

Rite Publishing Presents

101 Desert Spells



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Rite Publishing Presents:



101 Desert Spells

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Dedication: To Carol, who finds me when I am lost in a desert.

Special Thanks: To my Rite Publishing family for keeping this going.

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101 Desert Spells

Typical deserts may include extremely dry, vast, sunbaked hills of sand and also the scrubby, rocky, mostly dry expanse dotted with cacti. In addition, precipitation-free ice sheets, polar caps or other stretches of frozen ground are correctly identified as desert. This text expands the notion of desert terrain to include “desert” as a verb and thus to incorporate “deserted” as an option for terrain. As such, this book includes long-desolate ghost towns, abandoned mines, and other places that are deserted of their intended inhabitants as potential sites to trigger some bonus effects from some of these spells. Most of the spells here will fit one of the traditional desert types (generally dry and hot), but there are many that extend into these alternative conceptions. In addition, many of these spells require components that are generally found in deserted areas but are themselves quite suitable for areas other than deserts.

Spells Lists

Alchemist Formulae

1ST-LEVEL ALCHEMIST FORMULAE

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Lightning Aura: Aura of lightning causes 1d6 damage to those within 5 feet of you.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

2ND-LEVEL ALCHEMIST FORMULAE

Color Darkvision: See in full color with darkvision.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Dusty Shroud: Gain fast healing 2 and a blur effect when in dusty areas.

Endure Drought: Touched creature avoids fatigue from dehydration or starvation.

Firesight: See through fire and smoke without penalty.

Salt Mephitis's Affinity: Touched creatures gain fast healing 2 in arid environments and a dehydrating attack.

Sunscreen: Protects against damage and effects caused by light.

3RD-LEVEL ALCHEMIST FORMULAE

Desert Healer: Gain bonuses to speed, skills, armor and saves when in desert terrain.

Drake's Surge: You may take an additional move action as a swift action.

Generate Resistance: Target gains the ability to create resistance to cold or fire.

Into the Arctic: Gain the benefits of *endure elements* and a +2 on Acrobatics, Perception and Survival checks.

Into the Desert: Gain the benefits of *endure elements* and a +4 on Constitution checks to avoid dehydration due to thirst.

Superchromatic Vision: +4 or +8 on sight-based Perception checks, -2 on saves against sight-based effects.

4TH-LEVEL ALCHEMIST FORMULAE

Bursts of Frost and Flame: You can convert cold and fire into one another producing damaging bursts.

Claws of the Ghul: Claws bypass cold iron and magic damage reduction.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Mirage: Transform into a volume of air and gain ability to cause hallucinations.

5TH-LEVEL ALCHEMIST FORMULAE

Endure Drought, Mass: Multiple creatures avoid fatigue from dehydration or starvation.

Hag Form, Sand: You become a sand hag.

6TH-LEVEL ALCHEMIST FORMULAE

Cliff Giant Form: You assume the form of a cliff giant.

Hag Form, Winter: You transform into a winter hag.

Antipaladin Spells

2ND-LEVEL ANTIPALADIN SPELLS

Firesight: See through fire and smoke without penalty.

3RD-LEVEL ANTIPALADIN SPELLS

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Bard Spells

2ND-LEVEL BARD SPELLS

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Echoes of the Desert: Enchanting sounds echo to 100 ft. from you, fascinating those who fail their saves.

3RD-LEVEL BARD SPELLS

Aghasura's Bluff: Creatures move toward you and stand fascinated.

Asleep Unaware: Target falls asleep but believes it is awake.

Confer with Desert Animals: Touched animal is altered so that it can communicate with you.

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Dismiss Undead: Touch drives away undead.

Stave off Loneliness: Create four shadowy humanoids to interact with.

4TH-LEVEL BARD SPELLS

Empty Words: Touched creature suffers 1d4 Charisma damage per round when it uses words.

Mirage: Transform into a volume of air and gain ability to cause hallucinations.

Scotomata: Targets cannot see and do not believe that you and others you designate exist.

5TH-LEVEL BARD SPELLS

Ghost Story: A phantasmal ghost manifests causing 2d6 Con damage and panicking multiple targets.

Summon Mirage: Summon a living mirage.

Bloodrager Spells

1ST-LEVEL BLOODRAGER SPELLS

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Jack Rabbit: You transform into a jack rabbit.

Lightning Aura: Aura of lightning causes 1d6 damage to those within 5 feet of you.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

Sinkhole: A small, short-lasting sinkhole forms and the ground shakes violently.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

2ND-LEVEL BLOODRAGER SPELLS

Amphiptere's Flight: Bat-like wings grant limited flight.

Cone of Salt: Deal 1d4 slashing damage in a 15-ft. cone and sicken living targets.

Darts of Light: Produce 1 dart/3 levels which cause 1d4 damage each on a successful hit.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Exploding Rock: A rock explodes causing 2d6 or more piercing damage to everything within 10 feet.

Firesight: See through fire and smoke without penalty.

Sand Trap: Creates a minor sand trap.

Vertiginous Faller: Curse causes the target to experience vertigo whenever it is knocked prone.



101 DESERT SPELLS

3RD-LEVEL BLOODRAGER SPELLS

Aghasura's Bluff: Creatures move toward you and stand fascinated.

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Dismiss Undead: Touch drives away undead.

Drake's Surge: You may take an additional move action as a swift action.

Goring Gang: You and your allies gain a horn, a gore attack, and powerful charge.

Paralytic Stream: Line of poison causes 1d4 Dex damage each round for 4 rounds.

Sha's Steps: Gain the Following Step and Step Up feats.

Wind Chill: Waves of cold air cause 3d6 nonlethal cold damage per round for up to 5 rounds.

4TH-LEVEL BLOODRAGER SPELLS

Amarok's Aspect: You gain a wolf's head, +4 to Str, Dex, Con and natural armor, and a special bite attack.

Burning Beams: Several beams of burning light cause 2d6 fire damage per round.

Bursts of Frost and Flame: You can convert cold and fire into one another producing damaging bursts.

Claws of the Ghul: Claws bypass cold iron and magic damage reduction.

Flying Grappler: +4 Str, +2 Dex, and the ability to fly while maintaining a grapple.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Swirling Sandstorm: Rapidly swirling electrically charged sand causes 1d6/level damage in a 20-ft. radius.

Thermal Inversion Line: 120-ft. line causes fire damage at one end, cold at the other, and a mix in between.

Cleric/Oracle Spells

0-LEVEL CLERIC/ORACLE SPELLS

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Withstand Heat (or Cold): Touched creatures have greater capacity to withstand hot or cold conditions.

1ST-LEVEL CLERIC/ORACLE SPELLS

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

2ND-LEVEL CLERIC/ORACLE SPELLS

Century in the Sun: Objects become dried out and gain the broken condition.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Endure Drought: Touched creature avoids fatigue from dehydration or starvation.

Firesight: See through fire and smoke without penalty.

Vertiginous Faller: Curse causes the target to experience vertigo whenever it is knocked prone.

3RD-LEVEL CLERIC/ORACLE SPELLS

Death by Scarabs: Summon a scarab swarm.

Desert Healer: Gain bonuses to speed, skills, armor and saves when in desert terrain.

Generate Resistance: Target gains the ability to create resistance to cold or fire.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Into the Arctic: Gain the benefits of *endure elements* and a +2 on Acrobatics, Perception and Survival checks.

Into the Desert: Gain the benefits of *endure elements* and a +4 on Constitution checks to avoid dehydration due to thirst.

Ride the Bat: Summons a dire bat that serves as a mount.

Sunscreen: Protects against damage and effects caused by light.

4TH-LEVEL CLERIC/ORACLE SPELLS

Benevolent Commands: Use *command* to bestow benefits.

Call the Desert Winds: Four summoned air elementals appear as whirlwinds.

Death by Scorpions: Summon a scorpion swarm.

Hunger of the Ghul: Target is sated only by eating creatures with particular experiences.

5TH-LEVEL CLERIC/ORACLE SPELLS

Call Efreeti: Call an efreeti to serve you.

Create Ghost Town (Lesser): Create a few abandoned buildings in a small area.

Endure Drought, Mass: Multiple creatures avoid fatigue from dehydration or starvation.

Ghostly Form: Ghostly form composed of shadow matter.

Into the Arctic, Mass: Extend the benefits of *into the arctic* to several creatures.

Into the Desert, Mass: Extend the benefits of *into the desert* to several creatures.

Lamia's Drain: Targets suffer 1d4+level/3 Wisdom damage and gain a penalty on saves against enchantments.

Lammasu's Devotion: Transform gaining lammasu abilities to defend others.

Life Bane: Melee weapon becomes more powerful and more damaging against living targets.

Solar Aura: Gain a powerfully bright aura that overcomes darkness and can blind targets.

Summon Winter Wolf: Summon a winter wolf.

6TH-LEVEL CLERIC/ORACLE SPELLS

Healing Ice, Mass: Heals cold-subtype creatures and damages fire-subtype creatures.

7TH-LEVEL CLERIC/ORACLE SPELLS

Bring Forth The Dustman: Summon a dustman creature.

Call Noble Efreeti: Call a noble efreeti to serve you.

Create Ghost Town: Create several abandoned buildings within a large area.

Deserted: Target believes it has been abandoned.

Flames of Phlegethon: Excessive heat scalds flesh and destroys objects.

Summon Arctic Scourge: Summon a young white dragon, winter wolves and ogres.

Summon Mirage: Summon a living mirage.

8TH-LEVEL CLERIC/ORACLE SPELLS

Summon Crimson Worm: Summons a colossal, crimson variant of the purple worm.

Druid Spells**0-LEVEL DRUID SPELLS**

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Solifugid's Truculence: +2 on Perception and Stealth checks and on saves vs. mind-affecting effects.

Withstand Heat (or Cold): Touched creatures have greater capacity to withstand hot or cold conditions.

1ST-LEVEL DRUID SPELLS

Cactus: A cactus grants partial cover.

Concentrate Condensate: Move moisture in a region onto a 10-ft. square.

Jack Rabbit: You transform into a jack rabbit.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

2ND-LEVEL DRUID SPELLS

Aspect of the Great Roadrunner: Gain +2 Dex and +10 ft. to your base speed.

Century in the Sun: Objects become dried out and gain the broken condition.

Confer with Desert Animals: Touched animal is altered so that it can communicate with you.

Dehydrating Circle: Living creatures take 2d8 damage from dehydration in 20-ft.-radius burst.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Endure Drought: Touched creature avoids fatigue from dehydration or starvation.

Firesight: See through fire and smoke without penalty.

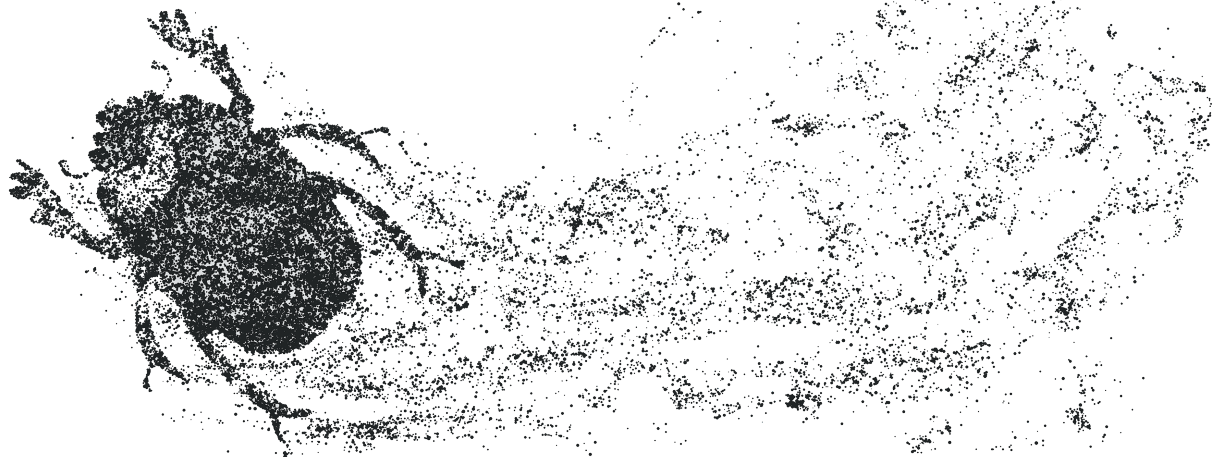
Salt Mephit's Affinity: Touched creatures gain fast healing 2 in arid environments and a dehydrating attack.

Sandstorm Sight: See through naturally-occurring sandstorms without penalty.

Sunscreen: Protects against damage and effects caused by light.

3RD-LEVEL DRUID SPELLS

Caravan of Camels: You and your allies are transformed into camels.



Death by Scarabs: Summon a scarab swarm.

Into the Arctic: Gain the benefits of *endure elements* and a +2 on Acrobatics, Perception and Survival checks.

Into the Desert: Gain the benefits of *endure elements* and a +4 on Constitution checks to avoid dehydration due to thirst.

Paralytic Stream: Line of poison causes 1d4 Dex damage each round for 4 rounds.

Ride the Bat: Summons a dire bat that serves as a mount.

Superchromatic Vision: +4 or +8 on sight-based Perception checks, -2 on saves against sight-based effects.

Wind Chill: Waves of cold air cause 3d6 nonlethal cold damage per round for up to 5 rounds.

4TH-LEVEL DRUID SPELLS

Burning Beams: Several beams of burning light cause 2d6 fire damage per round.

Call the Desert Winds: Four summoned air elementals appear as whirlwinds.

Death by Scorpions: Summon a scorpion swarm.

5TH-LEVEL DRUID SPELLS

Endure Drought, Mass: Multiple creatures avoid fatigue from dehydration or starvation.

Into the Arctic, Mass: Extend the benefits of *into the arctic* to several creatures.

Into the Desert, Mass: Extend the benefits of *into the desert* to several creatures.

Scouring Blast: Short-lived wind blocks vision and deals 3d6 damage.

Summon Winter Wolf: Summon a winter wolf.

6TH-LEVEL DRUID SPELLS

Biting Winds: Deadly wind emanates from you.

Hag Form, Sand: You become a sand hag.

Sand Surge: Sand and energy move in waves outward from you causing 1d6/2 levels damage.

7TH-LEVEL DRUID SPELLS

Hag Form, Winter: You transform into a winter hag.

Terra Tsunami: Wave of earth rises 20 feet and crushes everything in its path.

8TH-LEVEL DRUID SPELLS

Summon Crimson Worm: Summons a colossal, crimson variant of the purple worm.

Inquisitor Spells

1ST-LEVEL INQUISITOR SPELLS

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

2ND-LEVEL INQUISITOR SPELLS

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Firesight: See through fire and smoke without penalty.

3RD-LEVEL INQUISITOR SPELLS

Desert Healer: Gain bonuses to speed, skills, armor and saves when in desert terrain.

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Into the Arctic: Gain the benefits of *endure elements* and a +2 on Acrobatics, Perception and Survival checks.

Into the Desert: Gain the benefits of *endure elements* and a +4 on Constitution checks to avoid dehydration due to thirst.

4TH-LEVEL INQUISITOR SPELLS

Benevolent Commands: Use *command* to bestow benefits.

5TH-LEVEL INQUISITOR SPELLS

Into the Arctic, Mass: Extend the benefits of *into the arctic* to several creatures.

Into the Desert, Mass: Extend the benefits of *into the desert* to several creatures.

Lammasu's Devotion: Transform gaining lammasu abilities to defend others.

6TH-LEVEL INQUISITOR SPELLS

Healing Ice, Mass: Heals cold-subtype creatures and damages fire-subtype creatures.

Magus Spells

1ST-LEVEL MAGUS SPELLS

Jack Rabbit: You transform into a jack rabbit.

Lightning Aura: Aura of lightning causes 1d6 damage to those within 5 feet of you.

Sinkhole: A small, short-lasting sinkhole forms and the ground shakes violently.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

2ND-LEVEL MAGUS SPELLS

Amphiptere's Flight: Bat-like wings grant limited flight.

Cone of Salt: Deal 1d4 slashing damage in a 15-ft. cone and sicken living targets.

Darts of Light: Produce 1 dart/3 levels which cause 1d4 damage each on a successful hit.

Dehydrating Circle: Living creatures take 2d8 damage from dehydration in 20-ft.-radius burst.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Exploding Rock: A rock explodes causing 2d6 or more piercing damage to everything within 10 feet.

Firesight: See through fire and smoke without penalty.

Sand Trap: Creates a minor sand trap.

3RD-LEVEL MAGUS SPELLS

Aghasura's Bluff: Creatures move toward you and stand fascinated.

Dismiss Undead: Touch drives away undead.

Drake's Surge: You may take an additional move action as a swift action.

Endless Sands: Target creatures believe they are lost in an endless desert.

Generate Resistance: Target gains the ability to create resistance to cold or fire.

Goring Gang: You and your allies gain a horn, a gore attack, and powerful charge.

Paralytic Stream: Line of poison causes 1d4 Dex damage each round for 4 rounds.

Sha's Steps: Gain the Following Step and Step Up feats.

Wind Chill: Waves of cold air cause 3d6 nonlethal cold damage per round for up to 5 rounds.

4TH-LEVEL MAGUS SPELLS

Amarok's Aspect: You gain a wolf's head, +4 to Str, Dex, Con and natural armor, and a special bite attack.

Burning Beams: Several beams of burning light cause 2d6 fire damage per round.

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Bursts of Frost and Flame: You can convert cold and fire into one another producing damaging bursts.

Claws of the Ghul: Claws bypass cold iron and magic damage reduction.

Corrosive Liquefaction: Corrosive acid fills an area, completely dissolving creatures and objects.

Flying Grapppler: +4 Str, +2 Dex, and the ability to fly while maintaining a grapple.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Swirling Sandstorm: Rapidly swirling electrically charged sand causes 1d6/level damage in a 20-ft. radius.

Thermal Inversion Line: 120-ft. line causes fire damage at one end, cold at the other, and a mix in between.

5TH-LEVEL MAGUS SPELLS

Ghost Story: A phantasmal ghost manifests causing 2d6 Con damage and panicking multiple targets.

Hag Form, Sand: You become a sand hag.

Life Bane: Melee weapon becomes more powerful and more damaging against living targets.

Lightning Shards: Lightning, thunder and flying glass deal damage in a 60 ft. cone.

Molten Carapace: Creates magical hide armor making you immune to cold and fire damage.

6TH-LEVEL MAGUS SPELLS

Hag Form, Winter: You transform into a winter hag.

Mirage Lightning: Shadowy duplicate of you fools others and casts *lightning bolt*.

Sand Surge: Sand and energy move in waves outward from you causing 1d6/2 levels damage.

To The Desert With You: Teleports target into a desert.

Paladin Spells

1ST-LEVEL PALADIN SPELLS

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

2ND-LEVEL PALADIN SPELLS

Firesight: See through fire and smoke without penalty.

4TH-LEVEL PALADIN SPELLS

Benevolent Commands: Use *command* to bestow benefits.

Lammasu's Devotion: Transform gaining lammasu abilities to defend others.

Solar Aura: Gain a powerfully bright aura that overcomes darkness and can blind targets.

