned into temperate river or lake terrain then they all have the advanced creature template.

### Rampage of Sea Drakes

**School:** Conjunction (summoning); **Level:** Sorcerer/Wizard 7, Summoner 6

**Casting Time:** 1 round

**Components:** V, S, F (a tiny bag and a small candle)

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Three or more summoned sea drakes (see text)

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You summon 3 to 5 sea drakes (roll 1d6, 1-2: 3 drakes, 3-4: 4 drakes, 5-6: 5 drakes). They appear where you designate and act immediately. In most other respects, this functions as *summon monster VII*. The sea drakes will operate independently of one another and not seek the possible advantages of hunting together unless they have been summoned to attack an enemy they perceive as prey that is much larger than themselves.

If the sea drakes are summoned from a coastline, then they all have the advanced creature template.

### Redirect Poison

**School:** Transmutation [poison]; **Level:** Alchemist 1, Antipaladin 1, Druid 1, Shaman 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of blood from any creature resistant or immune to poison)



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

**Targets:** One creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

Creatures affected by this spell gain the following abilities for the duration. This spell confers no bonus to saves against poison and does not reduce the effect of any poison.

**Absorb Poison (Su)** If you ingest a poison and are unaffected by it (for any reason), you may produce that poison through your saliva. The poison's type becomes contact with a 1 minute onset time; but its save, frequency, initial effect, secondary effect, and cure remain unchanged. If you are able to produce more than one type of poison, you may only produce one poison at a time; you may choose the type as a free action.

**Poison Spittle (Su)** As a standard action you can spit poison up to 10 feet as a ranged touch attack; you can also deliver poison through a bite if you have a bite attack. If you hit with this ranged touch or bite attack, the creature is affected by the poison in your saliva.

### Rusting Rain

**School:** Conjuration (creation) [acid]; **Level:** Sorcerer/Wizard 6

**Casting Time:** 1 round

**Components:** V, S, M (a special tincture requiring a rust monster antenna; see text)

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

**Area:** Cylinder (40-ft. radius, 20 ft. high)

**Duration:** Instantaneous

**Saving Throw:** See text; **Spell Resistance:** No

You cause a rapid downpour of unusual acid in the area. Metal objects and metal creatures in the area suffer 1d6/2 levels damage (maximum



10d6). Attended metal objects, magical metal objects, and metal creatures succeeding on a Reflex save suffer half damage. Non-metal objects and non-metal creatures are unaffected by this acid.

The material component of this spell is a tincture created by sealing a rust monster's antenna in very pure alcohol costing at least 100 gp. The tincture takes a year to reach full potency (whether a weakened tincture produces any result is left to GM adjudication).

### Salubrious Water

**School:** Abjuration; **Level:** Cleric/Oracle 3, Druid 3, Ranger 2, Shaman 3

**Casting Time:** 24 hours

**Components:** V, S, M/DF (1 gallon of pure water)

**Range:** Personal

**Target:** You

**Duration:** 2 hours/level; see text

Over the course of a 24-hour day spent mostly resting, you ritually consume the gallon of pure water required for the spell (you may consume this in whatever increments you choose, but most people who learn the spell are taught by someone who advises about a dozen reasonably-sized doses over the day, starting and ending at mid-morning). When you finish the last drops, your body is magically infused with protective energies and the duration of the spell begins. For the remainder of the duration, you gain DR 5/— and resist energy 5 against one energy type chosen as the duration begins (acid, cold, electricity, fire or sonic).

Once the spell takes effect, the spell ends (ending all the protective benefits) if you eat or drink anything or if you fall asleep.

The energy resistance offered by *salubrious water* functions as *energy resistance* as regards overlapping with *protection from energy*. The damage reduction from this spell does not stack with the damage reduction from any other source.

If you have the water domain, waves mystery or spirit, or if water is one of your favored terrains, then the duration of the spell is 4 hours/level and the energy resistance is 10 instead of 5.

Casting *salubrious water* uses a spell slot on the day that the spell takes effect (that is, you may begin casting it without an available slot so long as one becomes available to use within the 24-hour casting time).

### Scragskin

**School:** Transmutation (polymorph); **Level:** Bloodrager 2, Cleric/Oracle 2, Magus 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of scrag blood)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

When you cast this on a creature its skin gains a bluish-green or brownish-green hue and it takes on a feral appearance. It is able to regenerate damage each round gaining fast healing 2. However, it also becomes vulnerable to both acid and fire, taking 50% more damage whenever it is damaged by those energy types.

Whenever the target creature is in contact with a body of water, it gains fast healing 5 instead.