Ranger Spells

1ST-LEVEL RANGER SPELLS

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Aspect of the Great Roadrunner: Gain +2 Dex and +10 ft. to your base speed.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

2ND-LEVEL RANGER SPELLS

Endure Drought: Touched creature avoids fatigue from dehydration or starvation.

Firesight: See through fire and smoke without penalty.

Into the Arctic: Gain the benefits of *endure elements* and a +2 on Acrobatics, Perception and Survival checks.

Into the Desert: Gain the benefits of *endure elements* and a +4 on Constitution checks to avoid dehydration due to thirst.

Sandstorm Sight: See through naturally-occurring sandstorms without penalty.

Sunscreen: Protects against damage and effects caused by light.

3RD-LEVEL RANGER SPELLS

Desert Healer: Gain bonuses to speed, skills, armor and saves when in desert terrain.

Sha's Steps: Gain the Following Step and Step Up feats.

Suprachromatic Vision: +4 or +8 on sight-based Perception checks, -2 on saves against sight-based effects.

4TH-LEVEL RANGER SPELLS

Endure Drought,Mass: Multiple creatures avoid fatigue from dehydration or starvation.

Into the Arctic, Mass: Extend the benefits of *into the arctic* to several creatures.

Into the Desert, Mass: Extend the benefits of *into the desert* to several creatures.

Shaman Spells**0-LEVEL SHAMAN SPELLS**

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Withstand Heat (or Cold): Touched creatures have greater capacity to withstand hot or cold conditions.

1ST-LEVEL SHAMAN SPELLS

Cactus: A cactus grants partial cover.

Concentrate Condensate: Move moisture in a region onto a 10-ft. square.

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

Solifugid's Truculence: +2 on Perception and Stealth checks and on saves vs. mind-affecting effects.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

2ND-LEVEL SHAMAN SPELLS

Century in the Sun: Objects become dried out and gain the broken condition.

Cone of Salt: Deal 1d4 slashing damage in a 15-ft. cone and sicken living targets.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Endure Drought: Touched creature avoids fatigue from dehydration or starvation.

Firesight: See through fire and smoke without penalty.

Salt Mephit's Affinity: Touched creatures gain fast healing 2 in arid environments and a dehydrating attack.

Sandstorm Sight: See through naturally-occurring sandstorms without penalty.

Sunscreens: Protects against damage and effects caused by light.

Vertiginous Faller: Curse causes the target to experience vertigo whenever it is knocked prone.

**3RD-LEVEL SHAMAN SPELLS**

Caravan of Camels: You and your allies are transformed into camels.

Concentrate Condensate: Move moisture in a region onto a 10-ft. square.

Death by Scarabs: Summon a scarab swarm.

Desert Healer: Gain bonuses to speed, skills, armor and saves when in desert terrain.

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Ride the Bat: Summons a dire bat that serves as a mount.

Wind Chill: Waves of cold air cause 3d6 nonlethal cold damage per round for up to 5 rounds.

4TH-LEVEL SHAMAN SPELLS

Burning Beams: Several beams of burning light cause 2d6 fire damage per round.

Call the Desert Winds: Four summoned air elementals appear as whirlwinds.

Death by Scorpions: Summon a scorpion swarm.

5TH-LEVEL SHAMAN SPELLS

Endure Drought,Mass: Multiple creatures avoid fatigue from dehydration or starvation.

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Ghostly Form: Ghostly form composed of shadow matter.

Scouring Blast: Short-lived wind blocks vision and deals 3d6 damage.

Summon Winter Wolf: Summon a winter wolf.

6TH-LEVEL SHAMAN SPELLS

Healing Ice, Mass: Heals cold-subtype creatures and damages fire-subtype creatures.

Sorcerer/Wizard Spells

0-LEVEL SORCERER/WIZARD SPELLS

ABJURATION

Withstand Heat (or Cold): Touched creatures have greater capacity to withstand hot or cold conditions.

1ST-LEVEL SORCERER/WIZARD SPELLS

ABJURATION

Protection from Sand and Wind: Immunity to nonlethal damage from sandstorms.

EVOCATION

Lightning Aura: Aura of lightning causes 1d6 damage to those within 5 feet of you.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

TRANSMUTATION

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Concentrate Condensate: Move moisture in a region onto a 10-ft. square.

Jack Rabbit: You transform into a jack rabbit.

Sinkhole: A small, short-lasting sinkhole forms and the ground shakes violently.

Solifugid's Truculence: +2 on Perception and Stealth checks and on saves vs. mind-affecting effects.

2ND-LEVEL SORCERER/WIZARD SPELLS

CONJURATION

Darts of Light: Produce 1 dart/3 levels which cause 1d4 damage each on a successful hit.

Sand Trap: Creates a minor sand trap.

DIVINATION

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

EVOCATION

Cone of Salt: Deal 1d4 slashing damage in a 15-ft. cone and sicken living targets.

Exploding Rock: A rock explodes causing 2d6 or more piercing damage to everything within 10 feet.

NECROMANCY

Vertiginous Faller: Curse causes the target to experience vertigo whenever it is knocked prone.

TRANSMUTATION

Amphiptere's Flight: Bat-like wings grant limited flight.

Color Darkvision: See in full color with darkvision.

Dehydrating Circle: Living creatures take 2d8 damage from dehydration in 20-ft.-radius burst.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Dusty Shroud: Gain fast healing 2 and a blur effect when in dusty areas.

Firesight: See through fire and smoke without penalty.

Salt Mephit's Affinity: Touched creatures gain fast healing 2 in arid environments and a dehydrating attack.

3RD-LEVEL SORCERER/WIZARD SPELLS

ABJURATION

Generate Resistance: Target gains the ability to create resistance to cold or fire.

Sunscreen: Protects against damage and effects caused by light.

CONJURATION

Empty House: Conjures a dilapidated house.

Ride the Bat: Summons a dire bat that serves as a mount.

ENCHANTMENT

Aghasura's Bluff: Creatures move toward you and stand fascinated.

Echoes of the Desert: Enchanting sounds echo to 100 ft. from you, fascinating those who fail their saves.

Wind Chill: Waves of cold air cause 3d6 nonlethal cold damage per round for up to 5 rounds.

EVOCATION

Paralytic Stream: Line of poison causes 1d4 Dex damage each round for 4 rounds.

ILLUSION

Endless Sands: Target creatures believe they are lost in an endless desert.

Stave off Loneliness: Create four shadowy humanoids to interact with.

NECROMANCY

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Dismiss Undead: Touch drives away undead.

TRANSMUTATION

Drake's Surge: You may take an additional move action as a swift action.

Goring Gang: You and your allies gain a horn, a gore attack, and powerful charge.

Sha's Steps: Gain the Following Step and Step Up feats.

Sticky Heat: Invisible emanations of heat radiate from targets, raising the temperature around them.

Superchromatic Vision: +4 or +8 on sight-based Perception checks, -2 on saves against sight-based effects.

4TH-LEVEL SORCERER/WIZARD SPELLS**CONJURATION**

Burning Beams: Several beams of burning light cause 2d6 fire damage per round.

Corrosive Liquefaction: Corrosive acid fills an area, completely dissolving creatures and objects.

Call the Desert Winds: Four summoned air elementals appear as whirlwinds.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Swirling Sandstorm: Rapidly swirling electrically charged sand causes 1d6/level damage in a 20-ft. radius.

ENCHANTMENT

Asleep Unaware: Target falls asleep but believes it is awake.

Empty Words: Touched creature suffers 1d4 Charisma damage per round when it uses words.

EVOCATION

Thermal Inversion Line: 120-ft. line causes fire damage at one end, cold at the other, and a mix in between.

NECROMANCY

Hunger of the Ghul: Target is sated only by eating creatures with particular experiences.

TRANSMUTATION

Amarok's Aspect: You gain a wolf's head, +4 to Str, Dex, Con and natural armor, and a special bite attack.

Bursts of Frost and Flame: You can convert cold and fire into one another producing damaging bursts.

Caravan of Camels: You and your allies are transformed into camels.

Claws of the Ghul: Claws bypass cold iron and magic damage reduction.

Flying Grapppler: +4 Str, +2 Dex, and the ability to fly while maintaining a grapple.

Mirage: Transform into a volume of air and gain ability to cause hallucinations.

5TH-LEVEL SORCERER/WIZARD SPELLS**CONJURATION**

Create Ghost Town (Lesser): Create a few abandoned buildings in a small area.

Molten Carapace: Creates magical hide armor making you immune to cold and fire damage.

Summon Winter Wolf: Summon a winter wolf.

ENCHANTMENT

Scotomata: Targets cannot see and do not believe that you and others you designate exist.

EVOCATION

Lightning Shards: Lightning, thunder and flying glass deal damage in a 60 ft. cone.

ILLUSION

Ghost Story: A phantasmal ghost manifests causing 2d6 Con damage and panicking multiple targets.

Ghostly Form: Ghostly form composed of shadow matter.

NECROMANCY

Lamia's Drain: Targets suffer 1d4+level/3 Wisdom damage and gain a penalty on saves against enchantments.

Life Bane: Melee weapon becomes more powerful and more damaging against living targets.

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6TH-LEVEL SORCERER/WIZARD SPELLS

CONJURATION

Biting Winds: Deadly wind emanates from you.

Sand Surge: Sand and energy move in waves outward from you causing 1d6/2 levels damage.

To The Desert With You: Teleports target into a desert.

EVOCATION

Freezing Shatter: You slowly transform matter so that it becomes extremely brittle and easily shattered.

ILLUSION

Mirage Lightning: Shadowy duplicate of you fools others and casts *lightning bolt*.

7TH-LEVEL SORCERER/WIZARD SPELLS

CONJURATION

Bring Forth The Dustman: Summon a dustman creature.

Create Ghost Town: Create several abandoned buildings within a large area.

Summon Arctic Scourge: Summon a young white dragon, winter wolves and ogres.

Summon Mirage: Summon a living mirage.

EVOCATION

Flames of Phlegethon: Excessive heat scalds flesh and destroys objects.

ILLUSION

Deserted: Target believes it has been abandoned.

TRANSMUTATION

Cliff Giant Form: You assume the form of a cliff giant.

Hag Form, Sand: You become a sand hag.

Pride of Dragonnes: You and your allies become dragonnes.

Terra Tsunami: Wave of earth rises 20 feet and crushes everything in its path.

8TH-LEVEL SORCERER/WIZARD SPELLS

CONJURATION

Rampage of the Desert Drakes: Summon 3 to 5 desert drakes.

Summon Crimson Worm: Summons a colossal, crimson variant of the purple worm.

NECROMANCY

Ghostly Form Curse: Curse affects many creatures, giving them ghost-like bodies.

TRANSMUTATION

Hag Form, Winter: You transform into a winter hag.

Super-Cooling Burst: Water in a creature or object instantly freezing causing considerable damage.



9TH-LEVEL SORCERER/WIZARD SPELLS**ILLUSION**

Shadow Conjunction, Black Scorpion: Creates a shadowy duplicate of a black scorpion.

Summoner Spells**0-LEVEL SUMMONER SPELLS**

Withstand Heat (or Cold): Touched creatures have greater capacity to withstand hot or cold conditions.

1ST-LEVEL SUMMONER SPELLS

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

2ND-LEVEL SUMMONER SPELLS

Death by Scarabs: Summon a scarab swarm.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Ride the Bat: Summons a dire bat that serves as a mount.

Sand Trap: Creates a minor sand trap.

3RD-LEVEL SUMMONER SPELLS

Call the Desert Winds: Four summoned air elementals appear as whirlwinds.

Death by Scorpions: Summon a scorpion swarm.

4TH-LEVEL SUMMONER SPELLS

Summon Winter Wolf: Summon a winter wolf.

5TH-LEVEL SUMMONER SPELLS

Bring Forth The Dustman: Summon a dustman creature.

Summon Arctic Scourge: Summon a young white dragon, winter wolves and ogres.

Summon Mirage: Summon a living mirage.

To The Desert With You: Teleports target into a desert.

6TH-LEVEL SUMMONER SPELLS

Rampage of the Desert Drakes: Summon 3 to 5 desert drakes.

Summon Crimson Worm: Summons a colossal, crimson variant of the purple worm.

Witch Spells**1ST-LEVEL WITCH SPELLS**

Arctic Pelt: Gain resist cold 5 and a bonus on Fortitude saves against cold dangers.

Concentrate Condensate: Move moisture in a region onto a 10-ft. square.

Solifugid's Truculence: +2 on Perception and Stealth checks and on saves vs. mind-affecting effects.

Sunburn: You cause a target's skin to burn and blister causing it 1d4 nonlethal damage/level.

2ND-LEVEL WITCH SPELLS

Century in the Sun: Objects become dried out and gain the broken condition.

Cone of Salt: Deal 1d4 slashing damage in a 15-ft. cone and sicken living targets.

Dehydrating Circle: Living creatures take 2d8 damage from dehydration in 20-ft.-radius burst.

Desert Climber: Grant +2 to Perception, Climb and Escape Artist checks to avoid and overcome natural traps.

Discerning Sight: Improved long-distance vision and +4 on checks made to discern mirages.

Firesight: See through fire and smoke without penalty.

Salt Mephit's Affinity: Touched creatures gain fast healing 2 in arid environments and a dehydrating attack.

Vertiginous Faller: Curse causes the target to experience vertigo whenever it is knocked prone.

3RD-LEVEL WITCH SPELLS

Death by Scarabs: Summon a scarab swarm.

Desert Healer: Gain bonuses to speed, skills, armor and saves when in desert terrain.

Desert Panic: Targets are overcome by anxiety about being unprepared in the desert.

Dismiss Undead: Touch drives away undead.

Empty House: Conjures a dilapidated house.

Endless Sands: Target creatures believe they are lost in an endless desert.

Paralytic Stream: Line of poison causes 1d4 Dex damage each round for 4 rounds.

Ride the Bat: Summons a dire bat that serves as a mount.

Wind Chill: Waves of cold air cause 3d6 nonlethal cold damage per round for up to 5 rounds.

4TH-LEVEL WITCH SPELLS

Call the Desert Winds: Four summoned air elementals appear as whirlwinds.

Claws of the Ghul: Claws bypass cold iron and magic damage reduction.

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Corrosive Liquefaction: Corrosive acid fills an area, completely dissolving creatures and objects.

Death by Scorpions: Summon a scorpion swarm.

Empty Words: Touched creature suffers 1d4 Charisma damage per round when it uses words.

Flying Grappler: +4 Str, +2 Dex, and the ability to fly while maintaining a grapple.

Healing Ice: Touch heals cold-subtype creatures or damages fire-subtype creatures.

Hunger of the Ghul: Target is sated only by eating creatures with particular experiences.

Mirage: Transform into a volume of air and gain ability to cause hallucinations.

Thermal Inversion Line: 120-ft. line causes fire damage at one end, cold at the other, and a mix in between.

5TH-LEVEL WITCH SPELLS

Create Ghost Town (Lesser): Create a few abandoned buildings in a small area.

Ghost Story: A phantasmal ghost manifests causing 2d6 Con damage and panicking multiple targets.

Ghostly Form: Ghostly form composed of shadow matter.

Lamia's Drain: Targets suffer 1d4+level/3 Wisdom damage and gain a penalty on saves against enchantments.

Scotomata: Targets cannot see and do not believe that you and others you designate exist.

Scouring Blast: Short-lived wind blocks vision and deals 3d6 damage.

Summon Winter Wolf: Summon a winter wolf.

6TH-LEVEL WITCH SPELLS

Hag Form, Sand: You become a sand hag.

To The Desert With You: Teleports target into a desert.

7TH-LEVEL WITCH SPELLS

Bring Forth The Dustman: Summon a dustman creature.

Create Ghost Town: Create several abandoned buildings within a large area.

Deserted: Target believes it has been abandoned.

Hag Form, Winter: You transform into a winter hag.

Summon Mirage: Summon a living mirage.

8TH-LEVEL WITCH SPELLS

Ghostly Form Curse: Curse affects many creatures, giving them ghost-like bodies.

Summon Crimson Worm: Summons a colossal, crimson variant of the purple worm.

Spells Descriptions

AGHASURA'S BLUFF

School: Enchantment (compulsion) [mind-affecting]; **Level:** Bard 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, M (a rattlesnake's rattle)

Range: 30 ft.

Targets: Non-allied creatures within a 30-ft. emanation

Duration: 1 round/level

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

Resistance: Yes

When you cast this spell, target creatures within 30 feet of you must succeed on a Will save or be compelled to move toward you. On their next turn, creatures that failed the save must begin their turn by moving toward you and using as much of their turn as possible in doing so (though they do not run). Creatures affected by *aghasura's bluff* are dimly aware of others who are also affected and treat them as allies. Once a creature has gotten as close to you as it can each turn, it remains in its space, fascinated.

Beginning the turn after you cast this spell, whenever an unaffected creature is within 30 feet of you, it also must succeed on a Will save or be compelled to move toward you on its turn (as above). If a creature succeeds on its Will save, it must attempt a new Will save at the start of its next turn if it starts that turn within 30 feet of you (with the same compulsion and fascination on a failed save).

Creatures will not move into your space and will not end their turns in others' spaces.

Creatures with an Intelligence score below 3 are unaffected by the spell. At any time, if you move from your space, the spell ends. On your turn, as a move action, you may end the spell. If you do so, you gain a +4 bonus on all attacks you make that round against creatures that had failed a Will save against this casting of *aghasura's bluff*.

If *aghasura's bluff* is cast in warm desert terrain, all the save DCs are increased by +2.

AMAROK'S ASPECT

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

Casting Time: 1 standard action

Components: V, S, M (a bit of fur from an amarok's muzzle)

Range: Personal

Target: You

Duration: 1 minute/level (D)

Your body grows larger and bulkier though your size does not change. You gain a +4 size bonus to your Strength, Dexterity and Constitution scores, and a +4 natural armor bonus. Your hair and skin turn utterly black, and your head transforms into something akin to a wolf's head. You gain a bite attack that causes appropriate damage for your size and you are proficient with this attack. You gain low-light vision, darkvision 60 ft., and scent.

While so transformed, you may make a special attack against any creature you can see so long as that creature has a soul. As you appear to bite the air next to you, a shadowy image of that creature appears next to you in your space. The image need not be the same size as the creature you can see, and the presence of the image in your space does not interfere with you in any way. You make a bite attack against that shadowy image as if it were the creature itself (though this attack ignores any hardness or damage reduction the actual creature has). If you hit, you can attempt to trip and grab the target. (This spell does not grant you any additional expertise in tripping or grappling.) If you succeed in your attempt to trip and grab the image, the target itself is affected as if you had tripped and grabbed it. If you miss with the bite attack but can make multiple attacks, the shadowy image remains as you continue to attempt to bite it. If you miss and cannot make multiple attacks, the shadowy image fades away (though you may cause it to appear again on a future turn and continue attempting to attack the creature this way). Missing with the bite attack does not itself end the spell.

If you cast *amarok's aspect* in cold desert terrain (tundra) then the duration is 10 minutes/level instead. And in this terrain, if your caster level is at least 9th, you also gain *discern lies* as a constant spell-like ability; and if your caster level is at least 12th level, you also gain *true seeing* as a constant spell-like ability.

Note to the GM: If a PC caster finds a way to cast *amarok's aspect* without using the material component, do not permit the added spell-like abilities when the spell is cast in cold desert terrain (though you may permit the increased duration). The spell becomes too powerful for its level without the limiting effect of the material component.

**AMPHIPTERE'S FLIGHT**

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

Casting Time: 1 standard action

Components: V, S, M (a bit of flesh from an amphiptere's wing)

Range: Personal

Target: You

Duration: 1 minute/level (D)

You sprout very large, leathery, bat-like wings. These wings do not grant you true flight. However, on your turn, you can use the wings to lift yourself off the ground, ascending to a height

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no greater than 10 feet above the ground. When you do this, your movement is treated as though you had a fly speed equal to your base speed. For the duration, you gain a +2 competence bonus on Fly checks. If you fall from any height, a DC 15 Fly check allows you to safely fall without taking damage. While you are falling safely, an additional DC 15 Fly check each round allows you to glide, moving 5 feet laterally for every 10 feet you fall.

The magic of the spell modifies anything clothing or armor you wear to accommodate the wings and restores them when the spell ends.

If you cast *amphiptere's flight* in temperate desert terrain, the duration is doubled and your competence bonus on Fly checks is +4 instead of +2.

ARCTIC PELT

School: Transmutation; **Level:** Alchemist 1, Bloodrager 1, Cleric/Oracle 0, Druid 0, Inquisitor 1, Ranger 1, Shaman 0, Sorcerer/Wizard 1, Summoner 1, Witch 1

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of rabbit's fur)

Range: Touch

Target: Creature touched

Duration: 1 minute/level

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

Resistance: Yes (harmless)

The skin of the creature you touch becomes covered in fine fur which raises and bristles in response to exposure to cold. For the duration, it is protected as if by a weakened version of *resist energy* and it has resist cold 2. In addition, the touched creature gains a +2 bonus whenever it must attempt a Fortitude save to resist taking damage from exposure to cold dangers in the environment.

If *arctic pelt* is cast in any cold terrain, the resistance is resist 5 cold, the bonus to Fortitude saves is +4, and the duration is 10 minutes/level.

ASLEEP UNAWARE

School: Enchantment (compulsion) [mind-affecting]; **Level:** Bard 3, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, F (the scale of a young or older brass dragon)

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

Target: 1 living creature

Duration: See text

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

The target is momentarily rendered unconscious as it falls asleep per the *sleep* spell (there is no hit die restriction). This sleep is so brief that the target

usually remains in its current state (standing, riding, etc.). If the target is in motion, it is allowed a Reflex save to remain safely in motion while it sleeps for a few seconds; if it fails this save it is knocked prone (GM adjudication applies where applicable). The instant before the target falls asleep it is allowed a Will save; if it succeeds on this Will save, the sleep lasts for 1 round and then the spell ends. If the target fails this Will save, it believes it wakes up but it in fact remains asleep. Because the target believes it is awake, it is much harder than normal to arouse the sleeping target from this state. (The experiences of the sleeping target, who believes she is awake even though she is asleep, is to be determined by the GM and not the caster.) The normal means of waking someone up do not work on the target. Any single attack that causes at least 10 points of damage may awaken the target who is permitted another Will save each time it suffers such damage to be jarred awake. Otherwise, the sleep lasts for 1 minute/level of the caster.

If the focus of this spell is from a brass dragon of at least adult age, the Will save DCs of this spell are increased by +2.

Though not a curse, the effect of this spell can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. In addition, casting *sleep* or *deep slumber* on the target (if the target's HD render it a valid target) overcomes *asleep unaware* and automatically renders the target asleep per that other spell (and so easier to awaken).

Asleep unaware is sufficiently different from *deep slumber* that there are good reasons to choose *deep slumber*. Even so, *asleep unaware* could prove to be too powerful if the focus of the spell is not required.

ASPECT OF THE GREAT ROADRUNNER

School: Transmutation (polymorph); **Level:** Druid 2, Ranger 1

Casting Time: 1 standard action

Components: V, S, DF

Range: Personal

Target: You

Duration: 1 minute/level

You take on an aspect of a great roadrunner. A tall crest forms upon your head and your skin becomes covered in pale gold spots. You gain a +2 enhancement bonus to Dexterity and your base speed increases by 10 ft. Whenever you are in open terrain (such as grasslands or a desert) you also gain the Run feat.

BENEVOLENT COMMANDS**School:** Transmutation [good, lawful; see text];**Level:** Cleric/Oracle 4, Inquisitor 4, Paladin 4**Casting Time:** 1 standard action**Components:** V, S, M (a lammasu's eyelash)**Range:** Personal**Target:** You**Duration:** Concentration up to 1 minute/level**Saving Throw:** See text; **Spell Resistance:** See text

You gain a +4 sacred bonus to Diplomacy, Perception and Sense Motive checks. You gain the ability to use *command* as an at will spell-like ability, with the DC being the same as the DC of this spell; this feature of the spell is a language-dependent, mind-affecting affect. Whenever you command a creature with this ability, the creature automatically saves if your intention (short- or long-term) is to cause the target harm or to violate or deceive the target in any way. You may, on your turn as a standard action, employ either *cure moderate wounds* or *lesser restoration* on any one target that has obeyed your approach or halt command; doing so ends the spell.

If you cast the spell in temperate desert terrain, you have an aura equivalent to a *magic circle against evil* but which extends only to 5 feet around you. Any creature obeying any of your commands which enters or is within this aura is affected as if it were the recipient of a *bless* spell (which persists for 1 minute once it begins).

BITING WINDS**School:** Conjunction (creation) [cold]; **Level:** Druid 6, Sorcerer/Wizard 6**Casting Time:** 1 standard action**Components:** V, S, M (wolf's fang)**Range:** 0 ft.**Effect:** 30-ft.-radius emanation, centered on you**Duration:** 1 round/level**Saving Throw:** Reflex partial and Fortitude partial; see text; **Spell Resistance:** Yes

You create a raging, sustained, increasing blast of unimaginably cold air, which somehow gets colder each round. The force of the wind is strong (see wind effects in the *Pathfinder Roleplaying Game Core Rulebook*) and the temperature drops to 20° F in the first round and then by an additional 5 degrees every round thereafter (to a maximum frigidity of -80° F). All creatures suffer 3d4 + caster level cold damage per round of exposure (each round, a successful Reflex save halves the damage).

The effect of the wind and cold is particularly detrimental to warm-blooded creatures with a

skeletal structure as the magical cold of the spell penetrates into their bones. Such creatures must also succeed on a Fortitude save each round of exposure or suffer cumulative effects. On the first failed Fortitude save, the target is fatigued; on the second failed save the target suffers muscular damage impairing muscle control (4 points damage to both Str and Dex); on a third failed save the target's control over its muscles is severely hampered (additional 4 points damage to both Str and Dex); on a fifth failed save the target is paralyzed from cold; on a sixth failed save the target's hit points are reduced to 0 and is dying; on a seventh failed save the target dies.

If a winter wolf's fang is used as the material component instead, the DCs of all saves are increased by +2.

BRING FORTH THE DUSTMAN**School:** Conjunction (summoning) [darkness, death, evil, shadow]; **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Summoner 5, Witch 7**Casting Time:** 1 round**Components:** V, S, F/DF (a glass eye and a 50 gp onyx)**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One summoned dustman greater shadow**Duration:** 1 round/level (D)**Saving Throw:** None; **Spell Resistance:** No

Bring forth the dustman summons a greater shadow with the dustman template. Otherwise, this spell functions as *summon monster VII*.

Steal Eyes (Su): A dustman creature's touch attack may remove its target's eyes. When a dustman creature succeeds on this special touch attack (or incorporeal touch, or slam, or similar attack) the target must make a Fortitude save (DC 10 + 1/2 the dustman creature's HD + the dustman creature's Charisma modifier) or lose its eyes. Creatures losing their eyes gain the blinded condition and cannot have that condition removed until sufficiently powerful magic is used to restore, regenerate or otherwise replace the creature's eyes. A creature does not suffer additional hit point damage from having its eyes stolen (though it may suffer damage associated with the attack itself, per the base creature's attacks). If the dustman creature that stole a creature's eyes is killed, that creature's eyes are restored. Any creature that saves against a dustman creature's steal eyes special attack is immune to that dustman creature's steal eyes special attack for 24 hours. The save DC is Charisma-based.

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DUSTMAN CREATURE (CR +2)

Dustmen are formed by long exposure to the Plane of Shadow; most were once undead or outsiders. A dustman creature's rebuild rules are the same as its quick rules.

Rebuild Rules: Senses lifesense 120 ft.; **Speed** dustman creatures lose their previous speeds and gain a fly speed of 60 feet (perfect), unless the base creature has a higher fly speed; **Special Attack** steal eyes, steal soul; **Ability Scores** +4 Dex, +4 Cha.



Steal Soul (Su): As a full-round action, a dustman creature may attempt to steal a creature's soul. This requires a successful ranged touch attack at a distance of no more than 30 feet as the dustman creature's shadow touches its target (if there is no shadow to cast or the shadow cannot touch the target, then this attack automatically fails). If the attack is successful, the target suffers 2d6 Constitution damage and gains 2 negative levels. If the target then succeeds on a Fortitude save (DC 10 + 1/2 the dustman creature's HD + the dustman creature's Charisma modifier) then the target instead suffers 1 point of Constitution damage and does not gain any negative levels.

If you cast *bring forth the dustman* in a deserted area (per GM adjudication), then the spell's duration is doubled and the save DCs of all the dustman creature's special attacks are increased by +2.

BURNING BEAMS

School: Conjuration (creation) [fire, light]; **Level:** Bloodrager 4, Druid 4, Magus 4, Shaman 4, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, F (a handheld prism)

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

Effect: 1 light beam + 1 light beam per 3 levels

Duration: 1 round + 1 round per 3 levels

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

Several beams of exceedingly hot and bright light, each appearing to be about 3 inches in diameter and about 5 feet long, seem to shoot from the sun (or other light source) and streak toward targets you choose. You must succeed on a ranged touch attack with each beam to hit the target at which it is aimed (you may send more than 1 beam at the same target if you choose). If a beam hits a target it magically penetrates the target somewhere (an arm, a leg, etc.) with about half of the beam extending from each side of the point of contact. Though the beam appears and feels to be lodged, and it moves with the target as though it were lodged, it is made of light and so doesn't snap off if struck against objects and persistently remains despite attempts to remove it (it is a beam of light and so cannot be grasped, for example).

Each beam causes 2d4 fire damage each round that it remains lodged. Any creature taking damage from a beam is also dazzled (multiple beams do not magnify this effect) each round that it is damaged. Because the beams are made of light, treat resistance to light

damage as if it were resistance to fire damage (even though the damage cause by the spell is fire damage). In addition, in areas of magical darkness, the damage is lessened: in areas as dark as that produced by *darkness*, the damage is halved; in areas as dark as that produced by *deeper darkness*, the damage is quartered. If an area of magical darkness is being produced by a spell or effect more powerful than the level at which *burning beams* was cast, then those beams cause no damage and are dispelled.

If any target of *burning beams* is exposed to bright sunlight when the spell is cast, then the beams are hotter and brighter and cause 2d6 fire damage each round instead of 2d4 fire damage.

Casters with the sun domain may choose *burning beams* as their 4th level sun domain spell.

BURSTS OF FROST AND FLAME

School: Transmutation [cold, fire]; **Level:** Alchemist 4, Bloodrager 4, Magus 4, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M (a small rock previously exposed to both excessive heat and excessive cold)

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None and Reflex half; see text; **Spell**

Resistance: No and Yes; see text

You are sheathed in a mysterious admixture of blue flames and white wisps appearing to radiate frost. This sheath causes no damage. Any time you are subjected to cold or fire damage, the sheath converts the cold to fire or the fire to cold. If you are subjected to a *fireball* for instance, others in the area are exposed to fire damage but you are exposed to cold damage (and if you are resistant to cold, so much the better for you). Whatever kind of spell resistance or saving throw you would have been permitted to attempt you may still attempt with the same results (except that the damage type changes). This transformative effect, by itself, does not reduce any damage you suffer, it merely changes the type.

While sheathed, as a free action when you are subjected to cold or fire damage, you can cause the resulting transformed energy to instantly redirect away from you in a 20-ft. radius burst. In order to do this you must voluntarily fail your save if you are allowed one (though you may still produce this effect if you are not allowed a save) and lower your spell resistance if you have it (if the source was a spell). When this happens, you suffer half the

damage even though you voluntarily failed your save or even if you weren't permitted a save, and each creature in that burst suffers 1d6 damage (cold or fire, as appropriate) for every 5 points of damage you were dealt.

For example, you are exposed to an effect which would cause you 46 points of cold damage. You choose to use this burst feature and so you are exposed to 23 points of fire damage instead (reduced by whatever resistances to fire you might have) and you produce a 20-ft. radius burst of fire causing 4d6 fire damage to everything in the burst.

Each time you cause one of these bursts, the remaining duration is reduced by 1 round. If no duration remains after you cause a burst, the spell ends after the burst is produced.

If you are in terrain that is frequently subjected to extreme temperature changes in a 24-hour period, such as is the case in many deserts, the damage dice resulting from the burst are d8 instead of d6 and the Reflex save DC is increased by +2.

If someone is affected by, for example, both a *fireball* and the frosty burst from *bursts of frost and flame*, the order of effects is that the original spell is resolved first for that target, and then the effect of *bursts of frost and flame* occurs. Because using *bursts of frost and flame* requires an action, someone who is affected by both a *fireball* and another caster's *bursts of frost and flame* frosty burst, this third person could choose to convert either the fire damage from the *fireball* or the cold damage from the frosty burst, but not both. If two or more people are in one another's area of effect and all using *bursts of frost and flame* then the order in which the two people with the sheathes make their choices depends upon their initiative order, regardless of when (on which turn) the originating effect occurs; whoever has the better initiative result for that encounter gets to decide first whether and how to use the sheathe.

CACTUS

School: Conjunction (creation); **Level:** Druid 1, Shaman 1

Casting Time: 1 standard action

Components: V, S, M (a needle of the cactus type to be created)

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

Effect: One typical cactus

Duration: 10 min./level (D)

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

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This spell creates a typical cactus (what counts as typical varies with the caster's environment and knowledge). The general type (saguaro, etc.), its general shape, and other considerations (such as whether it is flowering) are determined by the material component and chosen during casting. The height of the cactus depends upon its type, but will be not be taller than 20 ft. You may choose to create the cactus in the same square as another Medium or smaller creature, including yourself. A creature standing in the same square as a cactus gains partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a cactus doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the cactus to its advantage when it can. The trunk of a typical saguaro cactus has AC 4, hardness 2, and 50 hp. A DC 15 Climb check is sufficient to climb a saguaro cactus, though doing so may very well be painful.

The created cactus must have sufficient support; the spell fails if the chosen space is worked stone or a rope bridge, for instance. This spell cannot be cast underwater.

If the cactus is created in desert terrain, and the type of cactus chosen fits with prevailing cacti of that desert, then the created cactus is a bit sturdier than usual, it has 100 hp instead of 50, is 5 feet taller, and the spell's duration is 1 day/level. In addition, in such terrain, if the cactus is the type that natives could use to obtain water, the cactus will have an ample supply of such water.

CALL EFREETI

School: Conjuration (calling) [evil, fire, lawful];

Level: Cleric/Oracle 5

Casting Time: 10 minutes

Components: V, S, M/DF (offerings worth 1,000 gp plus payment)

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

Effect: One called efreeti

Duration: Instantaneous

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

This spell functions as *lesser planar ally* except as noted here. If you are at least 12th level, the efreeti you call has the advanced creature template. If you are at least 13th level and have both the fire and law domains, the efreeti you call has both the advanced creature and the accelerated creature templates.

ACCELERATED CREATURE (CR +1)

The power of speed and alacrity infuse the very nature of this creature.

Quick Rules: +8 bonus to initiative, +6 dodge bonus to AC, CMD, and Reflex saves, +4 bonus to Dex-based skills; **Speed** all modes increase by 30 feet; **Special Attacks** when making a full attack action, may make one extra attack at full BAB; once per round may make an additional move action after it has moved.

Rebuild Rules: Spell-Like Abilities (CL equal to HD) continuous – *haste*; **SQ** once per round it may make an additional move action after it has moved; **Ability Scores** +8 Dex; **Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

CALL NOBLE EFREETI

School: Conjuration (calling) [evil, fire, lawful];

Level: Cleric/Oracle 7

Casting Time: 10 minutes

Components: V, S, M/DF (offerings worth 1,500 gp plus payment)

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

Effect: One called noble efreeti

Duration: Instantaneous

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

This spell functions as *planar ally* except as noted here. If you are at least 15th level, the noble efreeti you call has the advanced creature template. If you are at least 16th level and have both the fire and law domains, the efreeti you call has both the advanced creature and the resilient creature templates.

RESILIENT CREATURE (CR +2)

This being can endure an extraordinary amount of punishment.

Quick Rules: +5 bonus to all saves; +5 hp/HD; DR 5/-; Resist 5 all energy types.

Rebuild Rules: Special Defenses gains a circumstance bonus to all saving throws equal to Constitution modifier; ignores all partial affects upon a successful saving throw; DR 5/- (if the creature possessed 10 or more HD this increases to 10/- or 15/- if the creature possesses 15 or more HD); Resist 5 to all energy types (if the creature possessed 10 or more HD this increases to 10 or 20 if the creature possess 15 or more HD); **Ability Scores** +10 Con.

CALL THE DESERT WINDS

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 fistful of desert sand)

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

Effect: Four summoned air elementals

Duration: 1 round/2 levels (D)

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

Four medium air elementals appear as far away from you as possible within range. Each is as close as it can possibly be to one of the four cardinal directions relative to you, and each appears using its whirlwind special attack. They act immediately on your turn and move toward you at their maximum speed while maintaining their whirlwind. At the end of the turn on which you summoned them, each may choose to stop using its whirlwind special attack and behave as would any other summoned air elemental. None of the summoned elementals will voluntarily use its whirlwind attack in a space where it would harm you or your allies.

This spell fails if it is cast underground, underwater, or in another space that does not provide open access to the open air or sky.

If you have the air domain, the wind mystery or spirit, the air elemental bloodline, or are an air elemental, then each of the elementals has the advanced creature template as well.

If you cast this spell in desert terrain then the duration is 1 round/level instead.

CARAVAN OF CAMELS

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

Casting Time: 1 standard action

Components: V, S, M (hair from 1 camel/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 camels. Your sizes are Large, and you all gain a +2 size bonus to Strength, Constitution and Dexterity. Everyone gains low-light vision and scent.

If *caravan of camels* is cast in warm desert terrain, you all also gain Endurance, a +2 competence bonus to Perception checks, and the duration is 1 hour/level.

CENTURY IN THE SUN

School: Evocation [light]; **Level:** Cleric/Oracle 2, Druid 2, Shaman 2, Witch 2

Casting Time: 1 standard action

Components: V, S, M/DF (a fragment of bone ravaged by desert sun)

Range: Personal

Effect: 20-ft.-radius burst

Duration: Instantaneous

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

A wave of heat and bright light radiates out from you. Living creatures in the area are relatively unharmed though they are blinded by the flash and suffer 1d6 nonlethal fire damage from the heat. On a successful Reflex save, a creature is dazzled instead of blinded and suffers no damage. (Undead and constructs are unaffected.)