### Scragskin, Mass

**School:** Transmutation (polymorph); **Level:** Cleric/Oracle 5, Magus 5, Shaman 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M (one drop of scrag blood per target)

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

**Targets:** One creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 minute + 1 round/level

**Saving Throw:** Fortitude negates (harmless); **Spell**

**Resistance:** Yes (harmless)

This functions as *scragskin* except that it affects multiple creatures.

### Slimeskin Curse

**School:** Necromancy [curse; see text]; **Level:** Cleric/Oracle 3, Shaman 3, Sorcerer/Wizard 4, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (none or aboleth's tentacle; see text)

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates; **Spell Resistance:** Yes

The touched creature's skin becomes somewhat clear and slimy, decreasing its Constitution by 4 points (minimum 3). If the creature's skin is not kept moist, it dries quickly causing the creature 1 point of nonlethal damage every minute. A *remove disease* spell keeps the creature's skin sufficiently moist for 8 hours but does not end the curse.

*Slimeskin curse* cannot be dispelled, but it can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.



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If you have an aboleth's tentacle (a segment of the tentacle, about 3 feet long, is sufficient) available as a material component when you cast the spell, the damage caused by the spell causes normal damage instead of nonlethal damage and the spell gains the evil descriptor.

### Slippery Shoes

**School:** Transmutation; **Level:** Bard 1, Inquisitor 1, Magus 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, F (the sole of a well-worn shoe)

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Reflex negates; **Spell Resistance:** Yes

The bottoms of the target's footwear is transformed so that the target is always treated as though she is standing on an ice sheet. Each square costs 2 squares of movement to move through, the DCs of all Acrobatics checks increase by 5, and a DC 10 Acrobatics check is required to run or charge. The target also takes a -1 penalty on attack rolls, AC and Reflex saves. Whenever the target is defending against an attack or effect that could push or otherwise move the target, she suffers a -4 penalty to her check to avoid being moved. Whenever the target is not standing on some surface (is burrowing, climbing, flying, sitting, swimming or otherwise does not need to stand), the penalties do not apply. Attempting to stand up from being prone requires a standard action for anyone affected by *slippery shoes*.

*Slippery shoes* can be cast on any target that is wearing footwear (including a shod horse, for instance), but the spell automatically fails if it is cast on a creature that is not currently wearing footwear.

### Snake Mind

**School:** Divination; **Level:** Cleric/Oracle 3, Druid 3, Shaman 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (water from a vouivre's lair)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You gain the ability to communicate and empathize with all snakes; if you attempt to alter the attitude of a snake, you gain a +4 insight bonus on your roll. In addition, the alterations to your mind that provide these abilities happen to grant you a +4 insight bonus on saving throws to resist mind-affecting effects.

If you cast *snake mind* while in a temperate lake or river, you also may use *charm animal* on snakes a number of times equal to your spell-casting ability modifier while *snake mind* is in effect.

### Speed Swapper

**School:** Transmutation; **Level:** Bloodrager 4, Inquisitor 4, Magus 4, Ranger 3, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (three echeneis teeth)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None and Will negates; see text;

**Spell Resistance:** No and Yes; see text

You gain the Combat Reflexes feat and a +4 enchantment bonus to your Dexterity score. Each creature that you successfully damage with an attack of opportunity must succeed on a Will save or be affected as if by a *slow* spell until the end of its next turn. At the beginning of each of your turns, if you succeeded in causing at least one creature to be slowed (by any means) since the end of your last turn, then you gain the benefits of *haste* for 2 rounds. During any round when you have gained the benefits of *haste*, if you meet the requirements to gain the benefits again, the duration of your benefit increases by another 2 rounds. These benefits may persist after *speed swapper* ends.

If you have the aquatic, arcane or destined bloodline; the liberation, war or water domain; have water as a favored terrain or have the infiltrator alternate class feature; are a water elemental; or have an agility or water patron, then the DC of Will saves associated with this spell are increased by +2 and creatures who fail against that Will save also suffer 1 point of Dexterity damage.

### Squall of Ice and Snow

**School:** Transmutation [air, cold]; **Level:** Druid 5, Magus 5, Sorcerer/Wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a handful of ice)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** None; see text; **Spell Resistance:** No

You become a rapidly spinning vortex of ice and snow, taking up a 10-ft. space. While in this form you gain a fly speed of 60 ft., resist cold 10, low-light vision, and are treated as if you had the swarm subtype and were composed of fine creatures. You are immune to all weapon damage and you are



immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate) with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). However, you take half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Unlike an actual swarm creature, strong winds do not disperse you but instead force you to transform back into your normal form.