Objects made of bone, leather, wood, rope, and other similar natural materials objects rapidly become brittle. Non-magical, unattended items made from natural materials lose 1 more than half their hit points and gain the broken condition. Magical items are unaffected by this spell. Attended, non-magical items take damage and are broken only if the attending individual fails a save with a natural 1 (see the section on magic and item's saving throws in the *Pathfinder® Roleplaying Game Core Rulebook™*). Plants (but not plant creatures) suffer no ill effects from the light but suffer double damage from the heat.

If you are a cleric with the sun domain or a desert druid, the save DC is increased by +2 and the fire damage is lethal instead of nonlethal.

CLAWS OF THE GHUL

School: Transmutation (polymorph); **Level:** Alchemist 4, Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a ghul's claw)

Range: Personal or touch

Target: You or living humanoid touched

Duration: 1 minute/level

Saving Throw: None or Fortitude negates; **Spell Resistance:** No or Yes

The target creature's hands transform wickedly becoming similar to a ghul's claws (this does not interfere with spellcasting). These claws become a natural, primary attack for the target creature, cause 1d4 damage, and count as both cold iron and magic for the purposes of bypassing damage reduction. In

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addition, the target creature gains the shapechanger subtype and the change shape supernatural ability per the universal monster rules. It can only use this to change into a hyena (*beast shape I*).

If the target is a spellcaster, then any spells it casts that have an elemental descriptor (air, cold, earth, electricity, fire, or water) are treated as though the caster were 1 level higher. In addition, the target gains resist fire 10.

CLIFF GIANT FORM

School: Transmutation (polymorph); **Level:** Alchemist 6, Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S, M (a hair from a cliff giant)

Range: Personal

Target: You

Duration: 1 minute/level (D)

You assume the form of a cliff giant (a Large humanoid creature of the giant subtype). Once you assume your new form you gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +5 natural armor bonus, and low-light vision. You also gain rock catching and rock throwing (range 60 feet, 2d6 damage), resist acid and fire 10.

If your transformation occurs in temperate or warm deserts, the duration is 10 minutes level instead, and you gain tremorsense 30 ft. whenever you are standing on unworked stone or natural earth (including desert sands). While in this form you have a strong desire to be alone. Whenever you are alone in this form, you treat Knowledge (nature) as if you were trained in that skill; if you were already trained in Knowledge (nature), you gain a +2 whenever you make a check for that skill.

COLOR DARKVISION

School: Transmutation; **Level:** Alchemist 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched

Duration: 1 hour/level

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

The touched creature sees in full color with its darkvision.

Color darkvision can be made permanent with a *permanency* spell.

CONCENTRATE CONDENSATE

School: Transmutation [water]; **Level:** Druid 1, Shaman 1, Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V, S

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

Effect: Redistribution of water in 20-ft.-radius cylinder

Duration: Instantaneous

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

You select a 20-ft.-radius region within the range of the spell and all the moisture in the air from the level of the ground up to 10 feet above the ground is moved from where it is into a single 10-ft.-square of your choice on the ground anywhere within range. Creatures and objects in the area are undamaged by this although creatures may notice a brief sensation of dryness. The square you select becomes slippery thanks to the sudden abundance of water; however, this slipperiness isn't dangerous unless there are other environmental conditions that would render this so (such as the temperature being below freezing, or the texture of the ground being particularly conducive to the presence of water making it very slick, etc.).

CONE OF SALT

School: Evocation [earth]; **Level:** Bloodrager 2, Magus 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

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

Range: 15 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

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

You produce a cone of salt crystals that deals 1d4 slashing damage per caster level (maximum 5d4) and causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

If you cast *cone of salt* in particularly salty environments (near a salt lake, the ocean, or a salt mine), the damage dice are d6 instead of d4 and the save DC is increased by +2.

CONFER WITH DESERT ANIMALS

School: Transmutation (mind-affecting); **Level:** Bard 3, Druid 2

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Animal touched
Duration: 2 rounds/level
Saving Throw: Will negates;
Spell Resistance: Yes

The animal you touch gains the ability and willingness to communicate with you, the form of communication varies and is determined by the GM. Unlike *Speak with animals*, this spell affects the animal and not you. You can communicate with the animal and can suggest means of communicating with you. For instance, if there is a camel that has traveled a desert passage many times and can travel from one city to another without landmarks, it could convey this information to you perhaps by speaking, but also perhaps by drawing a map in the sand with its toe.

If the animal is already friendly with you, it may voluntarily fail its save. If the animal is not friendly with you, you must successfully touch the animal as part of the spell, but if you succeed and the animal then fails its save, it treats you as friendly unless you give it reason not to.

If you have the animal domain or a nature spirit, you add this spell to your spell list as a 2nd level spell.

If you cast *confer with desert animals* on an animal native to deserts and while in desert terrain, then the spell's duration is 1 minute/level and the DC of the Will save is increased by +2.

CORROSIVE LIQUEFACTION

School: Conjunction (creation) [acid]; **Level:** Magus 4, Sorcerer/Wizard 4, Witch 4
Casting Time: 1 standard action
Components: V, S, M (an ounce of seps venom)
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Acidic mist spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Fortitude partial; see text; **Spell Resistance:** No

A cloud of acidic mist spreads from a point you designate. The cloud is thin enough that it does not obscure sight or provide concealment. The droplets are exceptionally corrosive and cause 2d6 acid damage to all creatures and objects in the area (except for objects that are naturally resistant to acid). Each creature that starts its turn in the area suffers another 2d6 acid damage. Each unattended



object in the area suffers this damage every round on your turn. Each creature (or object that is permitted saving throws) may attempt a Fortitude save each time it takes damage; a successful save halves that damage.

Any creature killed or object destroyed by the acid from *corrosive liquefaction* completely dissolves and leaves a pool of acid in its space. The acid in that space causes an additional 2d6 acid damage to any creature that starts its turn in that space (with a separate Fortitude save for half damage). Any object in such a space (including the equipment of a creature that was killed by the acid) suffers that additional damage each round on your turn.

The effect of *corrosive liquefaction* is exceptional. Combined with the right spells, this could be far too powerful for a 4th level spell. The material component for this spell is the balancing factor; it should either be exceptionally costly to acquire or should be such that only characters of sufficiently high level can get it (rendering the spell slightly less powerful given the challenge ratings of the creatures the characters are likely to encounter).

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CREATE GHOST TOWN

School: Conjunction (creation); **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Witch 7

Casting Time: 1 hour

Components: V, S

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

Effect: A small ghost town, see text (S)

Duration: 1 week/level

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

You create a small ghost town. The entire region you create extends around you a distance no farther than the maximum range of the spell (so if you are a 15th level caster, the radius of the area can extend from you to 1,000 feet or less in all directions around you). Within that space, which does not have to be a perfect circle, the area is barren except for a handful of dilapidated buildings (no more than 1 per caster level) which roughly meet your design. The buildings aren't necessarily unsafe, though they are not exceptionally well-constructed either.

You may cast *create ghost town* multiple times with an enhanced effect. If the areas overlap or are adjacent, then add one extra building with each casting beyond what each casting provides (so a 15th level caster who casts three *create ghost town* spells creates a total of 47 buildings within the three total areas); the extra buildings fall within the area of overlap or near where the areas meet and their duration matches the casting that creates them. You may also add buildings within the area created by *create ghost town* by casting *lesser create ghost town* which simply adds more buildings within the area of the *create ghost town* space.

If the spell is cast in an area that is empty or deserted, the range and number of buildings are doubled.

This spell fails if it is cast in an area that could not support buildings (water, constantly shifting sand, etc.), but the terrain does not have to be hospitable, you could use the spell in an arctic wasteland, for instance.

CREATE GHOST TOWN, LESSER

School: Conjunction (creation); **Level:** Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 hour

Components: V, S

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

Effect: A few dilapidated buildings, see text (S)

Duration: 1 day/level

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

You create a small area that resembles a few buildings from a ghost town. The entire region you create extends around you a distance no farther than the maximum range of the spell (so if you are

a 15th level caster, the radius of the area can extend from you to 250 feet or less in all directions around you). Within that space, which does not have to be a perfect circle, the area is barren except for a handful of dilapidated buildings (no more than 1 per 3 caster levels) which roughly meet your design. The buildings aren't necessarily unsafe, though they are not exceptionally well-constructed either.

You may cast *lesser create ghost town* multiple times with an enhanced effect. If the areas overlap or are adjacent, then add one extra building with each casting beyond what each casting provides (so a 9th level caster who casts three *lesser create ghost town* spells creates a total of 11 buildings within the three total areas); the extra buildings fall within the area of overlap or near where the areas meet and their duration matches the casting that creates them. Multiple castings of *lesser create ghost town* spells within the same space simply adds more buildings to the area.

If the spell is cast in an area that is empty or deserted, the range is long instead (400 ft. + 40 ft./level; a 15th level caster's maximum radius is 1,000 feet) and number of buildings is 1 per 2 caster levels instead.

This spell fails if it is cast in an area that could not support buildings (water, constantly shifting sand, etc.), but the terrain does not have to be hospitable, you could use the spell in an arctic wasteland, for instance.

DARTS OF LIGHT

School: Conjunction (creation) [light]; **Level:** Bloodrager 2, Magus 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S, M (a few grains of sun-exposed sand taken from a desert)

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

Effect: Several darts of light

Duration: Instantaneous

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

You produce 1 dart/3 levels (maximum 5 darts) and each speeds off to a target within range (multiple darts may be directed to the same target). You must succeed on a ranged touch attack to hit your targets. Any target hit by one of these darts suffers 1d4 damage. You gain a +1/3 levels bonus (maximum +5 bonus) on each dart's attack and damage against a target if it is currently using low-light vision or darkvision, or if it has light blindness, light sensitivity, sunlight powerlessness, or any other similar weakness to light. Any creature damaged by a dart from this spell is dazzled until the end of its next turn. Any creature in dim or darker lighting conditions or in shadows or subject to a spell, spell-like ability or supernatural ability

with a darkness or shadow descriptor suffers 1d6, rather than 1d4, damage from a dart.

For example, a 10th level wizard casts *darts of light* and targets a horse standing in shadow-covered terrain with one dart, its orc rider with another dart, and a nearby tiefling with another. The tiefling is not using its darkvision to see and isn't hidden in any darkness or shadows, the orc has light sensitivity (and is in shadowy terrain), and the horse is under the cover of the shadows as well. The darts targeting the orc and horse get a +3 on their attacks and cause 1d6+3 damage on a hit. The dart targeting the tiefling gains no bonus to hit and causes 1d4 damage if successful.

DEATH BY SCARABS

School: Conjuration (summoning); **Level:** Cleric/Oracle 3, Druid 3, Shaman 3, Summoner 2, Witch 3
Casting Time: 1 standard action

Components: V, S, DF

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

Effect: One summoned scarab swarm

Duration: Concentration + 2 rounds

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

This spell summons a scarab swarm which deals damage to any creature in its space.

If you cast *death by scarabs* in desert terrain, all disease save DCs associated with this spell are increased by +2 and you summon two scarab swarms (which must appear in adjacent spaces).

DEATH BY SCORPIONS

School: Conjuration (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 scorpion swarm

Duration: Concentration + 2 rounds

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

This spell summons a scorpion swarm which deals damage to any creature in its space.

If you cast *death by scorpions* in desert terrain, all poison save DCs associated with this spell are increased by +2 and you summon two scorpion swarms (which must appear in adjacent spaces).

Scorpion Swarm

CR 4

XP 1,200

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 39 (6d8+12)

Fort +5, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 20 ft., burrow 5 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 16, **Con** 14, **Int** —, **Wis** 13, **Cha** 2

Base Atk +4; **CMB** —; **CMD** —

Skills Climb +7, Perception +5, Stealth +19 (+23 in deserts); **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth (+8 in deserts)

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Poison (Ex) Swarm: injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity and 1 Strength damage; *cure* 1 save. The save DC is Constitution-based.

DEHYDRATING CIRCLE

School: Transmutation; **Level:** Druid 2, Magus 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of salt)

Range: Personal

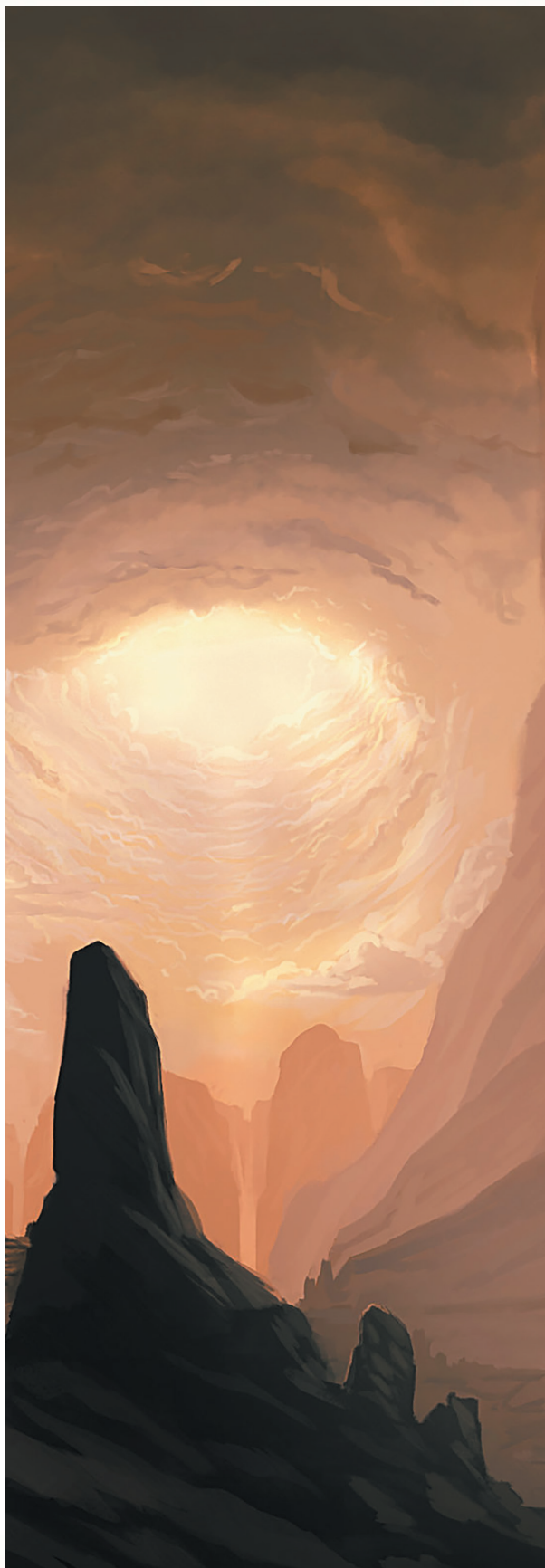
Effect: 20-ft.-radius burst

Duration: Instantaneous

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

You draw the moisture out of living creatures in an area in a 20-foot radius centered on yourself. Living creatures within range take 2d8 points of damage (half on a successful Fortitude save). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. The moisture itself evaporates into the surrounding air.

If *dehydrating circle* is cast in temperate or warm desert terrain, then the DC for the save is increased by +2 and creatures failing the save also take 1d6 nonlethal damage and are fatigued from the loss of water and begin to suffer dehydration (see Starvation and Thirst in the *Pathfinder Roleplaying Game Core Rulebook*).



DESERT CLIMBER

School: Transmutation; **Level:** Alchemist 2, Bloodrager 2, Cleric/Oracle 2, Druid 2, Inquisitor 2, Magus 2, Ranger 1, Shaman 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

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

Range: Touch

Target: Creature touched

Duration: 1 hour/level

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

The target creature gains a +2 competence bonus on Perception, Climb, and Escape Artist checks while in any natural environment. This feature of the spell works without any material components.

If you cast *desert climber* in warm desert terrain and have the leg of an ant lion as a material component, the competence bonus to all the checks is +5 instead of +2, and the duration is doubled.

DESERT HEALER

School: Transmutation; **Level:** Alchemist 3, Cleric/Oracle 3, Inquisitor 3, Ranger 3, Shaman 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M/DF (a vial of powdered karkadann horn)

Range: Personal

Target: You

Duration: 10 minutes/level

Your body transforms slightly as you consume the powdered horn component. Your voice deepens, the muscles in your legs and back change slightly, and your blood is altered. For the duration, you suffer no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain; you gain a +2 natural armor bonus, and a +4 alchemical bonus to saves against diseases and poisons. Any time you attempt a Heal check to treat poison, you gain a +5 bonus on that attempt and if you succeed, the treated character gets a +8 competence bonus on her saving throw against the poison instead of +4.

If you are in desert terrain and *neutralize poison* is on your spell list and you are high enough level to cast *neutralize poison*, then you may discharge the remaining duration of *desert healer* to produce the effect of a *neutralize poison* spell on a creature.

DESERT PANIC

School: Necromancy [emotion, fear, mind-affecting];
Level: Antipaladin 3, Bard 3, Bloodrager 3, Inquisitor 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M (a small, sun-bleached bone)

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 round/level; see text

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

You cause anxiety and uncertainty in the minds of your targets. They are suddenly overcome with concern about being in a desert without proper equipment or provisions. Their minds race as they either try to plan for what they should do, chastise themselves for what they should have done, or otherwise have their own minds turn against them. Those targets who fail their Will save cannot stave off the worst of the anxiety and are shaken.

If you cast *desert panic* in desert terrain, the anxiety is more profound and harder to resist. The save DC is increased by +2, and anyone failing the save by 5 or more, or who rolls a natural 1 on the save, is frightened instead.

DESERTED

School: Illusion (phantasm) [curse; emotion; evil; mind-affecting]; **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Witch 7

Casting Time: 1 standard action

Components: V, S, DF

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

Target: One living creature

Duration: Permanent

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

The target of *deserted* is allowed an initial save. If that save fails, then the curse takes effect and remains until it is lifted. While cursed, the target feels abandoned, isolated and alone; this feeling cannot be lifted and could eventually drive the target mad (each week, a Will save is made against the DC of this spell, if that save fails, the target gains a random insanity; see the *Pathfinder Roleplaying Game GameMastery Guide*). Whenever someone leaves the target's field of vision (and including everyone the target cannot see when the spell takes effect, which includes almost everyone), the curse causes the target to no longer accept that the person will return (this is true even if the target can still hear or smell someone; the sounds and odors remain, but the target's mind refuses to accept that they're

real). If the person does return, the target's mind fails to register that the person is there. The power of the illusion is such that the person who leaves (or wasn't visible in the first place) is thereafter treated as though invisible, inaudible, and otherwise non-detectable (to include the appropriate combat modifications in the event the other person is a combatant). If the target is made to confront the reality of the situation and touch the person whom the target cannot perceive (to include being hit in combat with a melee or natural weapon), the target is allowed a Will save and if that save succeeds the person becomes sensible to the target. If the Will save fails, the target breaks down, feeling certain that it has been abandoned and lost, and gains the fascinated condition for 1d6 rounds due to its own emotional suffering. (If the target is damaged while fascinated, the fascinated condition ends.)

If the target of the spell is blind when the spell is cast, the spell fails. If the target of the spell is rendered blind after the spell has taken effect, the target is just that much more despondent. If the target is granted the ability to use *true seeing* or a more powerful effect, then the effect of *deserted* is suspended until the duration of *true seeing* (or the similar effect) ends but only within the range of *true seeing* (normally this is 120 feet).

Deserted can be removed by a successful casting of *limited wish*, *miracle*, or *wish*. *Break enchantment* normally would have no effect, but if it is cast upon the victim of *deserted* and the caster level check is successful, the victim is freed from the effects of *deserted* for 1 round per level of the caster of *break enchantment* and at the end of that duration another Will save is allowed which, if successful, breaks the curse.

DISMISS UNDEAD

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

Casting Time: 1 standard action

Components: V, S, F (anything once touched by a groaning spirit)

Range: Personal

Target: You

Duration: 1 round/level

While *dismiss undead* is in effect, you may, as a standard action that does not provoke opportunity attacks, attempt to drive away undead with a touch. If you succeed on a melee touch attack (though see below), then the undead creature must attempt a Will save. If it succeeds on that save, it cannot take actions for 1 round (as if it were dazed); if it fails on that save, it must move away

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from you for 1d4 rounds as if it were suffering from the panicked condition. This is not a fear or mind-affecting effect; the power of the spell drives the undead creature away. If the undead creature cannot make decisions, then it follows a random pathway away from you; if it is incorporeal, it moves in a straight line away from you.

Instead of attempting a melee touch attack, you may instead sing at an adjacent undead creature. Make a Performance check and treat it as if it were an attack roll being made against the undead creature's AC (not touch AC). If you are successful, treat this as though you had attempted a melee touch attack and were successful (see above). The undead creature does not have to be able to comprehend what you sing for the spell to work, though casting the spell in this way will fail in circumstances such as being in an area affected by a *silence* spell.

Regardless of which form of attack you attempt (melee touch attack or Performance check), the spell affects incorporeal undead as if your attack form were a *ghost touch* attack or a force effect.

If you cast *dismiss undead* in an area that is usually desolate (which would include many graveyards and the like), then the DC of any Will save required by the spell is increased by +2.

DISCERNING SIGHT

School: Divination; **Level:** Alchemist 2, Bard 2, Bloodrager 2, Cleric/Oracle 2, Druid 2, Inquisitor 2, Magus 2, Paladin 1, Ranger 1, Shaman 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

Casting Time: 1 standard action

Components: V, S, F (a small glass lens)

Range: Personal

Target: You

Duration: 1 hour/level

The range of your normal sight (i.e. not low-light vision, darkvision, or other special types of vision) in normal or bright light is doubled and you gain a +2 insight bonus on Perception checks relying upon sight while in normal or bright light. (Normally, the maximum distance at which one can detect the presence of others in a desert is 6d6 x 20 feet; in plains terrain it is 6d6 x 40 feet. Whenever a terrain type would normally affect such maximum distances, *discerning sight* doubles that range for you.) In addition, you gain a +4 insight bonus on Perception and Survival checks and Will saves made when interacting with or disbelieving naturally-occurring mirages in normal or bright light.

If you cast *discerning sight* in desert terrain, the duration is 2 hours/level instead.

DRAKE'S SURGE

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

Casting Time: 1 standard action

Components: V, S, M (a desert drake's claw, nail, or scale)

Range: Personal

Target: You

Duration: 1 round/level until discharged

Once per round as a swift action, you may take an additional move action. You may do this a number of times equal to one-third your caster level. This spell works with *haste* and similar magic. If some other ability allows you to use a move action to cast spells or make attacks, you may not use that ability with the move action granted by *drake's surge*.

If you cast this spell in desert terrain, your level is treated as 3 higher than normal for all purposes of this spell.

DUSTY SHROUD

School: Transmutation; **Level:** Alchemist 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S, M/DF (1 vial of dust)

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None and Reflex half; see text; **Spell**

Resistance: No and Yes

Your body becomes covered in dust and you gain a penchant for dusty environs. Whenever you are in such places (as determined by the GM) you gain fast healing 2 and your form becomes somewhat sparse and indistinct granting you concealment as if you were subject to a *blur* spell. However, whenever you are not in a dusty environment, you are sickened (though you yourself remain covered in dust).

As a standard action on your turn, you may end the spell by causing the dust covering you to harden and burst forth into the spaces around you, causing 1d4 slashing damage per caster level (maximum 5d4) to all creatures within 10 feet of you. Creatures in the area succeeding on a Reflex save take half damage.

If the dust component of the spell was gathered from a dwelling of a dust mephit, then the duration of the spell is doubled and the damage dice of your burst are d6 instead of d4.

ECHOES OF THE DESERT

School: Enchantment (compulsion) [mind-affecting, sonic]; **Level:** Bard 2, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, F (a sand stalker's front leg)

Range: 100 ft.

Effect: Hypnotic sounds in a 100-ft. radius spread centered on you

Duration: Concentration up to 1 round/level

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

Resistance: Yes

With a wave of the hollowed sand stalker's leg, you produce hypnotic sounds around you. Those hearing the sound must make a successful Will save or become fascinated. If the save is successful, that creature cannot be affected again by your castings of *echoes of the desert* for 24 hours. Any creature affected by the sounds is fascinated except that on its turn it uses its move action to move in the most direct path possible toward you. If the affected creature must pass over or through danger as it approaches you, it gets a second saving throw. Any creature failing its second saving throw against this spell gains no further saves against it.

If the focus of this spell is destroyed, the spell ends. The spell has no effect on creatures that cannot hear and any creature that stops hearing the hypnotic sounds is no longer affected by the spell (but that creature is not treated as having made a successful save against this spell). If you are subject to a *silence* spell or similar effect, *echoes of the desert* ends.

If you cast this spell in desert terrain, the DCs of all the saves associated with this spell are increased by +2, and any checks you are required to make to maintain the spell are increased by +5.

EMPTY HOUSE

School: Conjuration (creation); **Level:** Sorcerer/Wizard 3, Witch 3

Casting Time: 1 minute

Components: V, S, M (a broken item from an abandoned house)

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

Effect: 20-ft.-square structure

Duration: 2 hours/level

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

You conjure a dilapidated building made of material that is common in the area where



the spell is cast. The floor is uneven and features several split or broken boards; there may be moldy spots or small, mysterious puddles in places. Although the dwelling resembles a normal cottage, the doors and windows are broken and cannot be completely closed, and the fireplace fails to vent properly so that if it is used, the cabin fills with smoke.

Wind and precipitation can get through the cracks in the walls and roof, though mild winds and light rain will not bother anyone in the house. The building is weaker than normal, could easily be burned, and would not withstand brute force. There are no magical wards or protections supporting the building and there are no magical forces or entities servicing you or others in the building.

The *empty house* has no furnishings of any use, though there are several broken or rotten items (chairs, tables, and the like). If a spell, item or ability has additional effects in areas that are deserted, then those additional effects work in the *empty house* and its immediate environment.

Empty house can be made permanent with a *permanency* spell. Parts of a permanent *empty house*, if repaired, will rot, break, or decay at exceptionally accelerated rates so that the dwelling generally remains dilapidated.

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EMPTY WORDS

School: Enchantment (compulsion) [curse, mind-affecting; see text]; **Level:** Bard 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a tongue)

Range: Touch

Effect: Creature touched

Duration: Permanent

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

The creature you touch no longer feels like talking, writing, singing or otherwise using words. The creature is not forced to refrain from communicating but will always attempt to do so without the use of words, if possible. If the creature is a spellcaster, it will seek means to cast spells that don't require the use of verbal components.

If no other means of effecting a desire can be managed without words, the creature touched may choose to communicate, but doing so comes with a cost. Each round of speaking, writing, or otherwise using words (any spell requiring verbal components and with a casting time of 1 round or less counts as a round of speaking) causes the creature 1d4 Charisma damage (to a minimum of 1) and increases the desire to refrain from speaking.

When a bard casts *empty words* it gains the evil descriptor.

Empty words cannot be dispelled, but it can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

ENDLESS SANDS

School: Illusion (phantasm) [mind-affecting];

Level: Magus 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S

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

Targets: One living creature/2 levels, no two of which may be more than 30 ft. apart

Duration: 1 round/level

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

You implant within the minds of your targets the illusion that they are in the middle of an apparently endless desert. Those who fail to disbelieve the *endless sands* are treated as though they were really standing in an apparently endless expanse of desert. Creatures so affected believe that they cannot see beyond about 400 feet thanks to the obscuring effect of heat distortion and bright sun. Targets also feel this heat effect and are treated as though in severe heat (approximately 110° F).

As the *endless sands* exists only in the minds of the targets, there is no heat, no heat distortion and no sand, but the targets have no way of realizing that this is the case. Targets cannot escape the *endless sands* by moving, even by *teleportation*.

Targets of the spell also perceive everyone else around them to be in the desert, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

If you cast *endless sands* while in desert terrain and all your targets are in desert terrain, the save DC of the spell is increased by +2 and the duration is doubled. When the spell ends, if any of the targets are still actually in desert terrain, those targets are lost (though they may not initially realize it).

You may instead choose for *endless sands* to function in an arctic environment in which case an alternative name might be *endless snow*. The visibility restriction of 400 feet will remain due to blinding sun and the reflection on the snow. The temperature will be severe cold instead of severe heat (approximately 0° F), and the other effects will change accordingly. If the spell is cast in cold desert terrain, the save DC is increased, the duration is doubled, and if the targets remain in cold desert terrain when the spell ends, they are lost.

ENDURE DROUGHT

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

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of salt or drop of water)

Range: Touch

Target: Creature touched

Duration: 1 hour/level

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

The creature you touch does not gain the fatigued condition as a result of suffering nonlethal damage from starvation or thirst. Other consequences of starvation or thirst, and other consequences of suffering nonlethal damage, still apply normally.

If you cast *endure drought* in desert terrain, the duration is quadrupled.

ENDURE DROUGHT, MASS

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

Casting Time: 1 standard action

Components: V, S, M/DF (1 pinch of salt or drop of water per target)

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level

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

Resistance: Yes (harmless)

Each target of this spell gains the benefits of *Endure drought*.

EXPLODING ROCK

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

Casting Time: 1 standard action

Components: V, S

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

Target: 1 stone; see text

Duration: Instantaneous

Saving Throw: None and Reflex half; see text;

Spell Resistance: No

You cause one stone object, or a part of one stone object, to explode. You cause 1 cubic foot of stone to explode, sending fragments in all directions. At 6th level, you affect 2 cubic feet of stone, and every three levels thereafter you affect 1 more cubic foot of stone (at 12th level you affect 4 cubic feet of stone). Regardless of the total volume you are able to affect, you only cause a single object (or part of a single object) to explode. Each cubic foot of stone that explodes causes 2d6 piercing damage to all creatures within 10 feet of the exploding object. A successful Reflex save halves this damage.

You may target the floor or a wall if those are stone, and a piece up to the largest size you can effect will be blown out of that floor or wall. If the floor is sturdy and upon the earth, the blast will only go upward into a hemisphere and will not damage anyone on the lower level. If you target a wall and the wall is thinner than the size of the target you can effect, creatures on both sides of the wall suffer damage (otherwise the explosion takes place only on the side you can see—if you can see both sides, you choose which side explodes).

In most cases, the stone object itself is ruined. If the object contains parts of different materials, parts

of the object that are manufactured or otherwise sturdy will survive the explosion (though they may be damaged if the explosion itself overcomes the hardness of the parts). For example, you cause a child-sized statute of a noble child, with blue gems for eyes and metallic strands of gold for hair to explode. The statute itself, provided it was not magical, will likely be damaged beyond repair, but the gems and gold strands will likely remain intact (though the metal may be a bit mangled). Other items, such as wooden doors or chests, could very well survive the blast. If a large stone is inside a chest and the lid is open, or next to a sturdy wooden door, the exploding fragments will damage the wooden objects, but wood has a hardness of 5 and 10 hp per inch of thickness. At low levels, this spell would obliterate a small chest, could splinter a very flimsy larger chest but probably wouldn't even puncture a simple door (though it could weaken it enough for the barbarian to hack through in a single blow).

Magical items, or items with magical components, cannot be damaged by this spell.

If you cast this spell in naturally rocky terrain, such as some scrub or barren areas, or some hills or mountains, you are treated as though you were 3 levels higher than you are for purposes of determining how large of a target you can affect (and therefore also for the amount of damage the explosion causes).

FIRESIGHT

School: Transmutation; **Level:** Alchemist 2, Antipaladin 2, Bloodrager 2, Cleric/Oracle 2, Druid 2, Inquisitor 2, Magus 2, Paladin 2, Ranger 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of sulfur)

Range: Personal

Target: You

Duration: 10 minutes/level

You can see through fire and smoke without penalty, ignoring any cover or concealment bonuses from fire and smoke. This does not allow you to see anything you could not otherwise see.

If you have the fire domain, the flame mystery or flame spirit, the fire elemental bloodline, or your patron is associated with fire, the duration is 1 hour/level. If you are a ranger and you cast *firesight* while in your favored terrain, the duration is doubled while you remain in that terrain.



FLAMES OF PHLEGETHON

School: Evocation [evil, fire]; **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of sand from Phlegethon)

Range: 0 ft.

Effect: 5 ft./level-radius emanation centered on you

Duration: 1 round/level; see text

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

Excessive heat radiates from you. The effects of this heat depend upon the duration of exposure.

In the first round, small, flammable, unattended objects (books, papers, a chair, etc.) burst into flame causing 1d6 fire damage to anything within 5 feet (Reflex save for half damage). Ice melts, and the air becomes difficult to breathe. Creatures who do breathe the air suffer 1d6 fire damage this round and each round hereafter (no save).

In the second round, water boils away. Anyone exposed to boiling water takes 1d6 damage per round of exposure (10d6 damage per round of exposure if wholly submersed in boiling water). Large flammable objects (treasure chests, small trees, etc.) suffer 2d6 fire damage and burst into flame (causing 1d6 fire damage to anything within 5 feet, Reflex save for half damage).

In the third round of exposure to the emanation, flesh begins to scald; creatures so exposed suffer 1d6 fire damage (Fortitude for half damage) in the third round, and an additional 1d6 damage for each round thereafter (i.e. 2d6 fire damage in round 4, 3d6 in round 5, etc.).

After four rounds of continuous exposure, even massive objects (a cottage, a typical tree) burst into flame, causing 4d6 fire damage each round to adjacent creatures or creatures in their spaces until those objects are consumed by fire.

After five rounds, metal and minerals begin to melt, suffering 5d6 fire damage each round. Metal and rock may melt (contact with molten metal or rock causes 2d6 fire damage to those who come in contact with it, no save, in addition to any other damage the victim suffers; immersion in molten metal or rock causes 20d6 fire damage each round). Rock that resists melting might explode, resulting in flying shards of superheated metal that cause 5d6 damage (half fire, half piercing, Reflex save for half damage).

Any region of space exposed to *flames of phlegethon* for 6 or more rounds produces a *cloudkill* effect in that space. The fumes and vapors of this effect do not move, unlike *cloudkill*, and persist only until the spell ends.

Creatures covered in metal (such as those wearing metal armor) suffer a -4 on all saves against the effects of *flames of phlegethon*. In extremely hot environments, such as some desert terrain, the DCs of all this spell's saves are increased by +2.

Creatures immune to fire are immune to all the effects of this spell.

FLYING GRAPPLER

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

Casting Time: 1 standard action

Components: V, S, M (a nightgaunt's claw)

Range: Personal

Target: You

Duration: 1 round/level

Your skin takes on a color and texture similar to that of a bat's wing, your muscles become both tougher and more flexible, and you sprout bat-like wings. You gain a +4 enhancement bonus to Strength and a +2 enhancement bonus to Dexterity. In addition, whenever you have a grappled target, you are treated as though subject to the *fly* spell. (You only gain the ability to fly while you have a grappled target.) If your target breaks your grapple while you're in flight, you fall slowly (just as if you had in fact cast *fly* and its duration expired), but the target falls normally, taking damage as appropriate. If *flying grappler* ends while you're in flight, you (and your grappled target if you have one) fall immediately from that height, taking damage as appropriate.

When you cast *flying grappler*, if there are no allies within 30 feet of you, then the duration is doubled and you gain Improved Grapple (regardless of whether you otherwise meet the prerequisites). You retain these advantages thereafter regardless of whether there are allies nearby.

FREEZING SHATTER

School: Evocation [cold]; **Level:** Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, M (flask of liquid ice)

Range: Touch

Effect: One 10-ft. square area, depth varies; see text

Duration: Concentration; see text

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

You send waves of incredible cold into a wall, stone or other large object. For each round that you maintain your touch against the surface, two feet of depth becomes brutally cold. Creatures

other than you starting their turns within 5 feet of this cold suffer 1d6/level cold damage (maximum 10d6, Fortitude half). The object or surface that you touch transforms due to the cold, reducing its hardness by 10 points. At any time while you maintain concentration, any single strike against the cold surface that causes 25 or more points of damage creates a rippling effect that shatters all the volume of material you've rendered cold. A *shatter* spell which targets the surface you've touched also destroys the entire volume.

If any of the volume of the surface you're freezing is magical, it is permitted a save to survive the shattering.

When you release your touch, if the volume of material is not destroyed, it returns to its normal temperature and state in a number of rounds equal to your caster level (during the first half of this time the volume remains fragile and susceptible to being shattered).

If you cast *freezing shatter* in any cold terrain, then your touch transforms three feet of depth per round instead, the maximum damage caused to those within 5 feet of the area is 15d6 instead, and the save DCs are increased by +2.

GENERATE RESISTANCE

School: Abjuration; **Level:** Alchemist 3, Cleric/Oracle 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Intelligent creature touched

Duration: 1 round/level (D)

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

Resistance: Yes (harmless)

The target of this spell must have an Intelligence score of 3 or higher, if it does, it gains a magical means to resist both cold and fire damage. Whenever the target is dealt cold or fire damage, it gains half that amount in temporary hit points.

Each round on its turn as a swift action, the target can choose to convert any of the temporary hit points it has gained from this spell into resistance to either cold or fire (or both). On the target's turn, it may convert the temporary hit points into resistance in whatever combination it desires. The conversion rate is 1 point of resistance for every 2 temporary hit points converted. On future rounds, if the target has already granted itself resistance to cold or fire by the use of this spell, it can instead increase those resistances.

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For example, the party's cleric casts *generate resistance* on the party's fighter. The fighter suffers 10 fire damage from being exposed to a breath weapon and later suffers 2 cold damage from a *ray of frost*. The fighter has 6 temporary hit points. Provided she hasn't already used those temporary hit points, on her turn, the fighter may convert those 6 temporary hit points into resist cold 3 and resist fire (or into some other combination of the two, even choosing not to use all 6 temporary hit points, such as resist cold 1 and resist fire 2). Later, if the fighter suffers 20 cold damage from a *cone of cold* (the 20 points being actual damage, after any resistances were applied), she gains 10 temporary hit points which she can convert on her turn into more cold or fire resistance (or a combination of them) if she has them.