On your turn, you may move through other creatures' spaces. When you do, they may attempt to evade the pelting snow, high winds and stinging

ice with a Reflex save for half damage, otherwise, you cause 1d6 points of piercing damage and 1d6 points of cold damage per 3 caster levels to each creature whose space you move through on your turn (you cannot cause damage to any one creature more than once on your turn). In addition, creatures failing their saves are dazzled until the end of their next turn. Any creature that starts its turn in a space you occupy suffers 5d6 cold and piercing damage (combined, not each) at the start of its turn (Reflex save for half).

While in this form you have no reach and cannot make attacks of opportunity. You also cannot cast spells that require verbal, somatic or material components.





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If your current environment includes below freezing temperatures or any form of frozen or freezing precipitation, all damage caused by this spell is increased by +1 point per die of damage and the Reflex save DC is increased by +2.

Clerics with the ice or wind subdomains may have access to *squall of ice and snow* as a 5th level spell.

### Squid's Quick Exit

**School:** Conjuration (creation); **Level:** Bard 2, Inquisitor 2, Magus 2, Ranger 1, Sorcerer/Wizard 2

**Casting Time:** 1 swift action

**Components:** V, S, M (a drop of squid's ink)

**Range:** 5 ft.

**Effect:** 5-ft.-radius ink cloud

**Duration:** 1 round

**Saving Throw:** None; **Spell Resistance:** No

You produce a 5-ft.-radius ink cloud adjacent to you which persists until the start of your next turn. For the remainder of the round in which you cast *squid's quick exit*, your movement does not provoke attacks of opportunity if your movement is in a straight line away from the ink cloud.

### Storm Frenzy

**School:** Enchantment (compulsion) [mind-affecting]; **Level:** Cleric/Oracle 3, Shaman 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (one drop of adaro blood per target)

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

**Targets:** One willing living creature per three levels, no two of which may be more than 30 ft. apart

**Duration:** Concentration + 1 round/level (D); see text

**Saving Throw:** None; **Spell Resistance:** Yes

The targets of the spell are whipped into a spirited frenzy gaining a +1 morale bonus to melee attacks but suffering a -1 penalty to AC. If a target of the spell is ever more than 30 ft. away from all the other targets of the spell, the spell ends for that target.

If you cast *storm frenzy* while in an ocean environment, or if you have the weather domain, have a nature mystery or spirit, or are a sea witch, then *storm frenzy* duplicates the *rage* spell if you cast it during a storm. In this case, the limitation of remaining within 30 feet of other targets does not apply.

If your deity, patron, spirit or mystery is antithetical to storms or frenzied combat then the spell's duration is reduced to concentration instead.

### Stone to Water

**School:** Transmutation [earth, water]; **Level:** Alchemist 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Area:** Up to 1 cubic foot/level (S)

**Duration:** Permanent; see text

**Saving Throw:** See text; **Spell Resistance:** No

The spell transmutes a volume of natural, unworked stone you touch to water. Magical stone is unaffected by the spell. The region you affect must be contiguous (and not, for instance, several pebbles touching one another) and all of the same kind of stone. If the volume of stone you touch is contained, the water is retained, is pure, and can be consumed (if you touch a stone in a wooden bucket, the bucket contains water as soon as the spell transforms the stone). If the volume of stone you touch is not contained, the water drains away as it normally would (if you touch the stone ceiling of a cave above your head, water pours down upon you, generally causing no damage but potentially able to put out a small fire if the volume is large enough). Because the area is shapeable, you can use this to create small tunnels or passages through stone (though the remaining water could cause challenges).

The water remains until it naturally evaporates, drains away or is consumed. Before that time, any otherwise-undisturbed water can be returned to stone by a successful casting of *dispel magic* though the stone will now have the shape of the water (so if the water has spread out into a puddle several feet across and only a few millimeters thick, the sheet of stone will be that same shape and size). Water produced by this spell cannot be returned to its stone state once it is inside a creature, taken up by a plant, or admixed with another body of fluid.

### Summon Rock Crabs

**School:** Conjuration (summoning); **Level:** Cleric/Oracle 4, Druid 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

**Casting Time:** 1 round

**Components:** V, S, F/DF (a tiny bag and a small candle)

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

**Effect:** 1 summoned rock crab/2 levels (maximum of 5)

**Duration:** 1 round/2 levels; see text

**Saving Throw:** None; **Spell Resistance:** No

*Summon rock crabs* functions as *summon monster iv* except that it only summons rock crabs. If you cast *summon rock crabs* in terrain other than aquatic or marsh terrain, each rock crab's attacks suffer a -2 penalty and damage caused by its claw attacks is halved.