The maximum of each resistance the target can create for herself is equal to her level. If the target already has resistance to cold or fire, those can be increased while *generate resistance* is in effect, but not to higher than her level. For example, a 10th level fighter with a racial resist 5 fire ability could spend 30 temporary hit points gained by *generate resistance* to end up with both resist 10 fire and resist 10 cold.

When the spell ends, the resistances (or bonuses to resistances) end as well.

If the spell is cast in terrain that is frequently subjected to extreme temperature changes in a 24-hour period, such as is the case in many deserts, the target is treated as being 2 levels higher for the purposes of determining the maximum resistances and the duration is 1 minute/level instead.

GHOST STORY

School: Illusion (phantasm) [fear, mind-affecting];

Level: Bard 5, Magus 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S

Range: 20 ft.

Targets: Up to 1 creature/level, all of whom must be within 20 ft. of you

Duration: Instantaneous

Saving Throw: Will disbelief, then Fortitude partial; see text; **Spell Resistance:** Yes

You begin telling the tale of a ghost and implant within the minds of your targets the illusion that the ghost of which you are speaking manifests in the area. Those who fail to disbelieve the *ghost story* see the ghost and are assaulted by it, suffering 2d6 Constitution damage and becoming panicked for 2d4 rounds if they fail a Fortitude save. Those succeeding

on this Fortitude save instead suffer 2d6 damage and are frightened for 1 round. Everyone else, including you, sees faint, innocuous wisps in the area.

If you cast *ghost story* in an area that is deserted or is locally known for being haunted, all the save DCs of this spell are increased by +2.

GHOSTLY FORM

School: Illusion (shadow) [shadow and see text];
Level: Cleric/Oracle 5, Shaman 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 1 round/2 levels (D)

Saving Throw: Will disbelief varies and see text;

Spell Resistance: Yes and see text

Ghostly form creates a dark ghostly version of you from shadow material and places your body in the Shadow Plane. Treat *ghostly form* as if it were a variant of *beast shape* except that you take on the form of a ghost (see *Pathfinder Roleplaying Game Bestiary*). While the spell is in effect, you have a ghostly form and the following abilities: fly 30 ft. (good), darkvision 60 ft. and incorporeal. You are not undead and your size does not change. In addition, you gain corrupting touch and one other of the following special attacks which simulate an actual ghost's special attacks. When you interact with a creature, if it has a reason to disbelieve the illusion, it is granted a Will save to disbelieve. If that save is successful, then all non-damage effects of these special attacks fail against that creature and all damage is reduced by half.

Corrupting Gaze (Su): You have a gaze attack with a range of 30 feet that causes 2d6 damage and 1 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): By passing part of your incorporeal body through a foe's body as a standard action, you inflict 1d6/2 levels damage (maximum 10d6) on a successful melee touch attack.

Draining Touch (Su): You gain a touch attack that drains 2 points from any one ability score you select on a hit.

Frightful Moan (Su): You emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a

sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by your moan for 24 hours.

Telekinesis (Su): You can use *telekinesis* at your caster level as a standard action once every 1d4 rounds.

While the spell is in effect, your body is helpless on the Shadow Plane. If your body dies it becomes part of the Shadow Plane and you actually become a ghost (and are under the GM's control). Otherwise, when the spell ends, your body appears in the space you currently occupy, or the nearest safe space. The transfer of consciousness from the ghostly form to your body is instantaneous and does not require an action.

You can cast spells while in this new form so long as those spells do not require material components or a focus. However, as your form is shadow matter, each of those spells gains the shadow descriptor, this affects the spells and any damage caused by your spells is halved. In addition, though you are incorporeal, the magic of the spell allows you to communicate normally, though your voice may sound otherworldly or be muted—this does not affect the verbal components of your spells.

If you cast *ghostly form* in an area that is deserted or often deserted, such as a ghost town or a graveyard, then the duration is doubled and the DC of the Will save to disbelieve is increased by +2. If you have the death domain, have selected the bones spirit, are a necromancer, or have a shadow patron, then you gain two of the special attacks in addition to corrupting touch.

GHOSTLY FORM CURSE

School: Necromancy [curse]; **Level:** Sorcerer/Wizard 8, Witch 8

Casting Time: 8 hours

Components: V, S

Range: 1 mile/5 levels

Targets: Intelligent living creatures within range; see text

Duration: 1 day/level; see text

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

Every living creature with an Intelligence score of 3 or higher within range is granted a Will save. All those who succeed are unaffected. All those who fail become ghost-like versions of themselves.

Creatures who are turned ghostly by this spell are not dead. The magic of the spell transforms their bodies into ghost-like forms that otherwise are treated as ghosts. As such, they are not undead, though they

are incorporeal. They can use and are affected by *ghost touch* items as if they were actual ghosts. Those affected by this curse are also bound to the general area where the spell takes effect; attempts to leave are always thwarted. (The general area is determined by the GM who also determines the means by which attempts to leave the area are thwarted). All those who have become ghost-like can see one another as if they hadn't been affected (and they may not understand at first that they now seem to be ghosts; they may believe they have died), but will soon discover that they, for the most part, cannot interact with those who were unaffected by the spell. Those who were affected can affect the physical world in ways similar to the ways that ghosts can do so; each has the telekinesis supernatural ability that a ghost gains (the GM may determine that some individuals have other powers, such as causing an area to feel very cold, but none should directly cause damage).

Those who were unaffected by the spell cannot see the ghost-like individuals who were affected by the spell unless they use some magical means to detect them. See *invisibility* and *true seeing* allow someone to see the ghostly individuals.

Each creature adds a bonus to its saving throw equal to its number of Hit Dice (treat Hit Dice less than 1 as equal to 0 Hit Dice for purposes of this bonus) if it is awake when it attempts its saving throw. If you cast *ghostly form curse* in a deserted area then the Will save DC of *ghostly form curse* is increased by +4.

When you cast *ghostly form curse* you gain 1 negative level. This persists until the spell ends and cannot be removed by any means. If you cast *ghostly form curse* multiple times, your negative levels stack.

Ghostly form curse cannot be dispelled (though the curse ends a few days after it begins), but each individual affected by it can have its curse removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

GORING GANG

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

Casting Time: 1 standard action

Components: V, S, M/DF (a powdered horn from a creature with powerful charge)

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

Targets: You and up to 1 willing ally/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

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

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You and your allies gain a small but sturdy and sharp horn on your foreheads. Each of you gains a gore attack with this horn; it is treated as a natural, primary attack and causes appropriate piercing damage for the target's size (1d6 for a Medium target, 1d8 for a Large target) plus the target's full Strength bonus. In addition, each target gains the powerful charge ability per the universal monster rules; if a target chooses to make a charge attack, that attack causes double damage (i.e. 2d8 for Large targets) including double the target's Strength bonus.

In addition, each time a target of this spell succeeds with its gore attack against a creature which has been successfully damaged by any gore attack that round, the damage is increased by +1 for each such successful previous attack against that creature that round.

If the material component is karkadann horn and this spell is cast in warm desert terrain, then all the horns created by this spell are treated as magic cold iron weapons for the purposes of overcoming damage reduction, and each horn is treated as a +1 weapon.

HAG FORM, SAND

School: Transmutation (polymorph); **Level:** Alchemist 5, Druid 6, Magus 5, Sorcerer/Wizard 7, Witch 6

Casting Time: 1 standard action

Components: V, S, M (a fingernail or hair of a sand hag)

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: See text; **Spell Resistance:** No

You become a sand hag. You gain a +2 size bonus to Constitution, a +4 natural armor bonus, burrow 30 ft., darkvision 90 ft., Spell Resistance (10 + 1/2 your level), mimicry, and two claw attacks (1d4 + Str plus dehydration). In addition, you gain the constant use of *tongues*. You also gain these spell-like abilities:

At will—alter self, dancing lights, ghost sound, shifting sand, whispering wind

Dehydration (Su) A sand hag's claws dehydrate those she strikes. Each time a sand hag hits a foe with her claw attack, the victim takes an additional 1d6 hp nonlethal damage and becomes fatigued; a successful Fortitude save halves this damage and negates the fatigue (DC 10 + 1/2 your level + Cha modifier). Multiple failed saves do not cause a creature to become exhausted, but this fatigue stacks with other sources of fatigue to cause a creature to become exhausted.

Mimicry (Ex) A sand hag can imitate the sounds of almost any animal found near its lair.

While in the form of a sand hag, you have a powerful drive to trick others and despoil things of beauty. Should you wish to pursue those drives, you gain a +4 on Bluff, Disguise, Perception and Stealth checks when you are using them toward those ends. You do not receive these bonuses simply because you are in the form of a sand hag; if you are engaging in other pursuits while in the form of a sand hag, those skill checks do not gain the +4 bonus.



If you cast this spell in desert terrain, you gain the constant use of *pass without trace* and both *invisibility* and *hallucinatory terrain* as at will spell-like abilities.

HAG FORM, WINTER

School: Transmutation (polymorph) [evil]; **Level:** Alchemist 6, Druid 7, Magus 6, Sorcerer/Wizard 8, Witch 7

Casting Time: 1 standard action

Components: V, S, M (a fingernail or hair of a winter hag)

Range: Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: See text; **Spell Resistance:** No; see text

You become a winter hag. You gain a +2 size bonus to Strength, a +6 natural armor bonus, darkvision 60 ft., Spell Resistance (10 + 1/2 your level), immunity to cold, vulnerability to fire, and two claw attacks (1d4 + Str). In addition, you gain the constant use of *pass without trace* and *see invisibility*. You also gain these spell-like abilities (which permits spell resistance if the spell itself does):

3/day—*alter self*

1/day—*charm monster* (see text), *major image* (see text), *control weather* (windy or cold weather only), *wall of ice*

While in the form of a winter hag, you have a powerful drive to eat children and enslave adults (predominately humanoid, but not exclusively so); your use of *charm monster* and *major image* is limited to pursuing these ends. Should you wish to pursue those drives, you gain a +6 on Bluff, Intimidate and Perception checks when you are using them toward those ends. You do not receive these bonuses simply because you are in the form of a winter hag; if you are engaging in other pursuits while in the form of a winter hag, those skill checks do not gain the +6 bonus. If you encounter an evil humanoid while in the form of a winter hag, that creature regards you with an initial attitude of hostile.

If you cast this spell during conditions of winter or in snow-covered terrain, you gain the icewalking and snow vision extraordinary abilities.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the hag climbs must be icy. The hag can move across icy surfaces without

penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A winter hag can see perfectly well in snowy conditions and doesn't take any penalties on Perception checks while in snow.

Any creature charmed by your use of *charm monster* while you are in the form of a winter hag is released from the effect as soon as this spell ends.

HEALING ICE

School: Conjunction (healing) [cold]; **Level:** Alchemist 4, Bloodrager 4, Cleric/Oracle 3, Inquisitor 3, Magus 4, Shaman 3, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M/DF (a drop of blood from a creature with the cold subtype)

Range: Touch

Target: Creature touched; see text

Duration: Instantaneous; see text

Saving Throw: Will half (harmless); see text; **Spell Resistance:** Yes (harmless); see text

You lay your hand upon a living creature with the cold subtype (or a living creature benefitting from a spell with the cold descriptor), and your touch channels cold energy into that creature that cures 3d8 points of damage +1 point per caster level (maximum 15). Any creature with the fire subtype (or benefitting from a spell with the fire descriptor) that would not otherwise be cured by this spell suffers the same amount of damage instead if you succeed on a melee touch attack. Such a creature can apply spell resistance and can attempt a Will save for half damage. (Note that creatures with both cold and fire subtypes, or that are affected by spells with both kinds of descriptors, are only healed by this spell and cannot be damaged by it.)

Creatures without the cold or fire subtype (or living creatures not benefitting from a spell with the cold descriptor or any creature not affected by a spell with the fire descriptor) are unaffected by this spell if you use arcane energy to cast this spell. If you use divine energy to cast this spell, such creatures instead gain fast healing 2 (with a duration of 1 minute/caster level) whenever they are in cold terrain.

If you have the cold domain or ice subdomain, a bloodline power that utilizes cold energy, or a patron associated with cold, the curing/damage dice are d10s instead of d8s, and if a creature is attempting a saving throw against you the save DC is increased by +2.

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HEALING ICE, MASS

School: Conjuraction (healing) [cold]; **Level:** Cleric/Oracle 6, Inquisitor 6, Shaman 6

Casting Time: 1 standard action

Components: V, S, M/DF (1 drop of blood from a creature with the cold subtype per affected target)

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

Targets: Up to 1 creature/level, no two of which can be more than 30 feet apart

Duration: Instantaneous; see text

Saving Throw: Will half (harmless); see text; **Spell**

Resistance: Yes (harmless); see text

Except as noted here, this spell functions as *healing ice* but affects more targets.

HUNGER OF THE GHUL

School: Necromancy [curse, evil]; **Level:** Cleric/Oracle 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a ghul's tooth)

Range: Touch

Target: Humanoid touched

Duration: Permanent

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

The cursed target is no longer able to be fully nourished by the food it normally consumes. Instead, as a result of this curse, it is sustained by eating creatures based on their personalities and emotional experiences. When you cast the spell you select a particular emotion or personality trait (typical choices include innocence, despondence, sorrow, joy, anguish, etc.) that then provides the greatest sustenance for the target. When it consumes flesh, the more recently that creature experienced the associated emotion, the better. It is entirely possible that the target can be sustained by eating the flesh of animals if the appropriate choices are made (perhaps timidity is the choice and an appropriately timid creature is common in the area). When a creature is killed and eaten within an hour (the target only needs to eat enough food that would normally be filling, but it must be of the right type to truly sustain), the target is sated for 24 hours. If between 1 and 4 hours pass, the target must eat twice as much food as normal and is fatigued for 1 hour after eating but is otherwise sated. If between 4 and 12 hours pass, the target must eat twice as much food as normal and is fatigued for 2 hours after eating but is otherwise sated. If between 12 and 24 hours pass, the target must eat three times as

much food as normal and is fatigued for 4 hours after eating but is otherwise sated. If more than 24 hours pass, the flesh cannot properly sustain the target. Once the target has gone more than 24 hours without eating sustaining food, it is fatigued and sickened. Whenever the target's fatigue progresses to exhaustion, its sickened state also progresses to nauseated.

Hunger of the ghul can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

If you cast *hunger of the ghul* in warm desert terrain, then whenever the target is fatigued or exhausted (regardless of the cause) it gains a powerful aversion to daylight (though suffers no penalty from daylight or sunlight), gains the ability to speak one elemental language, Aquan, Auran, Ignan, or Terran based on the languages spoken by the creature that provided the material component for the spell (determined by the GM if otherwise unknown), and loses the ability to speak the other languages it knows (though it retains the ability to understand those languages).

An interesting option for this spell is for the target of the curse to at first be unaware of what it needs to consume in order to be sated, but to be aware that it needs to eat ... something. Eventually, through divinations, the counsel of a wise sage, etc., the target would learn its fate.

INTO THE ARCTIC

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

Casting Time: 1 standard action

Components: V, S, M/DF (a down feather)

Range: Touch

Targets: Creature touched

Duration: 1 day/level

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

Resistance: Yes (harmless)

Into the arctic provides important protections and defenses and is particularly well-suited to those traveling in cold and very cold areas. The recipient gains the benefits of *endure elements* whenever it is in cold regions. In addition, the recipient gains a +2 competence bonus on Acrobatics, Perception and Survival checks when in cold, snowy, or icy areas.

If the recipient of the spell is in cold desert terrain or terrain that is very cold (persistently below 0° F) and takes lethal damage from extreme cold, that damage is reduced by 1 hit point per die.

INTO THE ARCTIC, MASS

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

Casting Time: 1 standard action

Components: V, S, M/DF (1 down feather per target)

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 day/level

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

Resistance: Yes (harmless)

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

INTO THE DESERT

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

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of salt)

Range: Touch

Targets: Creature touched

Duration: 1 day/level

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

Resistance: Yes (harmless)

Into the desert provides important protections and defenses and is particularly well-suited to those traveling in arid or very hot areas. The recipient gains the benefits of *endure elements* a +2 on Survival checks made in arid or very hot areas, and a +4 on all Constitution checks to avoid dehydration due to thirst.

If the recipient of the spell is in terrain that could be considered a desert, the recipient's Constitution score is treated as though it were 4 points higher than it actually is for purposes of determining how long it can persist without water before risking taking nonlethal damage. Furthermore, all nonlethal damage due to starvation or thirst is reduced by 1 point per die.

INTO THE DESERT, MASS

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

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of salt)

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 day/level

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

Resistance: Yes (harmless)

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

JACK RABBIT

School: Transmutation (polymorph); **Level:** Bloodrager 1, Druid 1, Magus 1, Sorcerer/Wizard 1

Casting Time: 1 standard action

Components: V, S, DF

Range: Personal

Target: You

Duration: 1 minute/level

You transform into a jack rabbit. Your size becomes Tiny (you weigh 8 pounds), you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus. Your base speed becomes 50 ft. and you gain a +8 bonus to Acrobatics checks when jumping. Your color is roughly that of the sand common in your area (if you are in a region currently experiencing snow cover you may choose white instead). Unlike other polymorph spells, you gain no other attributes of the jack rabbit.

If you cast *jack rabbit* in desert terrain you also gain the Run feat and the duration is 10 minutes/level instead.

LAMIA'S DRAIN

School: Necromancy [mind-affecting]; **Level:** Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S, M/DF (a lamia's tear)

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

Targets: Up to 1 creature/3 levels, no two of which can be more than 30 feet apart

Duration: Instantaneous

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

The targets' minds are powerfully struck by an overwhelming assault. Each target suffers 1d4 points of Wisdom damage + 1 point per three caster levels, and suffers a penalty on saving throws against all enchantment spells and effects equal to the Wisdom damage it suffered until the Wisdom damage has been healed. For each point of Wisdom damage healed, the penalty is reduced by 1 point. A successful Will save halves the damage and negates the saving throw penalty. (For example, a target fails its save and suffers 7 points of damage to its Wisdom score and gains a -7 penalty to its saves against enchantment spells and effects, likely made even worse by the sudden drop in Wisdom. If that target heals 1 point of Wisdom the next day, the target then is suffering from 6 points of Wisdom damage and remains subject to a -6 penalty on the associated saves.)

If *lamia's drain* is cast in temperate desert terrain the attack causes Wisdom drain instead, the saving throw penalty is then keyed to the amount of Wisdom drain suffered and correspondingly is reduced as the Wisdom drain is healed.

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LAMMASU'S DEVOTION

School: Transmutation [good]; **Level:** Cleric/Oracle 5, Inquisitor 5, Paladin 4

Casting Time: 1 standard action

Components: V, S, M/DF (a bit of claw willingly given by a lammasu)

Range: Self

Target: Personal

Duration: 1 round/level (D)

Your body and persona transform. Your size becomes Large and you become a larger, more impressive version of yourself. Your hair becomes wild like a lion's mane, your facial features become somewhat more fearsome, and two, powerful, eagle-like wings sprout from your back (magically coordinating with your armor so as to neither damage the armor nor impair your ability to fly). You gain a +4 size bonus to your Strength and Constitution scores, a fly speed (60 feet, good maneuverability), darkvision 60 ft. and low-light vision, and the pounce and rake special abilities.