If you cast *summon rock crabs* in aquatic terrain, you may choose for the rock crabs to be mounts instead of combatants, in this case the duration is 10 minutes/level, you summon 1 rock crab/level (though the maximum remains 5), and the crabs are trained as mounts and arrive with appropriate saddles but do not engage in combat (though they will defend themselves).

### Supercooled Water

**School:** Evocation [cold, water]; **Level:** Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of pure, liquid water cooled below freezing)

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None and Fortitude negates; see text; **Spell Resistance:** Yes and No

A silvery, watery ray springs from your hand. You must succeed with a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level

(maximum 10d6). For every 10 points of cold damage a target suffers from this spell, it also suffers 1 point of Dexterity damage (a successful Fortitude save negates any Dexterity damage the target may have suffered).

### Sweep Away

**School:** Transmutation [water]; **Level:** Cleric/Oracle 5, Druid 5, Shaman 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Water in a 60-ft.-radius spread

**Duration:** 1 round/level (D)

**Saving Throw:** None and Reflex negates; see text;

**Spell Resistance:** No

Water from the surface to 20 ft. deep in the area selected suddenly flows rapidly in one direction, becoming a seething whitewater rapids, moving everything in the area. You select the direction of flow when you cast the spell. All creatures in the water, and objects not fastened, are swept away in the direction of the flow. The





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speed of the flow is 5 ft./round/level (a 9th level caster sweeps away creatures at 45 ft./round; a 16th level caster at 80 ft./round). Each round a creature spends in the water it must succeed at a Swim check to avoid going under. The DC of the Swim check is one-third the speed of the current (DC 15 for a 9th level caster, DC 30 for an 18th level caster). Creatures pulled under the surface may attempt to swim while underwater, but if there is debris in the current there is considerable risk for being pummeled, damaged, or knocked unconscious with the risk of drowning. Creatures making their Swim checks may be able to make progress toward an edge of the spell's area, especially if they swim in the direction of the current.

Creatures failing their Swim checks are moved a distance equal to the speed of the current at the end of their turns. As soon as a creature leaves the area of effect, provided it is still in a body of water, its speed diminishes almost instantly, causing it to drift another 1d3x5 feet as the surrounding water absorbs the momentum of the current and the creature.

Creatures with a swim speed can swim normally in the area of the spell, though the current is still moving extremely quickly. Craft in the area of effect are pushed by the current as they would if they encountered a naturally occurring rapids; small craft could overturn, but larger craft are likely to merely have their passengers and cargo tossed about a bit.

If the current contains unsecured debris, creatures in the current must succeed on a Reflex save each round they're in the current or suffer 4d6 damage from being pummeled by the fast-moving debris. Objects (including watercraft) in the current may also suffer damage from being struck by the debris (per GM adjudication). If a creature has failed its Swim check, the DC of the save is increased by +2.

Particularly sinister uses of the spell could be in rivers near waterfalls, in lakes that would send victims into a dam or other obstacle, in rough seas right after someone had fallen overboard, or in an underground river that might send someone into unknown depths behind inaccessible cave walls.

### Ten Foot Step

**School:** Conjunction (teleportation); **Level:** Bard 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a drop of karkinoi blood)  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level; see text

You can move up to 10 feet in a straight line when you take a 5-foot step. You physically move into the adjacent space and are then teleported into the next space. The space you leave, move through, and enter must all be spaces that you could normally move through. In all other respects, this motion counts as a 5-foot step.

If you have a swim speed, you can use this to move 10 feet while taking a 5-foot step while swimming.

You may move this way a number of times equal to your caster level, but only once per round.

### Tenacious Grappler

**School:** Transmutation (polymorph); **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4  
**Casting Time:** 1 standard action  
**Components:** V, S, M (skin from an ahuihotl's tail)  
**Range:** Touch  
**Target:** Touched humanoid creature  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates; **Spell Resistance:** Yes

The target's hands alter so that they are significantly stronger and more dexterous, and the target gains the grab special attack. Because of the stronger, more dexterous hands, it can attempt to start or maintain a grapple with one hand instead of two. If it uses one hand instead of two, it gains the usual +4 bonus (for having the grab special attack); if it uses both hands, it gains a +8 bonus instead. Finally, the target does not gain the grappled condition when it grapples a foe.

If the target attempts to cast spells while its hands are altered, it must succeed on a concentration check (DC 15 + spell level) or the spell is lost.

If you target yourself with the spell, its duration is doubled and is dismissible.

### The Bends

**School:** Necromancy; **Level:** Sorcerer/Wizard 5  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a vial of water taken from a depth of at least 500 ft.)  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** Cylinder (20-ft. radius, 40 ft. high)  
**Duration:** 1 round/2 levels  
**Saving Throw:** See text; **Spell Resistance:** Yes

Creatures in the area are affected as though they'd been submerged in extremely deep water and then forced to ascend rapidly. They experience deep body pain, swelling and itching of the skin, confusion and other mental sensations, shortness of breath and loss of balance. Anyone leaving the



area is no longer affected (but continues to suffer from any effects it acquired while within the area).

Everyone in the area when the spell is cast must attempt a Fortitude, Reflex and Will save. If a creature fails its Fortitude save, it suffers a loss of 2 points of Constitution and experiences severe pain; if a creature fails its Reflex save, it suffers a loss of 2 points of Dexterity and experiences vertigo; if a creature fails its Will save, it suffers a loss of 2 points of Wisdom and experiences a sense of disorientation. In addition to the ability score damage, anyone failing all three saves is also confused for 1 round, staggered for 1 round, and fatigued. Any creature succeeding on all three saves is no longer affected by the spell.

If a creature ends its turn in the area, it must attempt a Fortitude, Reflex and Will save (even if it succeeded on a respective save earlier). If it fails any save it suffers a corresponding loss of 2 points of Constitution, Dexterity or Wisdom, respectively. If it succeeds on all three saves, it is no longer affected by the spell. If it fails on all three saves it is confused for 1 round, staggered for 1 round, and fatigued (and if it is already fatigued it is instead exhausted).

If a target of the spell is in aquatic terrain when it is required to make a saving throw, it suffers a -2 penalty on that saving throw.

### Unbreathable Water

**School:** Transmutation; **Level:** Cleric/Oracle 3, Druid 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of vodyanoi blood)

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to one 10-ft. cube/level

**Duration:** 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

You select a three-dimensional region within a body of water; each of the cubes making up the area must be adjacent to at least one other cube. Water within this area becomes slimy and denser, making it impossible to breathe the water. Creatures in the area that normally breathe water find themselves unable to breathe and must hold their breath or risk suffocation. Though this area is slimy and denser than normal water, it is not so slimy or dense that it affects any creature's ability to swim or otherwise move through it or even to perceive it or through it. A DC 20 Perception check allows a creature to notice the area, otherwise it is indistinguishable from the water surrounding it.

The area you create maintains its shape and structure for the duration of the spell, but if the

surrounding water is moving, the area may be pushed along with the current.

If you have the water domain, the waves mystery or spirit, the aquatic bloodline, are a water elemental, or have a water patron, then the duration is doubled.

If you cast *unbreathable water* in river or marsh terrain, then you can affect two additional 10-ft. cubes.

### Undersea Frenzy

**School:** Transmutation; **Level:** Bloodrager 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of sahuagin blood)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level; see text

The first time you take damage in combat after you've cast this spell, you fly into a frenzy gaining a +2 morale bonus to both Strength and Constitution, but you also suffer a -2 penalty to AC. Once the frenzy begins, the spell's duration becomes the shorter of its current remaining duration or 1 minute; the spell also ends when the combat ends if the combat ends first.

If you cast *undersea frenzy* while in aquatic terrain, then when the frenzy begins, you also gain blindsense 30 ft. while you are in aquatic terrain.

### Underwater Scent

**School:** Transmutation; **Level:** Alchemist 2, Inquisitor 1, Ranger 1

**Casting Time:** 1 standard action

**Components:** V, S, M (tissue from a shark's nostril)

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 minute/level (D)

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

The creature you touch is considered to have the scent universal monster ability. When the touched creature is fully submerged in water, the range of the scent ability extends to 120 feet (instead of the normal 30 feet). In addition, only while underwater, the touched creature can track by scent, gaining a +4 competence bonus on Perception checks involving smell and a +2 competence bonus on Survival checks to track using scent.

If both the caster and target are in aquatic terrain when *underwater scent* is cast, then the duration of the spell is 10 minutes/level instead and the competence bonuses are doubled.



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### Voice Mimicry

**School:** Transmutation; **Level:** Bard 3, Inquisitor 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (an ahuihotl's tongue)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You can mimic the sound of anyone else you've heard. If you speak to someone who does not know you, they have no reason to think you aren't using your own voice. If you are attempting to sound like someone else (for instance, you are unable to be seen), then treat this as the Sound Mimicry Universal Monster Ability. You make a Bluff check and the listener makes an opposed Sense Motive check. If the listener isn't familiar with the voice you're mimicking, or if the listener cannot see you (or otherwise have evidence that the voice can't or shouldn't be what they hear) then the Sense Motive check is made with a -8 penalty.