While in this form, you are powerfully motivated to serve as a champion of the oppressed and to treat those who are being unjustly attacked in an almost parentally protective way. Whenever you are acting on these motives, you gain a +4 sacred bonus on Diplomacy, Perception and Sense Motive checks, and you also gain the ability to cast *bleed*, *lesser restoration*, and *searing light* at will as spell-like abilities.

Whenever you are in temperate desert terrain while acting on these motives, you may also use *greater invisibility* as a spell-like ability, but you may not target yourself; doing so reduces the duration of *lammasu's devotion* by 3 rounds. Finally, when in desert terrain and acting on these motives, you may cast *dimension door* as a spell-like ability to help those you are protecting escape. Doing so ends the spell.

LIFE BANE

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

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

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

You channel necromantic power into a melee weapon. If the weapon is not already magical, it acts as a +2 weapon of its type. If the weapon is already magical, its enhancement bonus increases by +1 (to a maximum of +5). When the weapon is wielded by an undead creature or a creature that is treated as undead (such as a target of any of the

undead anatomy spells) then the weapon also deals an additional +1d6 damage to living targets that it hits.

If you cast *life bane* in a graveyard or other area where dead or undead might be present but that is not regularly inhabited by living creatures (other than normal plants, vermin and animals), then the weapon's additional damage against living creatures is +2d6 instead of +1d6.

LIGHTNING AURA

School: Evocation [electricity]; **Level:** Alchemist 1, Bloodrager 1, Magus 1, Sorcerer/Wizard 1

Casting Time: 1 standard action

Components: V, S, F (the scale of a blue dragon)

Range: Personal

Target: You

Duration: 1 round/level (D)

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

Resistance: Yes

You are surrounded by an aura of lightning. Each creature within 5 feet of you when you cast the spell suffers 1d6 electricity damage (Reflex save for half). Thereafter, at the start of your turn, creatures in the aura again suffer 1d6 electricity damage (Reflex save for half). The focus of your spell can strengthen the aura in a variety of ways based on the age of the blue dragon whose scale you're using. If the scale comes from a dragon aged between 101 and 1000 years (older than young adult but younger than wurm), the damage, duration and size of the aura are doubled. If the scale comes from a dragon at least 1001 years old (wurm or older), the damage, duration and size of the aura are tripled.

If you cast *lightning aura* in warm desert terrain, the damage dice are d8 instead of d6 and all the save DCs associated with the spell are increased by +2.

LIGHTNING SHARDS

School: Evocation [earth, electricity, sonic]; **Level:** Magus 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, F (an iron spike wrapped in copper wire)

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

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

Arcs of lightning shoot out from your body, arcing and forking through the air and ground. Creatures and objects in the area suffer 4d6 points of electricity damage (Reflex save for half

damage). Sand and dust on the ground in the area is converted into brittle glass, littering the affected area with fragments of glass shards. Simultaneously with the flash of lightning, a powerful sonic thunderclap causes 3d6 points of sonic damage and deafens everyone in the area for 1d4 rounds (a successful Fortitude save halves the damage and negates the deafness). The thunderclap shatters the glass fragments and the remaining energy of the spell sprays the bits outward away from you and causes 2d6 piercing damage to everyone in the area (Reflex save for half damage).

If you cast *lightning shards* in a region where the ground is predominately covered in or composed of sand (per GM adjudication), then the number of glass shards created by the spell is exponentially greater and the damage caused by the flying bits of glass is 6d6 piercing damage instead.

If there is little or no dust or sand in the area, then the spell still causes the electricity and sonic damage but does not cause the piercing damage.

MIRAGE

School: Transmutation (polymorph) [air]; **Level:** Alchemist 4, Bard 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: S, M (250 gp worth of diamond dust)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

You become a shimmering volume of air. In most respects, your transformation is as per *gaseous form* (you cannot attack or cast most spells, etc.) except that you are not a misty vapor but are instead magically transformed air and your fly speed is 20 feet instead of 10 feet. You gain natural invisibility. If you are in an area of extreme heat or reflection (such as a desert, an open ocean, or a snow plain), you also gain project mirage.

Natural Invisibility (Ex) You remain invisible at all times, even when attacking. This ability isn't subject to the *invisibility purge* spell. Against foes that cannot pinpoint your location, you gain a +20 bonus on Stealth checks when moving or a +40 bonus when standing still.

Project Mirage (Ex) As a standard action, you can create an illusory vision in areas of extreme heat or reflection—such as a desert, open ocean, or snow plain—to lure victims toward you, instinctively using your victims' own desires for comfort to form

the illusion. This is a mind-affecting glamer effect that is otherwise identical to *hallucinatory terrain* and that you can dismiss as a swift action.

If you use the project mirage ability, treat it as *hallucinatory terrain* for purposes of determining the effect on targets (for example, they get a Will save to disbelieve if they interact with it, using this spell to determine the save DC). All mind-affecting glamer effects produced by this spell end when this spell ends.

MIRAGE LIGHTNING

School: Illusion (shadow) [shadow]; **Level:** Magus 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, F (the scale of an old or older blue dragon)

Range: Medium (100 ft. + 10 ft./level); see text

Effect: Shadow duplicate casting a *lightning bolt*

Duration: Concentration, up to 1 round/level until discharged; see text

Saving Throw: Will disbelief (if interacted with);

Spell Resistance: Yes



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Mirage lightning generates an illusory duplicate of you at a space within range. That duplicate thereafter produces a *lightning bolt* from its space to another space within range. The duplicate can produce the *lightning bolt* immediately or you can delay the effect for up to 1 round/level by concentrating. If your concentration is broken, your line of sight to the duplicate is interrupted, or the duration expires, the duplicate disappears and the *lightning bolt* never is produced. For adjudicating the effect of the *lightning bolt*, treat *mirage lightning* as *shadow evocation* except as otherwise noted here. Anyone not aware of you but able to see the duplicate might have no reason to suspect the duplicate isn't you (the effectiveness of this illusion will be determined by the GM). Until the duplicate produces the *lightning bolt*, treat it as a *project image*. Once the duplicate produces the *lightning bolt*, the spell ends.

If you cast *mirage lightning* in warm desert terrain, the damage dice are d8 instead of d6 and all the save DCs associated with the spell are increased by +2.

MOLTEN CARAPACE

School: Conjuration (creation) [cold, fire]; **Level:** Magus 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, M (a piece of remorhaz armor plate about 4-inches in diameter)

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Fortitude partial; see text; **Spell Resistance:** No

A magical hide armor wraps around you; it has an icy blue color dotted with patches of an almost translucent red along your spine. This armor grants you a +4 armor bonus to AC and renders you immune to both cold and fire damage. In addition, the armor is exceedingly hot. Anyone touching you suffers 6d6 fire damage. Creatures striking you with natural weapons or unarmed strikes suffer this damage as well, and any weapon striking the armor suffers the same damage. Any creature or item subject to this damage suffers only half damage on a successful Fortitude save.

Creatures striking you multiple times in the same attack suffer the damage only once, but the save DC increases by +2 for each attack and the saving throw is resolved at the conclusion of the attacks (though the damage applies even if you are incapacitated or killed by the attacks). A weapon striking you multiple times in the same attack is similarly affected.

If you are in cold terrain, you gain a burrow speed of 20 ft. which works only to burrow through ice.

PARALYTIC STREAM

School: Evocation [poison]; **Level:** Bloodrager 3, Magus 3, Druid 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M (a drop of assassin bug poison)

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

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

You project a stream of liquid poison in a 60-ft. line. All creatures in the area must succeed on a Reflex save or be touched by the poison. Any creature touched by the poison is affected by the poison in the line.

Line—Contact; *save* Fort DC same as spell; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

PRIDE OF DRAGONNES

School: Transmutation (polymorph); **Level:** Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S, M (a claw from a dragonne for each 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 7 allies) are transformed into Large-sized dragonnes (including your tails, you are about 10 feet long and weigh about 1,000 pounds). You all gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus and fly 30 feet (poor). Everyone gains darkvision 60 feet, low-light vision and scent. You all also gain one bite (1d8), two claw attacks (1d6) and the pounce special attack.

Each transformed individual can end its own transformation on its own turn as a standard action. Once an individual reverts to its own form, the spell ends for that individual. Generally, spellcasters cannot cast spells while in this form, though any individual might have access to class abilities, feats or magic that makes it possible.

If *pride of dragonnes* is cast in temperate deserts, everyone affected also gains a +4 competence bonus to Perception checks, and the duration of the spell is 1 hour/level.

PROTECTION FROM SAND AND WIND

School: Abjuration; **Level:** Alchemist 1, Bloodrager 1, Cleric/Oracle 1, Druid 1, Inquisitor 1, Paladin 1, Ranger 1, Shaman 1, Sorcerer/Wizard 1

Casting Time: 1 standard action

Components: V, S, M (a grain of sand)

Range: Touch

Target: Creature touched

Duration: 1 hour/level

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

The subject gains immunity to nonlethal damage caused by sandstorms or their equivalent. In addition, whenever the target is subjected to strong winds, treat the wind affecting the target as if its speed were one half its actual amount (which in some cases will not reduce the wind force category, see the Wind Effects table in the *Pathfinder Roleplaying Game Core Rulebook*).

RAMPAGE OF DESERT DRAKES

School: Conjuration (summoning); **Level:** Sorcerer/Wizard 8, Summoner 6

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 desert drakes (see text)

Duration: 1 round/level (D)

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

You summon 3 to 5 desert 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 VIII*. The desert drakes take advantage of their numbers in combat.

If the desert drakes are summoned into desert terrain then they all have the advanced creature template.

RIDE THE BAT

School: Conjuration (summoning) [see text]; **Level:** Cleric/Oracle 3, Druid 3, Shaman 3, Sorcerer/Wizard 3, Summoner 2, Witch 3

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: One summoned dire bat

Duration: 1 minute/level (D)

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

This spell replicates *summon monster III* with the following exceptions. It summons a dire bat which does not engage in combat except to protect itself, and which willingly accepts you as a rider.

If you cast *ride the bat* in an area that is considered desolate or deserted, then the duration of the spell is 10 minutes per level instead and the summoned dire bat also gains the advanced creature template.

SALT MEPHIT'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 brine 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 saline; the targets must drink the vials of brine while you cast the spell. Each target gains fast healing 2 but only while it is in an arid environment (as determined by the GM). Whenever a target creature is not in an arid environment, it suffers a -2 penalty to its Constitution score (which ends immediately when the spell effect on it ends).

When *salt mephit's affinity* is in effect, each target can produce a dehydrating effect on its turn as a standard action, ending the spell for itself. When this happens, that target draws moisture from an area in a 20-ft. radius centered on itself. Living creatures (other than anyone affected by this casting of *salt mephit's affinity*) within this range suffer 2d6 points of nonlethal damage (Fortitude save for half). Creatures of the plant type or aquatic subtype suffer a -2 penalty on their saves against this dehydrating effect and suffer lethal damage.

SAND SURGE

School: Conjuration (creation) [earth]; **Level:** Druid 6, Magus 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, F/DF (a bludgeoning weapon)

Range: 60 ft.

Effect: Surging sand in 60-ft. radius undulations

Duration: Instantaneous

Saving Throw: Reflex half; **Spell Resistance:** No

You slam your staff (or other bludgeoning weapon) into the ground at your feet and a wave of energy and sand spreads out away from you in large,

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undulating ripples. These ripples spread quickly, causing the terrain to rise and fall with the main wave moving out from you to the end of the range over the course of your turn. With the wave, pouring out from the place where you slam the ground, sand created by the spell sprays outward, pulsing up and down with the wave of energy through the terrain. This wave of energy causes creatures in the area to be knocked prone, and the spraying sand blinds creatures until the end of their next turns and causes 1d6 points of piercing damage per three caster levels (maximum 6d6). A successful Reflex save halves the damage and prevents a creature from being blinded and from being knocked prone.

Objects in the area that are not firmly rooted may topple, as may objects whose weight is unevenly distributed; a coin-filled chest might remain in place whereas a dining room table may end up moved a few inches and some of the chairs around it might topple. Effects on items in the area are resolved per GM discretion.

If *sand surge* is cast in naturally very sandy terrain such as might be found in a desert, in desolate barrens or at a beach, the damage is 1d6/2 levels instead (maximum 10d6), and any blindness that is inflicted persists for 1d4 rounds.

SAND TRAP

School: Conjuration (creation) [earth]; **Level:** Bloodrager 2, Magus 2, Sorcerer/Wizard 2, Summoner 2

Casting Time: 1 standard action

Components: V, S

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

Effect: One 10-ft. cube trap; see text

Duration: 1 minute/level; see text

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

Resistance: No

Sand trap creates a small sand trap, extending into an extradimensional pit 10 feet downward and having a 10-ft. square surface which appears to be sand (as this is an extradimensional space it does not displace any existing matter). The walls and floor of the pit are sandy and digging into them simply generates more sand until the spell ends. If the surrounding environment is not sand, then the sand trap created by the spell is obvious (Perception DC 0), otherwise, detecting the sand trap requires a Perception check (DC 20 + the level at which this spell is cast). When a creature Small size or larger enters the space of the sand trap, the trap engages. It operates as if it were a mechanical trap through the mechanisms are magical. A successful Reflex save allows any creature in the space of the trap to avoid falling into the trap; Large creatures gain a +2 bonus to their Reflex save to avoid falling into the trap; Huge and larger creatures are unaffected by the trap. Anyone falling into the trap suffers 1d6 damage (though if someone falling has some means of avoiding damage during a fall, that applies normally). While some sand pours into the space, it is not enough to bury or otherwise harm anyone in the trap. Climbing out of the trap requires a DC

20 Climb check. If the trap is not triggered before the duration ends, the trap disappears. If the trap is triggered before the duration ends, the pit remains until the duration ends at which time anyone in the trap is brought to the surface which is magically restored when the spell ends.

If you cast *sand trap* in an area dominated by naturally occurring sand (such as a desert or beach), all the save DCs and Climb check DCs associated with the spell are increased by +2.

SANDSTORM SIGHT

School: Transmutation; **Level:** Druid 2, Ranger 2, Shaman 2

Casting Time: 1 standard action

Components: V, S, M/DF (a sha's eyelash)

Range: Personal

Target: You

Duration: 10 minutes/level

You can see through naturally-occurring sandstorms as though they weren't there. If a sandstorm would normally offer concealment, you are not impeded by that concealment for those targets. If a sandstorm is magically created, you can only see through it if your caster level is higher than the caster level of the sandstorm.

SCOTOMATA

School: Enchantment (compulsion) [mind-affecting]; **Level:** Bard 4, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S, M (several scraps of black cloth)

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

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

Duration: 1 minute/level (D)

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

This spell convinces the targets that you and several others that you designate simply do not exist. While you cast *scotomata* you may designate a number of creatures equal to one-third your caster level; those creatures and you become those whom the targets cannot see. You may choose to designate a target of the spell; in that case the other targets fail to recognize the existence of this individual as normal, but it remains aware of itself. (That is, you can choose to make someone who is a target of the spell also someone to designate as disappearing to other targets.)

Even the target's allies cannot effectively alert the target to your presence or the presence of those you designated, as the target sees right

through you and the designated others and your and their equipment. Objects you or they pick up during this spell also become invisible to the target, although they immediately become visible when you or they become visible or when you or they put them down.

This spell does not magically *silence* you or the other designees, however, and so the target can hear sounds you and they make, including speech, while this spell is in effect. If you or they make noise within the target's earshot while this spell is in effect, the target receives a new Will save at the start of its turn to see you or them (and once a target can see a designee, it remains able to). If you or they talk or make sounds for multiple rounds while this spell is in effect, the target receives a save each round. There are many other means of discovering a target: for example, a target might attempt to move through a space occupied by a designee. Each such opportunity offers a new Will save for a target to see a designee.

Dispel magic does not restore the target's mind; *break enchantment* or a stronger spell is required to dispel *scotomata*. However, if you or a designee attacks a target or casts a spell that damages a target or requires a target to make a saving throw (other than a new save against this spell), the spell's effect for you or that designee immediately ends.

For the duration of the spell, the target is treated as flat-footed with respect to anyone it cannot see.

If you cast *scotomata* in terrain that naturally produces visual illusions, such as a desert, then all the save DCs associated with the spell are increased by +2.

SCOURING BLAST

School: Evocation [air, earth]; **Level:** Druid 5, Shaman 5, Witch 5

Casting Time: 1 standard action

Components: V, S

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

Effect: Sandstorm in a 20-ft. radius, 20 ft. high

Duration: 2 rounds

Saving Throw: None; **Spell Resistance:** Yes (see text)

You generate a short-lived, stationary windstorm of stinging sand that blocks all vision. Each creature in the area takes 3d6 points of piercing damage each round; the area is considered a windstorm (see Wind Effects). If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but is still unable to see within the area of the spell.

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SHA'S STEPS

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

Casting Time: 1 standard action

Components: V, S, M/DF (a sha's foot)

Range: Personal

Target: You

Duration: 1 round/level

You gain the Following Step and the Step Up feats for the duration of the spell.

If you cast *sha's steps* in warm desert terrain, the duration is 1 minute/level and you gain a +2 size bonus to Dexterity.

SHADOW CONJURATION, BLACK SCORPION

School: Illusion (shadow) [shadow]; **Level:** Sorcerer/Wizard 9

Casting Time: 1 standard action

Components: V, S

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text; **Spell Resistance:** Yes; see text

This spell works like *greater shadow conjuration* except that it mimics *summon monster IX* and creates a black scorpion using material from the Plane of Shadow. (See *Pathfinder Roleplaying Game Bestiary 2*.)

If you cast this spell in warm desert terrain, the black scorpion has the advanced creature template.

SINKHOLE

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

Casting Time: 1 standard action

Components: V, S

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

Effect: 10-ft.-diameter sinkhole and surrounding region; see text

Duration: 3 rounds

Saving Throw: Reflex partial; see text; **Spell Resistance:** No

The ground in an area you select shakes hard, becomes unstable and a sinkhole forms. The ground around this hole shakes and becomes unsteady. Creatures outside the 10-ft.-diameter sinkhole but within 20 feet of the center of the hole must succeed on a Reflex save or fall prone. Creatures occupying any of the spaces in the 10-ft.-

diameter sinkhole region must succeed on a Reflex save or fall prone and become entangled for the remaining duration of the spell.

If *sinkhole* is cast in easily movable terrain, such as sandy deserts, the save DCs are increased by +2.

SOLAR AURA

School: Evocation [good, light]; **Level:** Cleric/Oracle 5, Paladin 4

Casting Time: 1 standard action

Components: V, S, M/DF (a drop of sweat from a good-aligned sun giant)

Range: 60 ft.

Area: 60-ft.-radius emanation, centered on you

Duration: 1 minute/level

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

Light levels within 60 feet of you increase by one step (supernatural darkness becomes normal darkness). This does not count as a light effect for the purpose of light and darkness effects; your aura is not hindered by any type of magical darkness of equal or lower level, and its effect is applied after all light and darkness effects. In areas of bright or brighter light, your aura causes sighted creatures to become dazzled for as long as they remain in the aura. Once per round as a standard action, you can direct light toward a single target within your aura, and that creature must succeed at a Fortitude save or be permanently blinded.