Whenever you are in a warm lake, river or swamp and under the effect of this spell, you gain a +4 to your Bluff check when mimicking someone else.

### Water Glob

**School:** Conjuration (creation) [water]; **Level:** Bloodrager 1, Magus 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S, F (a fuath's dart)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1d4 minutes

**Saving Throw:** Reflex negates; **Spell Resistance:** Yes

The target's entire body is engulfed in a globule of congealed water. If it fails a Reflex save, it is entangled in the glob and risks drowning. If it cannot hold its breath until the spell ends or it is rescued, it will begin drowning when it can no longer hold its breath (see Drowning in the *Pathfinder Roleplaying Game Core Rulebook*).

Any other creature can devote a full-round action to scraping away at the globule. At the end of that full-round of scraping, the target is granted another Reflex save to escape the globule. This can be repeated as often as necessary to free the target. The target itself cannot otherwise get out of the glob and remains entangled.

Anyone in possession of the dart used as the focus of the spell can touch the glob with the point of the dart. Doing so pierces the globule and ends the spell.

### Water Master's Affinity

**School:** Transmutation; **Level:** Alchemist 2, Druid 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (1 vial of water per target)

**Range:** Touch

**Targets:** 1 creature touched/level (maximum of 6)

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates and Fortitude half; see text; **Spell Resistance:** Yes and Yes; see text

The bodies of the creatures you touch transform slightly as they become decidedly more hydrated; the targets must drink the vials of water while you cast the spell. Each target gains fast healing 2 but only while it is in a watery environment (as determined by the GM). Whenever a target creature is not in a watery environment, it suffers a -2 penalty to its Dexterity score (which ends immediately when the spell effect on it ends). When *water master's affinity* is in effect, each target can produce a hydrating effect on its turn as a standard action, ending the spell for itself. When this happens, that target blasts water outward from itself in a 20-ft. radius. Living creatures (other than anyone affected by this casting of *water master's affinity*) within this area suffer 2d6 points of nonlethal bludgeoning damage (Fortitude save for half). Creatures of the aquatic subtype are unaffected by this blast.

### Water Naga Soul

**School:** Necromancy; **Level:** Sorcerer/Wizard 4, Witch 4

**Casting Time:** 4 hours

**Components:** V, S, M (a water naga's eye)

**Range:** Personal

**Target:** You

**Duration:** 1 day/2 levels

Your body and soul undergo a transformation as you attune yourself to the powers associated with the water nagas. You gain the ability to cast *expeditious retreat*, *invisibility*, *mirror image*, and *obscuring mist* 1/day each. The save DCs for any of these abilities/spells are treated as though you cast the spell from your own spell list using your relevant spellcasting ability score modifier.

While you are affected by *water naga soul*, the number of 4th level spells you may cast each day is reduced by 1.

If you spend the entire casting time in aquatic terrain, then you are able to breathe water as though subject to *water breathing*, you gain the aquatic subtype and the amphibious special quality. You



gain a swim speed equal to your base speed and Swim becomes a class skill for you.

While under the effect of *water naga soul* you have a powerful desire to be alone. Whenever you are with others you suffer a -2 penalty to your Charisma. This penalty is removed whenever those in your company are sharing compelling stories or flattering you (and the suspension of the penalty persists for 1d4 hours after a particularly excellent story or amazing compliment).

A wizard who is a specialist in necromancy casts the spells from opposition schools gained from *water naga soul* as though they were not from those opposition schools but instead as if they were from the necromancy school.

### Water Runner

**School:** Transmutation; **Level:** Alchemist 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a live water strider)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

Your body becomes hydrophilic and you gain the ability to remain aloft while you are on water (or similar liquid surfaces). Treat *water runner* as *levitate* whenever the space beneath you is aquatic terrain (or any other terrain that is substantially filled with water) and you are not otherwise in motion. Whenever you wish to move horizontally over aquatic terrain, treat *water runner* as *fly* except that your base speed remains unchanged and you must maintain the same kind of contact with the terrain beneath you as you would if it were solid ground. You may charge or run while using *water runner*.

### Water-Breather Curse

**School:** Necromancy [curse]; **Level:** Cleric/Oracle 5, Shaman 5, Sorcerer/Wizard 6, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of aboleth's slime)

**Range:** Touch

**Target:** Creature touched

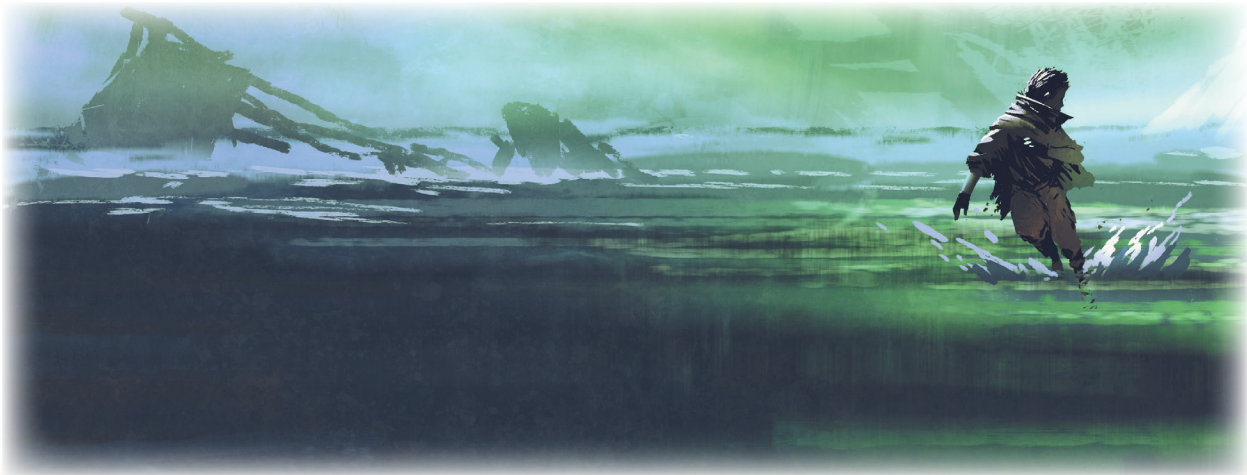
**Duration:** Permanent

**Saving Throw:** Will negates; **Spell Resistance:** Yes

The touched creature gains the ability to breathe water as if subject to *water breathing*. However, the creature no longer can breathe air and must hold its watery breath whenever it is not in an environment that allows it to breathe water. The creature can hold its watery breath for a number of rounds equal to twice its Constitution score. If the target takes a standard or full-round action while holding its watery breath, the remaining duration that it can hold its breath is reduced by 1 round. After the time it can safely hold its breath ends, the target must make a DC 10 Constitution check every round in order to continue holding its watery breath. Each round, the DC increases by 1. When the target finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it drowns.

If the target is rendered unconscious when not in an environment that allows it to breathe water, it must begin making Constitution checks immediately upon becoming unconscious. Once it fails one of those checks, it immediately drops to -1 hit points and drowns on the following round.

Spells or effects that grant a water-breathing creature the ability to breathe air affect the target creature granting it a brief reprieve from the curse.





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*Water-breather curse* cannot be dispelled, but it can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

### Waterproof Fire

**School:** Transmutation [fire]; **Level:** Alchemist 4, Cleric/Oracle 4, Druid 4, Shaman 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Up to two 10-ft. cubes/level

**Duration:** 1 minute/level

**Saving Throw:** None; **Spell Resistance:** No

**F**ires you select within range are unaffected by water. Such flames cannot be reduced or eliminated by water and are unaffected by magical water less powerful than this spell (water spells higher level than *waterproof fire* may still extinguish or otherwise affect fires affected by *waterproof fire*). Magical fires affected by *waterproof fire* cause 50% more damage than normal to creatures with the aquatic or water subtypes.

### Watersense

**School:** Transmutation; **Level:** Alchemist 3, Bloodrager 3, Druid 3, Inquisitor 3, Magus 3, Ranger 2, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a sahuagin's scale)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Y**ou gain blindsense but only while you are at least 50% submerged in water.

### Watery Disguise

**School:** Illusion (glamer); **Level:** Druid 2

**Casting Time:** 1 standard action

**Components:** V

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**W**henver you are more than 50% submerged in water you appear to blend into the water, making you harder to see. You gain concealment (20% miss chance) whenever you are more than 50% submerged but not completely submerged. If you are completely submerged you gain total concealment (50% miss chance).

If you have the water domain or waves spirit, this spell is on your spell list.

### Watery Exit

**School:** Conjuration (creation) [water]; **Level:** Shaman 7, Sorcerer/Wizard 7, Summoner 6, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (dust of ground pearls worth 500 gp)

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

**Effect:** Pool of water in a 5-ft.-radius circle that teleports those who activate it (S)

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** Yes

**Y**ou create an extradimensional cylinder of water that appears in an unoccupied space within range that you can see. At a glance, it appears to be a puddle and upon deeper examination to be a mysteriously deep pool (a more detailed examination reveals the pool to appear to be about 10 feet deep and the water to be clear and clean). Anyone who is fully submerged in the pool is immediately sent to a random location on the Plane of Water. If you utilize the portal, the spell ends immediately after you use it. The portal is one-way.