If you are in desert terrain, the duration is 10 minutes/level, any save DCs associated with this spell are increased by +2, and the spell is treated as though it were 1 level higher (maximum of 9th level) for purposes of determining the magical darkness that can affect it (for paladins, this means *solar aura* will be treated as a 5th level spell for those purposes).

SOLIFUGID'S TRUCULENCE

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

Casting Time: 1 standard action

Components: V, S, M (a Tiny or smaller solifugid)

Range: Touch

Target: Creature touched

Duration: 1 minute/level

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

The target creature gains a +2 competence bonus on Perception and Stealth checks. The target also becomes more hostile and belligerent than usual. Whenever the target is acting on its

aggressive impulses (per GM adjudication), it also gains a +2 resistance bonus on all saves against mind-affecting effects.

If you cast *solifugid's truculence* in warm desert or scrub terrain, the competence and resistance bonuses are +4 instead of +2.

STAVE OFF LONELINESS

School: Illusion [shadow] (shadow); **Level:** Bard 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S

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

Effect: Four humanoids

Duration: 1 minute/level; see text

Saving Throw: Will disbelief (if interacted with); varies; see text; **Spell Resistance:** Yes; see text

You bring forth four shadowy humanoids of various sorts. You determine their general types (human, elf, dwarf, etc.) when you cast the spell though they cannot be of a type you have not experienced. These creatures are normal humanoids in all respects and are treated as commoners; each being's level is 4 lower than your own (if you are 7th level you create four 3rd-level commoners). They speak and act as commoners would. In particular, they are friendly to you and your allies. They are not combatants and will attempt to avoid combat.

If you cast *stave off loneliness* in an area that is isolated or deserted, then the duration of the spell is 1 hour/level instead.

Note to the GM: It wouldn't be unreasonable to create individuals with personalities for this spell; it could be particularly fun to have one or more of these individuals to reflect aspects of the caster's unconscious. The spell is not intended to be used to provide valuable information to players.

STICKY HEAT

School: Transmutation; **Level:** Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S

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

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

Duration: 1 minute/level

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

What you cast *sticky heat*, each creature in the area failing its save immediately begins to radiate heat in an area around itself to 15 feet in all

directions (if all the targets succeed on their initial saves, the spell fails). The amount of heat is 10 degrees per caster level warmer than the otherwise-ambient temperature in the area. Anyone within any of these emanations may suffer the consequences of exposure to high heat (see Heat Dangers in the *Pathfinder Roleplaying Game Core Rulebook*). Until the spell ends, anyone currently unaffected by *sticky hear* who enters or starts its turn in an emanation must succeed on a Fortitude save or also begins emanating heat to a radius of 15 feet (succeeding on a previous save does not prevent being forced to attempt a new save each round that one remains within or enters an emanation area). Each such emanation duplicates the original in that it raises the temperature relative to the ambient temperature and any creature that fails a Fortitude save within that area also begins radiating heat similarly. (The heat from overlapping emanations does not stack; the heat for each area is relative to the otherwise-existing temperature in the area.)

If you and the original targets are all in desert terrain when you cast the spell, the duration is doubled and the save DC of all the saving throws associated with the spell is increased by +2.

SUMMON ARCTIC SCOURGE

School: Conjunction (summoning) [cold, evil]; **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Summoner 5

Casting Time: 1 round

Components: V, S, M/DF (a drop of frost giant blood)

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

Effect: Several summoned creatures (see text)

Duration: 1 round/level (D)

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

This spell summons 1 young white dragon, 2 winter wolves and 1d3+1 ice trolls; each of the summoned creatures has the fiendish template. They appear where you designate and act immediately, on your turn.

If you cast *Summon Arctic Scourge* while in cold desert or mountains terrain, the summoned creatures also have the advanced creature template.

SUMMON CRIMSON WORM

School: Conjunction (summoning) [see text]; **Level:** Cleric/Oracle 8, Druid 8, Sorcerer/Wizard 8, Summoner 6, Witch 8

Casting Time: 1 round

Components: V, S, DF

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

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Effect: 1 summoned purple worm variant
Duration: 1 round/level (D)
Saving Throw: None; **Spell Resistance:** No

This spell summons a colossal crimson worm. It appears underground at the spot you designate and acts on your turn. It attacks your opponents to the best of its ability. If you can communicate with the worm, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Crimson Worm

CR 13

XP 25,600

N Colossal magical beast

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 25, touch 0, flat-footed 25 (-2 Dex, +25 natural, -8 size)

hp 232 (16d10+144)

Fort +19, **Ref** +8, **Will** +5

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +21 (8d6+12/19-20 plus grab), sting +21 (4d6+12 plus poison)

Space 20 ft.; **Reach** 15 ft.

Special Attacks swallow whole (8d6+18 bludgeoning damage, AC 21, 20 hp)

STATISTICS

Str 35, **Dex** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8

Base Atk +16; **CMB** +38 (+42 grapple); **CMD** 45 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Skills Perception +18, Swim +22

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Celestial Rebuild Rules: Defensive Abilities gains DR 10/evil; gains cold, acid and electricity resistance 15; **SR** gains SR 19; **Special Attacks** smite evil 1/day as a swift action (+0 attack, +16 damage against evil foes; smite persists until target is dead or the celestial creature rests).

Fiendish Rebuild Rules: Defensive Abilities gains DR 10/good; gains cold and fire resistance

15; **SR** gains SR 19; **Special Attacks** smite good 1/day as a swift action (+0 attack, +16 damage against good foes; smite persists until target is dead or the fiendish creature rests).

If you are good, then the worm has the celestial template. If you are evil, then it has the fiendish template. If you are neutral, then you must choose which template it has. Each time you cast the spell, the worm's alignment and this spell's type match your alignment.

If you cast *summon crimson worm* while in rocky desert or remote badlands, then the worm also has the advanced creature template.

SUMMON MIRAGE

School: Conjuration (summoning); **Level:** Bard 5, Cleric/Oracle 7, Sorcerer/Wizard 7, Summoner 5, Witch 7

Casting Time: 1 round

Components: V, S, DF

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

Effect: 1 summoned living mirage

Duration: 1 round/level (D)

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

This spell summons a living mirage at the spot you designate and acts on your turn. It is mindless and so you cannot direct it to move, attack, or do anything else. The living mirage summoned by this spell does not have the celestial or fiendish template.

If you cast this spell in areas of extreme heat or reflection, such as a desert, open ocean or snow plain, the duration is doubled and all the DC's of the living mirage's special attacks and extraordinary abilities are increased by +2.

SUMMON WINTER WOLF

School: Conjuration (summoning) [cold, see text]; **Level:** Cleric/Oracle 5, Druid 5, Shaman 5, Sorcerer/Wizard 5, Summoner 4, Witch 5

Casting Time: 1 round

Components: V, S, DF

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

Effect: One summoned winter wolf

Duration: 1 round/level (D)

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

This spell summons to your side a winter wolf. It appears where you designate and acts immediately, on your turn. If the area into which the winter wolf is summoned is snow-covered, the summoned winter wolf has the advanced creature



template. In addition, if you are good it has the celestial template, if you are evil it has the fiendish template, and if you are neutral you may choose either. The spell's type matches your alignment.

If you are a cleric with the ice subdomain or the cold domain or who worships a deity of cold, ice, snow or winter; an arctic or plains druid; a sorcerer with the boreal bloodline; or a witch with a patron associated with cold, ice, snow or winter; then when you cast this spell you may summon two winter wolves instead of one, but the duration of the spell is halved.

SUNBURN

School: Evocation [light]; **Level:** Bloodrager 1, Cleric/Oracle 1, Druid 1, Magus 1, Shaman 1, Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V, S, F/DF (a lens)

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

Target: 1 creature

Duration: Instantaneous

Saving Throw: Reflex or Fortitude halves; see text;

Spell Resistance: Yes

You cause an intense, hot light to shine onto the skin of the target creature. If it is aware that you are targeting it with a spell it may attempt a Reflex save; if it is unaware that you are targeting it with a spell it gains a Fortitude save; in either case, a successful save halves the damage. If the target fails its save it takes 1d4 nonlethal damage per caster level (maximum 5d4 nonlethal damage) and the area of skin on the target you affected remains slightly discolored and lightly blistered for 1 day/caster level. Neither the discoloration nor blistering

causes any penalties. *Sunburn* fails if you target a creature that does not have exposed skin.

The area of skin affected depends upon the circumstances; the hot shining light created by the spell is like sunlight and as such, the discoloration and blistering will affect only the skin that is exposed. Not only is skin covered by clothing or armor unaffected, but any skin not facing the direction of the light is unaffected. For game purposes, the area that is discolored and burned should be small (per GM adjudication) unless the target creature is particularly vulnerable (mostly unclothed, etc.). The light from this spell is not long-lasting or powerful enough to cause damage to creatures that are normally particularly susceptible to damage from light (such as undead or those vulnerable to sunlight).

If you cast *sunburn* in an area where natural sunburns occur, the save DC of the spell is increased by +2 and the damage dice are increased from d4 to d6. If you have the sun domain, the range of the spell is doubled, your damage is increased by +1 per die, and you may choose for the damage to be lethal instead of nonlethal damage.

SUNSCREEN

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

Casting Time: 1 minute

Components: V, S, M/DF (a vial of powdered zinc)

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

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

Resistance: No

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S*unscreen* protects the target creature from damage and deleterious effects from exposure to any form of light. The target gains a +2 alchemical bonus on saves against any spell or effect with the light descriptor which also causes damage. In addition, the touched creature gains a form of resistance akin to that provided by *resist energy* except that it protects against any damage caused by light (treat as if it were resist light 10 and treat damage effects from spells and effects with the light descriptor as if they caused light damage for purposes of this spell).

In addition, *unscreen* temporarily negates the effects of light blindness and light sensitivity and allows a creature with sunlight powerlessness to attempt a Fortitude save at the start of each of its turns if it would be staggered to avoid the staggered condition on that round (though it still cannot attack).

Sunscreen offers no protection against fire, heat, dehydration or other effects sometimes associated with exposure to intense sunlight.

SUPER-COOLING BURST

School: Transmutation [cold]; **Level:** Sorcerer/Wizard 8

Casting Time: 1 standard action

Components: V, S, M (a white dragon scale or tooth)

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

Effect: 20-ft. radius burst

Duration: Instantaneous

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

Creatures and objects in the area experience an instantaneous super-cooling of the water within them. Metals, solid stone, long-dried woods, and other materials containing little or no water are unaffected (long-dried skeletons, for example, would be immune). Almost all living creatures, plants, and some other objects suffer terribly when the water within them freezes. In addition to the cold damage from freezing, some objects and creatures' bodies are destroyed by the fracturing caused by the expanding ice.

Creatures and objects in the area suffer 1d6 cold damage/level (maximum 20d6), suffering only half damage on a successful Fortitude save. Creatures and objects with a Constitution score also suffer 1 point of Constitution damage for every 10 points of cold damage they take (regardless of whether the creature succeeds on its Fortitude save). If a creature or object is killed or destroyed by this spell, it shatters as the ice within it explodes.

If *super-cooling burst* is cast in any cold climate, the damage dice are d8s instead of d6s. If a creature in such a climate fails its save, then if it suffers at least 40 points of cold damage it is staggered for 1d6 rounds. If it suffers at least 60 points of damage it is also fatigued while it is staggered. The fatigue lifts when the creature is no longer staggered.

If the material component is from an old or older dragon, add +1 to the DC of the save for every 400 years of age of the dragon.

SUPERCHROMATIC VISION

School: Transmutation; **Level:** Alchemist 3, Druid 3, Ranger 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched

Duration: 1 hour/level

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

Many regions contain vast areas of what appear to most to be a single color (or almost no differences in color): miles of open snow plains, desert dunes, etc. In fact, these regions are filled with thousands of variations, some of which are undetectable by most creatures. The subject of *superchromatic vision* gains heightened sensitivity to minute differences in hue and gains a +4 on sight-based Perception checks in all circumstances, or a +8 on sight-based Perception checks in these areas that seem devoid of color differences.

The target's super-sensitivity is risky. Against effects that affect sight (such as the blindness and dazzled conditions, gaze attacks, spells like *color spray* and the like), the subject suffers a -2 on saving throws.

SWIRLING SANDSTORM

School: Conjuration (creation) [earth, electricity]; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M (a bit of sand from a desert drake's sandstorm breath)

Range: 20 ft.

Effect: Cloud of sand and electricity spreads in a 20-ft. radius from you, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text; **Spell Resistance:** No

With a flourish of your arms, dust and sand appear around you and rise to fill the area; every bit of matter in the cloud is electrically charged

and the area crackles and sparks with energy as the sand spins rapidly around you. The space from which you cast the spell remains unaffected like an eye in a storm; *swirling sandstorm* grants you no special resistances. When you first cast the spell, and then each round on your turn, creatures and objects in the cloud suffer 1d6/level damage from the fast-moving, electrically charged sand (Reflex for half). Half of this damage is slashing damage and the other half is electricity damage. While the cloud remains, it obscures all sight as *obscuring mist*, though a severe wind is necessary to disperse the sandstorm in 4 rounds (and wind at least as powerful as a windstorm will disperse it in a single round).

If you cast *swirling sandstorm* in terrain that is exceptionally sandy, such as many deserts, or in the territory of any dragon that has any attack that causes electricity damage, the damage dice are d8 instead of d6 and the save DC is increased by +2.

TERRA TSUNAMI

School: Transmutation [earth]; **Level:** Druid 7, Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S

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

Area: 20-ft.-by-40-ft. region of land

Duration: Instantaneous

Saving Throw: Reflex half; see text; **Spell Resistance:** No

You select a 20 ft. by 40 ft. area of land that rises out of the ground as a sudden, enormous wave. The wave rises 20 feet upward and comes crashing down another 20 feet onto everything in front of the area you selected (after the wave crashes, the original space and the space onto which the wave crashes make up a 40-ft.-by-40-ft. square). Creatures in the space you originally selected are carried upward by the wave and slammed into the ground when the wave strikes downward. Creatures in the space where the wave crashes are crushed by the falling debris.

Creatures in the space you originally selected that succeed at a Reflex save are moved out of that space into the nearest safe spaces (adjacent to or behind the direction of the slamming wave). Creatures that fail this save are carried upward and are slammed into the ground when the wave crashes. These creatures take 2d6 falling damage (and can avoid this damage as they could any other falling damage if they have some means of doing so).

Creatures in the space where the wave hits (including those that were carried upward and fell into this area) take 1d6/level bludgeoning damage from the weight of the collapsing wave and are knocked prone. Creatures in this area (including those that missed the initial Reflex save and were carried upward) take half damage on a successful Reflex save and are not knocked prone. There may initially be more creatures in this 20-ft.-by-40-ft. space than can fit after the wave hits; resolve this after the spell ends (see below). The wave then retreats, dragging earth, objects and creatures back into the original space (where the objects and creatures may be scattered somewhat randomly).

Any creature knocked prone and reduced to 0 or fewer hit points as a result of this spell is buried beneath the space where the wave returns to (the original space you selected). The depth to which they are buried is 3d4 feet. See Cave-Ins and Collapses for rules for excavating those who are buried.

If *terra tsunami* is cast in desert terrain, or in any area where the ground is loose and subject to considerable natural shifting, any creatures that are buried by the spell are buried to a depth of 6d4 feet instead. The spell does not function in water or inside structures.

THERMAL INVERSION LINE

School: Evocation [cold, fire]; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (an ice cube and a hot ember)

Range: 120 feet

Area: 120-ft. line

Duration: Instantaneous

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

A 120-ft. line of rapidly changing temperatures begins at the edge of your space and ends at a point of your choosing within range. You choose one end of the line to be predominantly cold, the other end is predominately hot. Creatures in the line suffer cold damage, fire damage, or a mixture of the two based upon where along the line they're located. Creatures resistant to cold or fire resist the respective damage types.

Those in the line suffer a total of 1d6 damage/level to a maximum of 10d6 damage. The damage at the cold end of the line is all cold, at the other end it all fire, and in the middle is a mixture. For each 30 feet along the line, the damage alters as follows: the first 30 feet is all cold, the last 30 feet is all fire, and

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the middle 60 feet is half fire and half cold. Roll the damage as a single roll, halving the result.

For example, a 7th level sorcerer casts *thermal inversion line* affecting a number of targets. The sorcerer chooses the end nearest herself to be the fire end. The player rolls 27 damage. Creatures in the first 30 feet suffer 27 fire damage, those in the final 30 feet suffer 27 cold damage and those in the middle suffer 13 fire and 13 cold damage. Like a *lightning bolt*, if the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

This spell does not work underwater.

If you cast this spell in desert terrain or other terrain that often has extreme temperature differences in a single day (per GM adjudication), the DC of the save is increased by +2 and the damage dice are d8 instead of d6.

TO THE DESERT WITH YOU

School: Conjunction (teleportation); **Level:** Magus 6, Sorcerer/Wizard 6, Summoner 5, Witch 6

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Touched creature

Duration: Instantaneous

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

If the target fails its Will save, it is teleported to a desert of your choice within a range of 100 miles per caster level. If there is no desert within range, or if you are unable to identify one, the spell fails.

VERTIGINOUS FALLER

School: Necromancy [curse]; **Level:** Bloodrager 2, Cleric/Oracle 2, Shaman 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

Components: V, S, M (a sha's hair, claw or tooth)

Range: Touch

Target: Creature touched

Duration: Permanent

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

Whenever the target is knocked prone it also suffers vertigo. A creature suffering from vertigo caused by this curse feels the world spinning for 1d4 rounds during which time it suffers a -4 penalty on Acrobatics, Climb, Ride, Stealth and Swim checks. Standing up from prone requires a

successful Acrobatics check (DC 10) while in this state. If the target is suffering from vertigo and is again knocked prone, the target gains the nauseated condition for 1d4 rounds.

Vertiginous faller can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. In addition, spells which normally only suppress curses successfully remove *vertiginous faller*.

WIND CHILL

School: Evocation [air, cold]; **Level:** Bloodrager 3, Druid 3, Magus 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M (a piece of frostbitten skin)

Range: 40 ft.

Effect: Cone-shaped emanation

Duration: Concentration (up to 5 rounds)

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

Resistance: Yes

Waves of incredibly cold air emanate from your fingertips. Each round on your turn you can choose to maintain the blast. Creatures caught in the blast must succeed on a Fortitude save each round or suffer 3d6 nonlethal cold damage.

Once a target has taken an amount of nonlethal damage equal to its total hit points, any further damage from *wind chill* is lethal damage.

A druid with the air or weather domain, a shaman who has selected the nature, waves or wind spirit, a sorcerer with the elemental (air) bloodline, and a witch with the elements patron produce more powerful cold with this spell. Their damage is 3d8 instead of 3d6 and the initial DC is increased by +2.

WITHSTAND HEAT (OR COLD)

School: Abjuration; **Level:** Cleric/Oracle 0, Druid 0, Shaman 0, Sorcerer/Wizard 0, Summoner 0

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Creature touched

Duration: 8 hours

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

The creature you touch treats very hot (or cold) conditions as if they were normal, conditions of severe heat (or cold) as though they were very hot (or cold), and conditions of extreme heat (or cold) as though they were severe heat (or cold).

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