You may shape the surface of the pool any way you'd like so long as its dimensions do not exceed a square 5 feet on a side; you may cause the depth of the space to be any depth between 5 and 15 feet; these choices determines the shape of the cylinder (the bottom shape matches the top, and the center of the bottom and top are in vertical alignment).

Unattended objects in the pool simply sink or float within the water, though when the portal activates, any such objects are sent to the Plane of Water with the creature that is sent. Creatures subjected to an effect intended to push them into the pool (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect. Creatures moving through the space occupied by the pool can avoid falling into it by succeeding on an Acrobatics check (the DC will be determined by the width of space available for movement); if a creature fails this Acrobatics check, it can successfully jump to an adjacent unoccupied space (if there is one and if it can jump) by making a DC 20 Reflex save.

If you have the water domain, you may choose *watery exit* as a 7th level water domain spell.

### Wave to Wave

**School:** Conjuration (teleportation); **Level:** Magus 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

**Casting Time:** 1 standard action

**Components:** V

**Range:** Long (400 ft. + 40 ft./level)



**Targets:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object);

**Spell Resistance:** No and Yes (object)

**Wave to wave** functions similarly to *dimension door* except that it only functions when both your current location and the desired arrival spot are in or directly upon aquatic terrain and if those two locations are connected by a contiguous mass of liquid. Anyone moving or being moved by this spell must have its own ability to swim, breathe water, or otherwise manage in the environment as *wave to wave* only serves to relocate targets; in addition, each creature must also be touching or within the contiguous mass of liquid. Unlike *dimension door* you can take move actions after using the spell. If your destination is within a body of water, you (and anything you carry and anyone else you bring with you) displace water in the destination space(s). If you, anyone moving with you, or any gear being carried, would appear where there is a solid body, you will be shunted as per *dimension door*. The random locations will be within the contiguous mass of liquid (unless that is impossible, in which case everyone suffers the additional 4d6 damage and the spell fails).

If you have the water domain or waves spirit then you have access to this spell as a divine 4th level spell.

### Waves of Doom

**School:** Necromancy [fear, mind-affecting]; **Level:** Sorcerer/Wizard 6, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a vial of water taken from a drowning victim's lungs)

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Will partial; see text; **Spell Resistance:** Yes

You send forth a pulse of energy and those affected by it feel a momentary sense akin to being raised and lowered by an ocean wave. Living creatures in the area failing their saves are overcome with the sensation of drowning and are paralyzed with fear until the end of their next turn; creatures succeeding on their saves are instead shaken for 1 round. At the end of each paralyzed creature's turn, that creature must attempt another save. Any target failing this save is paralyzed with fear for another round and gains 1 negative level. At the end of each paralyzed creature's turns it again

attempts to save, remaining paralyzed with fear for 1 more round and gaining another negative level each time it fails. Whenever a target does succeed on its save, it is shaken for 1 round after which the spell no longer has any effect on it.

Creatures able to breathe water and creatures unaffected by paralysis are immune to *waves of doom*, as are creatures immune to fear or mind-affecting effects.

If the drowning victim from which you've obtained your material component was a victim of a sea bonze, then the save DC of the spell is increased by +4. If any target of the spell is at least 50% submerged in water, it suffers a -2 penalty to its saves.

### Waves of Holy Water

**School:** Conjunction (creation) [good, water];

**Level:** Cleric/Oracle 6, Inquisitor 6

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Will half; **Spell Resistance:** Yes

You conjure a powerful wave of holy water that gushes outward from you to 30 feet in a cone. All undead creatures and all evil outsiders in the area suffer 1d8 points of positive energy damage per caster level (maximum 15d8). This damage affects incorporeal creatures.

### Withering Waves

**School:** Necromancy [see text]; **Level:** Cleric/Oracle 7, Shaman 7, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a vial of water polluted by a nuckelavee)

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text; **Spell Resistance:** Yes

Inky blackness pours forth into the area causing Iwelts, cramps and bleeding to living creatures. Non-creature plants in the area are affected as if by a *blight* spell. Living creatures that fail a Fortitude save suffer 1d8 damage per 2 caster levels (maximum 10d8), 1d4 Con damage and are fatigued. Creatures succeeding on the saving throw suffer half the hit point damage, no Con damage, and are not fatigued.

If *withering waves* is cast as a divine spell then it gains the evil descriptor.



# 101 AQUATIC SPELLS

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# 101 Desert Spells



By David J. Paul





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